

LCP01U / LCP02U / LCP03U / LCP04U

LCA01U

LCB01X

MHF01X / MHF02X / MHF03X

MHF04X / MHF05X / MHF06X

Doorphone

GB

User guide



This manual describes how to use the following products:

LCP01U	1-button 1-home doorphone kit
LCP02U	Code-operated 1-home doorphone kit
LCP03U	2-button 2-home doorphone kit
LCP04U	Code-operated 2-home doorphone kit
LCA01U	Interior handset unit + base + EU power pack
LCB01X	Controller
MHF01X	Translucent 2-home outdoor caller unit
MHF02X	Translucent code-operated 2-home outdoor caller unit
MHF03X	Opaque 1-home outdoor caller unit
MHF04X	Opaque 2-home outdoor caller unit
MHF05X	Opaque code-operated 1-home outdoor caller unit
MHF06X	Opaque code-operated 2-home outdoor caller unit

## Foreword

The doorphone system can be used to welcome and filter visitors, listen in to background sounds at each access point and communicate with another handset.

It can also be used to remotely control:

- one or several electrical latches,
- one or several automatic gate control systems,
- one or several automatic garage door control systems,
- one or several lights.

It also allows users to check the status of access points or lights using the screen on the handset at any time.

Several additional interior handset units can be added to the doorphone system (maximum of 4 per call button).



### DECLARATION OF CONFORMITY

Manufacturer: **Hager Security SAS** • Address: F-38926 Crolles Cedex - France

Product type: **Doorphone** • Trade mark: **Hager**

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We declare under our sole responsibility that the product to which this declaration relates is compliant with the essential requirements of the following directives:

- **R&TTE Directive: 99/5/CE**
- **Low Voltage Directive: 2006/95/CE**
- **ROHS directive: 2002/95/CE**

in compliance with the following harmonised European standards:

Product reference	LCA01U
EN 300 220-2 V2.1.2	X
EN 60950 (2006)	X
EN 301 489-1 V1.8.1	X

This product can be used in all EU and EEA countries and Switzerland.

Crolles, 06/05/10

Signature: Patrick Bernard  
Research & Development Director

Non-binding document subject to modifications without prior notification.

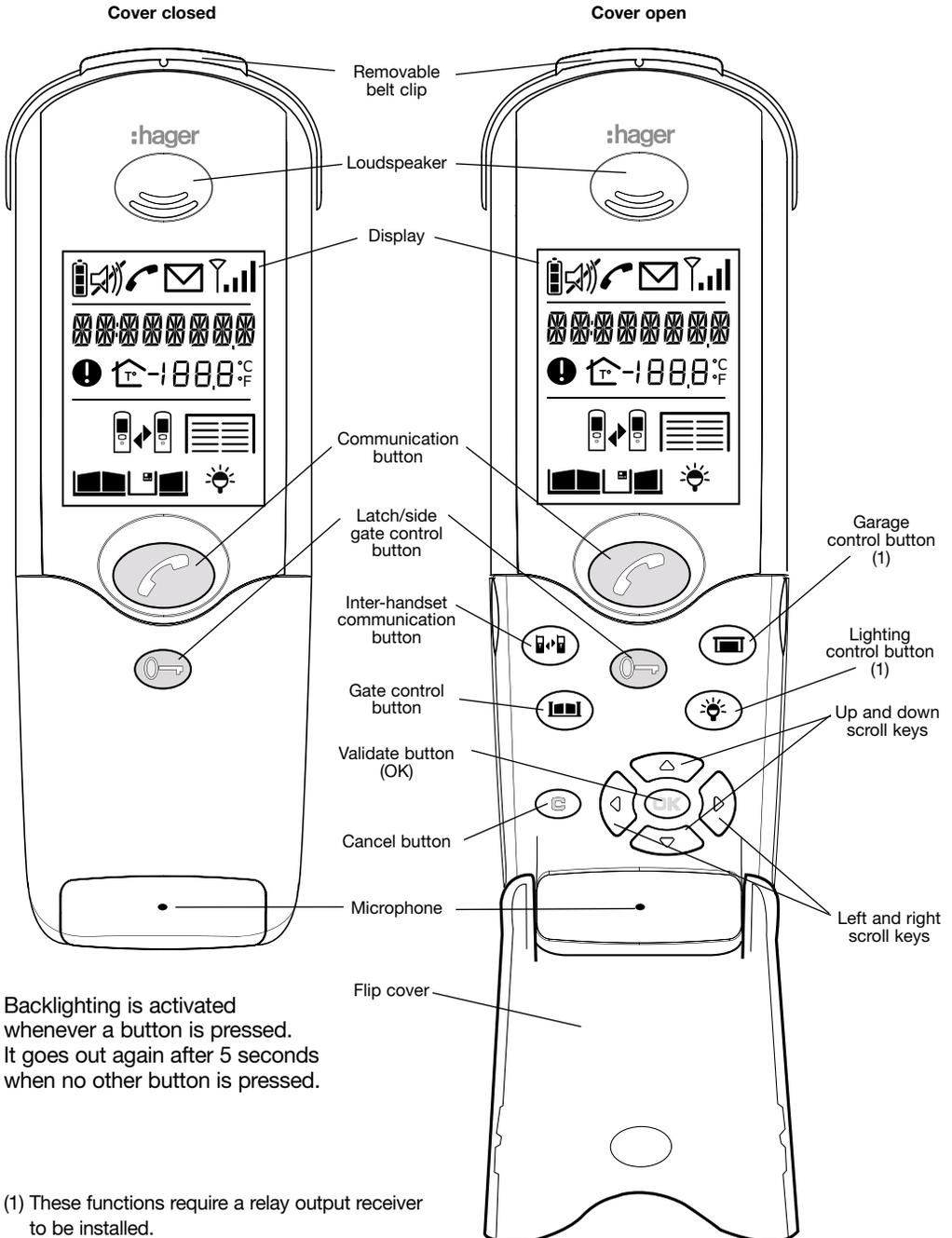
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 **Waste processing of electrical and electronic devices at the end of their service life** (Applicable in European Union countries and other European countries with a waste collection system). Used on products or product packaging, this symbol indicates that the product must not be thrown out with household waste. It must be taken to a waste collection point for electrical and electronic product recycling. When you make sure that this product is disposed of in the most appropriate manner, you are helping to protect the environment and human health. If you would like additional information concerning the recycling of this product, please contact your town/city council, nearest waste collection centre or the shop where you bought the product.

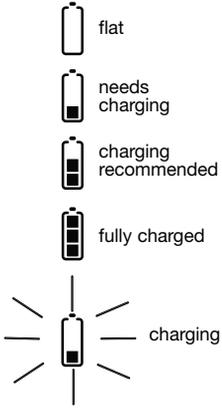
# 1. Overview of handset keys and display

## 1.1 Description of handset



## 1.2 Description of display

### Handset battery status

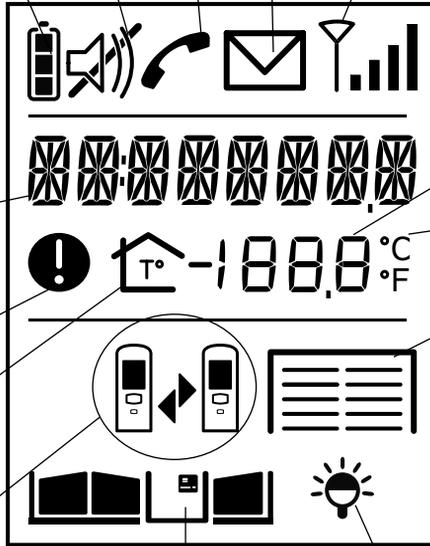
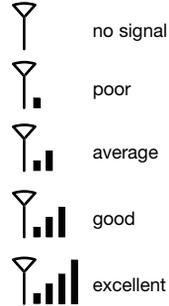


### Communication in progress

Handset in silent mode

Missed call

### Radio range



### Scrolling text zone:

- display of time
- outdoor temperature
- faults
- access calling
- current commands
- handset mode

### Indoor temperature

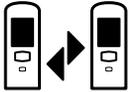
### Temperature unit:

- °C: Celsius
- °F: Fahrenheit

### Fault

### Indoor temperature indication

### Handset in inter-handset communication mode



### Garage, side gate and latch status



gate closed



gate open



gate 1 open/2 closed or gate half open if sliding motor



gate 1 closed/2 open or side gate open

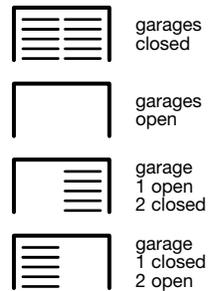


latch closed

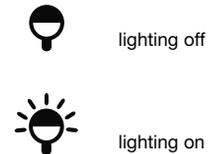


latch open

### Garage status

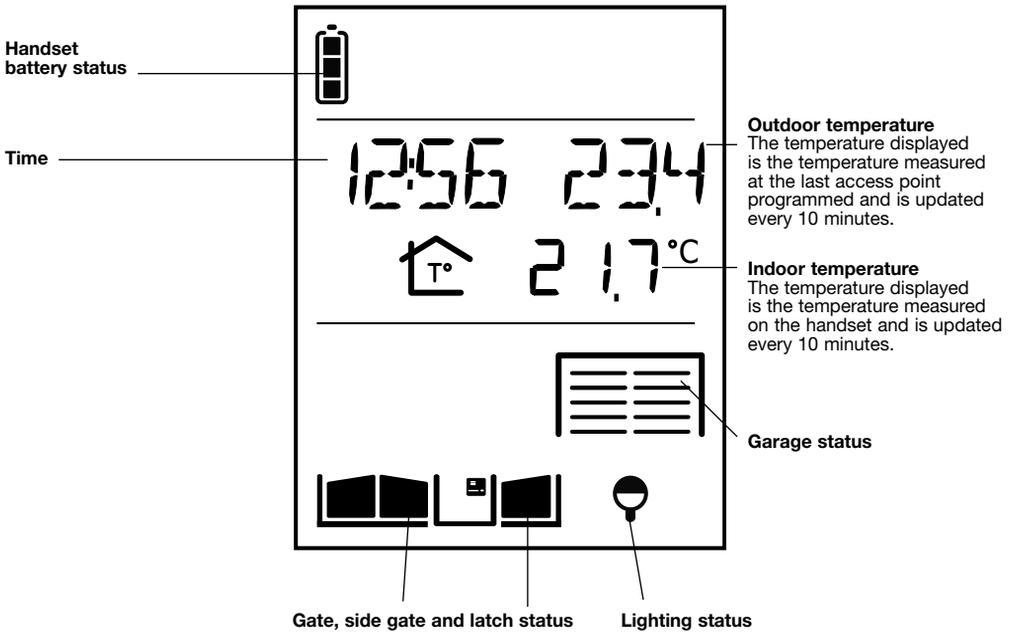


### Lighting status



**IMPORTANT:** only the icons corresponding to the installation are displayed.

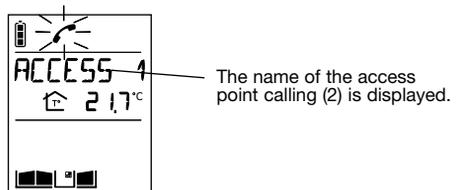
## 1.3 Handset display in standby mode (general information screen)



**IMPORTANT:** if the handsets or controllers are too close to each other when you perform different tests, this may cause disturbance (Larsen effects, crackling, etc.). Move the various devices over 3 metres away from each other.

## 2. Answering a visitor's call

The handset rings (1) (unless it is in silent mode) and the backlighting flashes.



- (1) If nobody answers, the handset rings for 20 secs (factory setting) and then stops. The duration of ringing can be adjusted (see Programming handset operating options). If the handset is on its base, the handset rings at the programmed volume (see Modifying handset operating options). If the handset is off its base, the ringing volume becomes progressively louder (from level 1 to the programmed level).
- (2) The names of access points can be customised (see Modifying doorphone operating options).

## 2.1 Using the handset in handsfree mode (handset on base)

1. Press .



2. You can now talk.

3. At the end of communication, press .

If no button is pressed, communication is automatically cut off after 3 minutes.



You can switch to “handheld” mode at any time by taking the handset off the base.

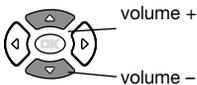
## 2.2 Using the handset in handheld mode (handset off base)

1. If the handset is on the base, pick it up:  
- if the automatic handheld mode has been activated, communication is established,  
- if not, press .



If the handset is already off the base, press .

2. Open the flip cover to talk and adjust the volume using the keys



3. At the end of communication, press .

**and/or** put the handset back on the base (the handset beeps 3 times if it is correctly positioned on the base).



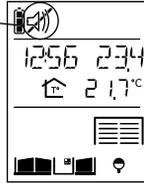
If no button is pressed, communication is automatically cut off after 3 minutes.

### 3. Switching the handset to silent mode

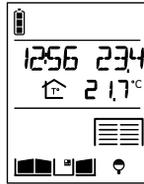
The handset can be switched to silent mode using the key .

The handset then remains in silent mode for 12 hours or until it is switched back to ringing mode.

1. Press  for 5 seconds until the  icon is displayed.



2. To switch back to ringing mode, press  for 5 seconds until the  icon disappears.



### 4. Listen-in function

You can listen in to background sounds at the different access points where the outdoor caller units are installed using the  key.

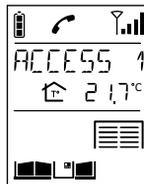
1. Quickly press .

2. **If you have more than 2 access points,** select the one you wish to listen in to using the keys



**If you only have one access point**

Listen-in begins and you will hear what is happening at the selected outdoor caller unit and the persons in front of the unit will be able to hear you too.



3. Press again on  to end listen-in.



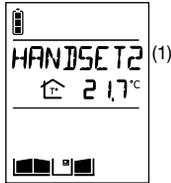
## 5. Inter-handset communication function

You can communicate with another handset using the key .

### Handset making the call

1. Pick up the handset (if it is on the base), open the flip cover and quickly press .

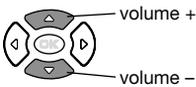
2. If you have more than 2 handsets, select the handset to be called using the keys



If you have 2 handsets, the inter-handset communication function is activated.



3. You can talk and adjust the volume using the keys



4. At the end of communication, press  and/or put the handset back on the base.

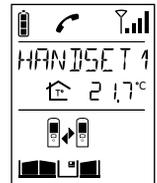
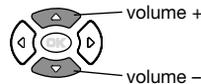


### Handset being called

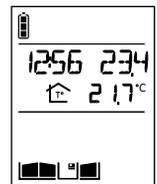
The handset rings (unless it is in silent mode) and the backlighting flashes. If the handset is on the base, pick it up. Otherwise, press .



Open the flip cover and talk, adjusting the communication volume using the keys



At the end of communication, press  and/or put the handset back on the base.



**IMPORTANT:** if a call is triggered by an outdoor caller unit during inter-handset communication, the outdoor caller unit sounds engaged.

(1) The name of the handset can be customised (see Modifying handset operating options).

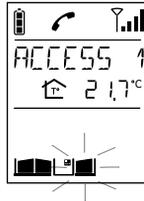
## 6. Controlling latch access

The installation has a latch or a lock and a gate.

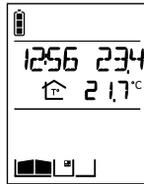
### 6.1 When communicating

You are communicating with access 1, for example.

1. Press .

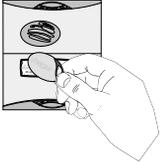


2. The latch of the access making the call is unlocked within 5 sec. At the end of communication, the latch status icon is updated (if a position contact is connected).



## 6.2 When not communicating

### 6.2.1 Using the keypad caller unit

Activate the outdoor caller unit	Status display on the handset (1)	Latch access status
<p>1. Hold the tag in front of the name label.</p>  <p>Or enter the access code (2)</p> 		Closed
<p>2. Press  (3).</p> <p>3. The latch is unlocked within 5 seconds.</p>		Open

(1) If a position contact is connected.

(2) If you press the wrong button, press  then enter the access code again.

(3) Only applies to the outdoor caller unit with keypad. If the AUTO COMMAND parameter (see ACCESS/PARAMETERS/AUTO COMMAND menu) is set to ELECTRIC STRIKE, the latch is opened as soon as the tag is held up to the caller unit or the access code is entered. There is then no need to press .

## 6.2.2 Using the handset

Activate the handset	Status display on the handset (1)	Latch access status
<p>1. Quickly press .</p>		Closed
<p>2. If you have more than 2 latch access points, pick up the handset (if it is on the base), open the flip cover and select the access point to be opened using the keys  then .</p>		Closed
<p>If you only have one latch access point, the opening command is sent directly to it.</p>		Opening command sent
<p>3. The latch is unlocked within 5 seconds.</p>		Open

(1) if a position contact is connected.

## 7. Controlling gate access

The installation includes a gate and a latch.

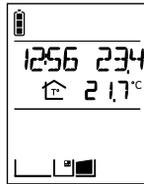
### 7.1 When communicating

You are communicating with access 1, for example.

1. Press .

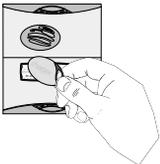


2. The gate at the access point making the call is activated within 5 seconds. At the end of communication, the gate status icon is updated (if a position contact is connected).



## 7.2 When not communicating

### 7.2.1 Using the outdoor caller unit with keypad

Activate the outdoor caller unit	Status display on the handset (1)	Gate access status
<p>1. Hold the tag in front of the name label.</p>  <p>Or enter the access code (2)</p> 		Closed
<p>2. Press  (3).</p> <p>3. The gate is activated within 5 seconds.</p>		Open

(1) If a position contact is connected.

(2) If you press the wrong button, press  then enter the access code again.

(3) Only applies to the outdoor caller unit with keypad. If the AUTO COMMAND parameter (see ACCESS/PARAMETERS/AUTO COMMAND menu) is set to GATE, the gate is opened as soon as the tag is held up to the caller unit or the access code is entered. There is then no need to press .

## 7.2.2 Using the handset

Activate the handset	Status display on the handset (1)	Gate access status
<p>1. Pick up the handset (if it is on the base), open the flip cover and quickly press .</p>		<p>Closed</p>
<p>2. If you have several gate access points, select the access point to be opened using the keys  then .</p> <p>If you only have one gate access point, the opening command will be sent directly to that access.</p>		<p>Closed</p>
<p>3. The gate is activated within 5 seconds.</p>		<p>Opening command sent</p>
		<p>Open</p>

(1) if a position contact is connected.

## 8. Controlling side gate access

The installation only has one gate.

### 8.1 When communicating

You are communicating with access 1, for example.

1. Press .



2. The side gate at the access point making the call is unlocked within 5 sec.  
At the end of communication, the side gate status icon is updated (if a position contact is connected).



## 8.2 When not communicating

### 8.2.1 Using the outdoor caller unit with keypad

Activate the outdoor caller unit	Status display on the handset (1)	Side gate access status
<p>1. Hold the tag in front of the name label.</p>  <p>Or enter the access code (2)</p> 		Closed
<p>2. Press  (3).</p> <p>3. The side gate is unlocked within 5 seconds.</p>		Open

(1) If a position contact is connected.

(2) If you press the wrong button, press  then enter the access code again.

(3) Only applies to the outdoor caller unit with keypad. If the AUTO COMMAND parameter (see ACCESS/PARAMETERS/AUTO COMMAND menu) is set to ELECTRIC STRIKE, the side gate is opened as soon as the tag is held up to the caller unit or the access code is entered. There is then no need to press .

## 8.2.2 Using the handset

Activate the handset	Status display on the handset (1)	Side gate access status
<p>1. Quickly press .</p>		Closed
<p>2. If you have more than 2 side gate access points, pick up the handset (if it is on the base), open the flip cover and select the access point to be opened using the keys  then .</p>		Closed
<p>If you only have one side gate access point, the opening command is sent directly to it.</p>		Opening command sent
<p>3. The side gate is unlocked within 5 seconds.</p>		Open

(1) if a position contact is connected.

## 9. Operating an automatic garage door control system

This function requires one or several relay output receivers to be connected.

The  key can operate up to four different automatic garage door control systems.

Activate the handset	Status display on the handset (1)	Garage door system status
<p>1. Pick up the handset (if it is on the base), open the flip cover and quickly press .</p>		Closed
<p>2. If you have several garages, select the garage to be opened using the keys  then .</p>		Closed
<p>If you only have one garage, the opening command will be sent directly to it.</p>		Opening command sent
<p>3. The garage is activated within 5 seconds.</p>		Open

**IMPORTANT:** if the  key operates:

• 2 automatic garage door control systems, the handset displays:

-  if both garages are closed,
-  if both garages are open,
-  if garage 1 is open and 2 is closed,
-  if garage 2 is open and 1 is closed.

• more than 2 automatic garage door control systems, the handset displays:

-  if all the garages are closed,
-  if all the garages are open,
-  if at least one garage is open.

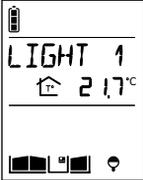
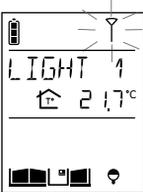
(1) if a position contact is connected to the output receiver.

(2) The name of the automatic garage door control system can be customised (see Modifying handset operating options).

## 10. Controlling lighting

This function requires one or several relay output receivers to be connected.

The  key can operate up to four different lights.

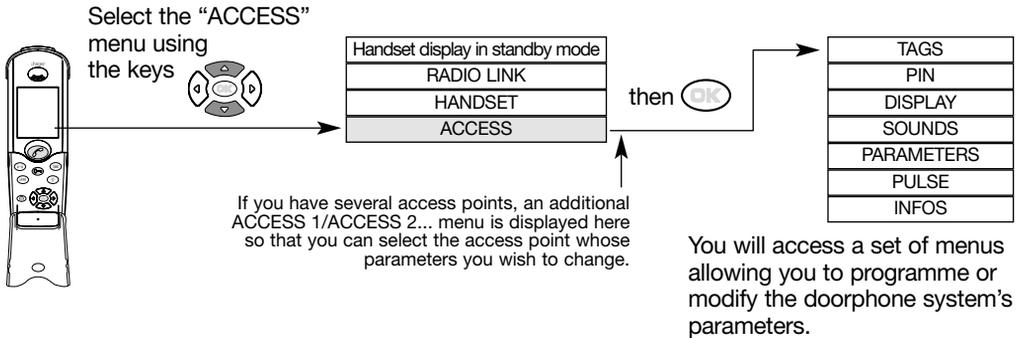
Activate the handset	Status display on the handset (1)	Light status
<p>1. Pick up the handset (if it is on the base), open the flip cover and quickly press .</p>		OFF
<p>2. If you have several lights, select the light to be switched on using the keys  then .</p> <p>If you only have one light, the ON command will be sent directly to it.</p>	 	OFF  ON command sent
<p>3. Backlighting is activated within 5 seconds.</p>		ON

(1) The name of the light can be customised (see Modifying handset operating options).

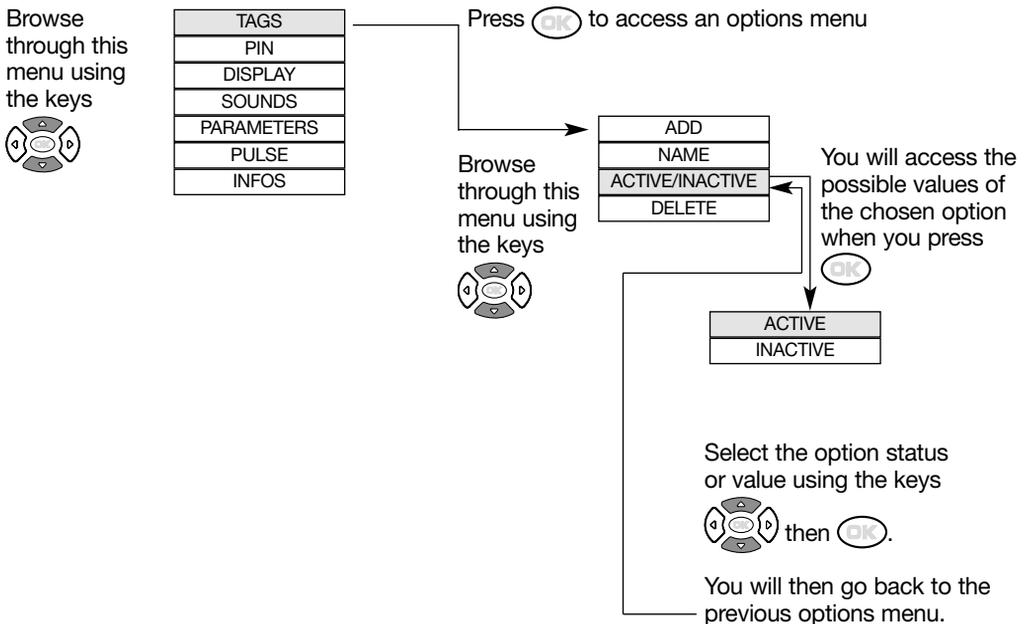
# 11. Modifying outdoor system operating options

## 11.1 How to browse through the menus

Pick up the handset and open the flip cover.

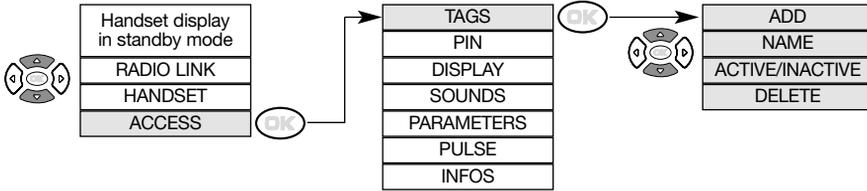


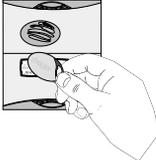
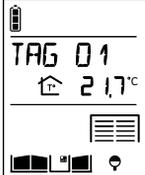
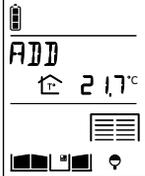
Example of how to browse through the **ACCESS** menu:

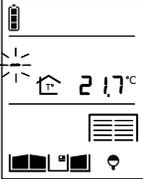
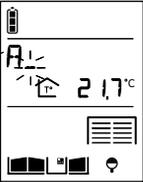


- Quickly press  to return to the previous display at any time.
- Press and hold  to return to the handset display in standby mode.
- If no button on the handset is pressed for 30 sec, the screen returns to the handset display in standby mode.

## 11.2 Modifying tag options

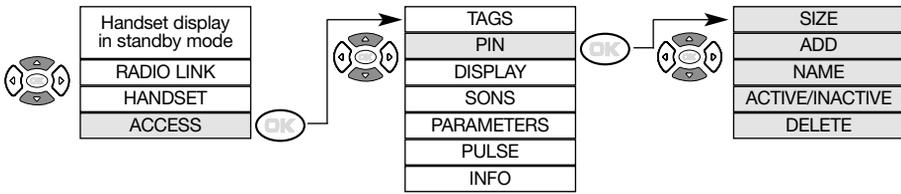


Menu	Setting possible	Using the setting
<p><b>ADD</b></p>	<p>Factory: no Programmed tag</p>	<p>Can be used to register a tag on the outdoor caller unit so that a side gate, gate or latch can be opened (16 tags max.).</p> <ol style="list-style-type: none"> <li>Pick up the handset and stand in front of the outdoor caller unit.</li> <li>Press once on .</li> <li>Hold the tag to be registered in front of the name label on the outdoor caller unit.            </li> <li>Each time a new tag is registered, an additional value is added to the counter.            </li> </ol> <p>The handset then displays the next screen.</p> 

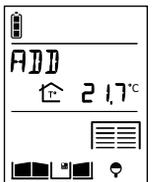
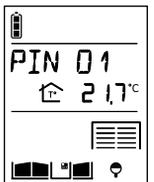
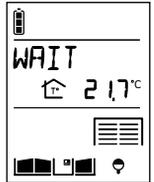
Menu	Setting possible	Using the setting
<p><b>NAME</b></p> <hr/> <p><b>ACTIVE/ INACTIVE</b></p> <hr/> <p><b>DELETE</b></p>	<p>Factory: TAG 1 for 1<sup>st</sup> tag, TAG 2 for 2<sup>nd</sup> tag, etc.</p> <p><b>ACTIVE INACTIVE</b></p> <p>Factory: ACTIVE for all tags</p>	<p>Can be used to change the name allocated to a previously registered tag (8 characters max.).</p> <ol style="list-style-type: none"> <li>1. Select the tag to be modified.</li> <li>2. Modify the 1<sup>st</sup> character using the keys .</li> </ol> <div data-bbox="398 376 786 489" style="border: 1px solid black; padding: 5px;"> <p><b>TIP: press and hold the keys  to quickly scroll through the characters.</b></p> </div>  <ol style="list-style-type: none"> <li>3. Move on to the next character using the key .</li> </ol> <p>The  key selects the previous character.</p>  <ol style="list-style-type: none"> <li>4. Perform steps 2 and 3 for all the characters and then, once the desired name has been programmed, press .</li> </ol> <p>Activates or deactivates a tag that has already been registered. Each tag is enabled by default when it is registered.</p> <hr/> <p>Deletes a tag that has already been registered.</p>

## 11.3 Modifying access code options

**IMPORTANT:** the CODES menu is only displayed if the outdoor caller unit has a digicode.

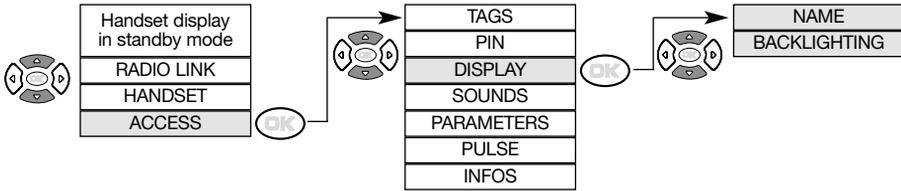


Menu	Setting possible	Using the setting
<b>SIZE</b>	<p><b>4, 5, 6</b></p> <p>Factory: 4</p>	<p>Can be used to define the number of digits (between 4 and 6) for the 16 access codes.</p> <p>To later change the size of the access code, all codes must first be deleted (see DELETE menu).</p>
<b>ADD</b>	<p>Factory: no code programmed for the 16 possible tags</p>	<ol style="list-style-type: none"> <li>Stand in front of the outdoor caller unit with keypad holding the handset.</li> <li>Press <b>OK</b>.</li> <li>Enter the desired 4 to 6-digit code on the outdoor caller unit keypad.</li> <li>Each time a new code is entered, an additional value is added to the counter.</li> </ol> <p>The handset then moves on to the next screen.</p>



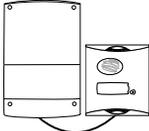
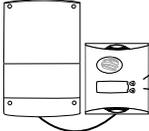
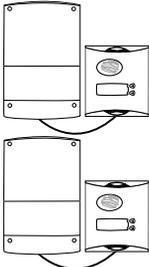
Menu	Setting possible	Using the setting
<b>NAME</b>	<p>Factory: CODE 1 for 1<sup>st</sup> code, CODE 2 for 2<sup>nd</sup> code, etc</p>	<p>Can be used to change the name given to an access code that has already been registered (8 characters max.).</p> <ol style="list-style-type: none"> <li>1. Select the code to be modified.</li> <li>2. Modify the 1<sup>st</sup> character using the keys .</li> </ol> <div data-bbox="398 347 787 459" style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p><b>TIP: press and hold the keys  to quickly scroll through the characters.</b></p> </div> <ol style="list-style-type: none"> <li>3. Move on to the next character using the key .</li> </ol> <p>The  key selects the previous character.</p> <ol style="list-style-type: none"> <li>4. Perform steps 2 and 3 for all the characters and then, once the desired name has been programmed, press .</li> </ol>
<b>ACTIVE/ INACTIVE</b>	<p><b>ACTIVE INACTIVE</b></p> <p>Factory: ACTIVE for all access codes</p>	<p>Activates or deactivates a code that has already been registered. Each code is enabled by default when it is created.</p>
<b>DELETE</b>		<p>Deletes a code that has already been registered.</p>

## 11.4 Modifying the display options

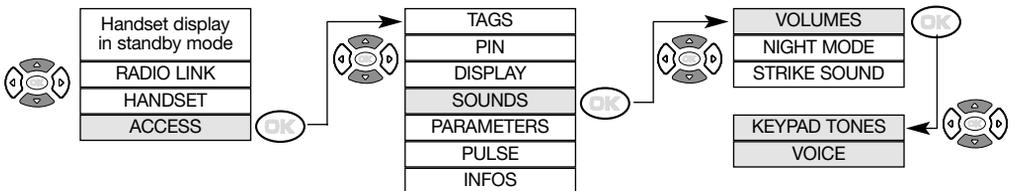


Menu	Setting possible	Using the setting												
<p><b>NAME</b></p>	<p><b>ACCESS 1</b></p> <p><b>KEYPAD 1</b></p> <p><b>KEYPAD 2</b></p> <p>Factory:</p> <ul style="list-style-type: none"> <li>• ACCESS 1 for 1st access, ACCESS 2 for 2nd, etc.</li> <li>• KEYPAD 1 for 1st key, KEYPAD 2 for 2nd, etc., as described in the table on the next page</li> </ul>	<p>Can be used to modify a name given to an access or to a call button (8 characters max.).</p> <ol style="list-style-type: none"> <li>1. Select the name to be modified</li> <li>2. Modify the 1<sup>st</sup> character using the keys </li> </ol> <div data-bbox="398 632 786 746" style="border: 1px solid black; padding: 5px;"> <p><b>TIP:</b> press and hold the keys  to quickly scroll through the characters.</p> </div> <ol style="list-style-type: none"> <li>3. Move on to the next character using the key </li> </ol> <p>The  key selects the previous character.</p> <ol style="list-style-type: none"> <li>4. Perform steps 2 and 3 for all the characters and then, once the desired name has been programmed, press </li> </ol> <div data-bbox="398 1050 1061 1126" style="border: 1px solid black; padding: 5px;"> <p><b>IMPORTANT:</b> the <b>KEYPAD 1/KEYPAD 2</b> menu is only displayed if the <b>2 outdoor caller unit call buttons have been programmed to be recognised by the same handset.</b></p> </div>												
<p><b>BACK-LIGHTING</b></p>	<p><b>ON ACTION NIGHT MODE ACTIVE</b></p>	<p>Can be used to define the outdoor caller unit backlighting operating mode.</p> <p><b>If the controller is connected to an external power supply, you can select the following depending on the type of outdoor caller unit:</b></p> <table border="1" data-bbox="398 1279 1061 1417"> <thead> <tr> <th>MHF03X / MHF04X MHF05X / MHF06X units</th> <th>MHF01X MHF02X units</th> <th></th> </tr> </thead> <tbody> <tr> <td>ACTIVE</td> <td>ACTIVE</td> <td>Backlighting is activated 24 hours/day</td> </tr> <tr> <td></td> <td>NIGHT MODE</td> <td>Backlighting is activated at night time</td> </tr> <tr> <td>ON ACTION</td> <td>ON ACTION</td> <td>Backlighting is activated when a button is pressed or a tag used</td> </tr> </tbody> </table> <div data-bbox="398 1437 1061 1485" style="border: 1px solid black; padding: 5px;"> <p><b>IMPORTANT:</b> if a power cut occurs and the controller has battery back-up, backlighting is activated when a button is pressed or a badge used.</p> </div>	MHF03X / MHF04X MHF05X / MHF06X units	MHF01X MHF02X units		ACTIVE	ACTIVE	Backlighting is activated 24 hours/day		NIGHT MODE	Backlighting is activated at night time	ON ACTION	ON ACTION	Backlighting is activated when a button is pressed or a tag used
MHF03X / MHF04X MHF05X / MHF06X units	MHF01X MHF02X units													
ACTIVE	ACTIVE	Backlighting is activated 24 hours/day												
	NIGHT MODE	Backlighting is activated at night time												
ON ACTION	ON ACTION	Backlighting is activated when a button is pressed or a tag used												

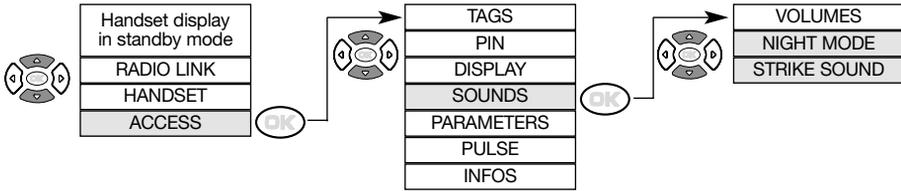
Menu	Setting possible	Using the setting
<b>BACK-LIGHTING</b> (cont.)	Factory: ON ACTION	<b>If the controller is battery-powered,</b> backlighting is activated when a button is pressed or a tag used (the BACKLIGHTING menu is not displayed and no other operating mode is possible).

Controller/outdoor caller unit combinations possible	Default message displayed on handset during a call
from 1 to 4 controllers with 1 outdoor caller unit 1 button 	<b>ACCESS X</b> (with X being from 1 to 4 depending on the controller being called)
1 controller with 1 outdoor caller unit 2 buttons 	<b>BUTTON 2</b> or <b>BUTTON 1</b>
from 2 to 4 controllers with 1 outdoor caller unit 2 buttons 	<b>ACCESS X, TOUCHE 1</b> or <b>TOUCHE 2</b> alternately (with X being from 1 to 4 depending on the controller being called)

## 11.5 Modifying sound options

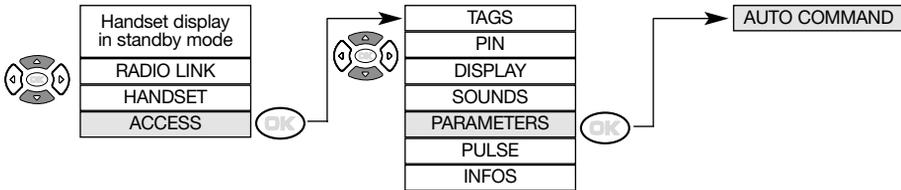


Menu	Setting possible	Using the setting
<b>KEYPAD TONES</b>	<b>INACTIVE LOW HIGH</b> Factory: LOW	Can be used to disable or set the volume of a button when it is pressed and of ringing on the outdoor caller unit. The chosen volume can be heard on the outdoor caller unit when the setting is validated.
<b>VOICE</b>	<b>1 to 4</b> Factory: 2	Can be used to set the communication volume on the outdoor caller unit to between 1 (quiet) and 4 (loud).



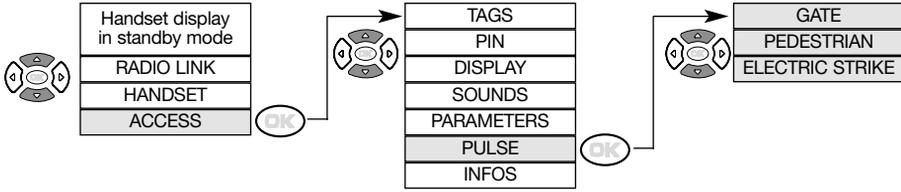
Menu	Setting possible	Using the setting
<b>NIGHT MODE</b>	<b>ACTIVE</b> <b>INACTIVE</b>  Factory: INACTIVE	Can be used to lower the volume of a button when it is pressed or of ringing on the outdoor caller unit (the volume is lowered to QUIET).  <b>IMPORTANT: the NIGHT MODE menu is only displayed if the doorphone system has been fitted with an MHF01X or MHF02X caller unit.</b>
<b>STRIKE SOUND</b>	<b>INACTIVE</b> <b>LOW</b> <b>HIGH</b>  Factory: LOW	Can be used to disable or adjust the volume on the outdoor caller unit when an electrical latch is operated.

## 11.6 Modifying control options



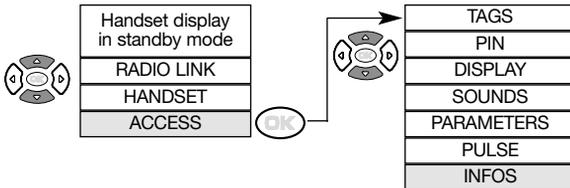
Menu	Setting possible	Using the setting
<b>AUTO COMMAND</b>	<b>KEYPAD</b>   <b>ELECTRIC STRIKE</b>   <b>GATE</b>  Factory: ELECTRIC STRIKE	Can be used to define the command issued when a tag is detected or a code entered.  When a tag is used or a code entered, the system waits for the  or  key to be pressed in order to open a latch or a gate control system.  <b>IMPORTANT: the KEY setting is only displayed if the doorphone system has been fitted with an outdoor caller unit with keypad.</b>  Latch opening (or side gate opening or closing if no latch is connected) will be directly triggered when a tag is used or a code entered rendering it unnecessary to press .  Gate opening or closing will be directly triggered when a tag is used or a code entered rendering it unnecessary to press .

## 11.7 Modifying opening options



Menu	Setting possible	Using the setting
<b>GATE</b>	<b>0.5 SEC</b> <b>1 SEC</b> <b>1.5 SEC</b> <b>2 SEC</b> <b>2.5 SEC</b> Factory: 2.5 S	Can be used to change the pulse duration for gate motorisation control (terminal blocks 12 and 14).
<b>PEDESTRIAN</b>	<b>0.5 SEC</b> <b>1 SEC</b> <b>1.5 SEC</b> <b>2 SEC</b> <b>2.5 SEC</b> Factory: 1 S	Can be used to change the pulse duration for gate motorisation pedestrian opening control (terminal blocks 12 and 14).
<b>ELECTRIC STRIKE</b>	<b>2 SEC</b> <b>5 SEC</b> Factory: 5 S	Can be used to change the pulse duration for electrical latch control (terminal blocks 1 and 2).

## 11.8 Information

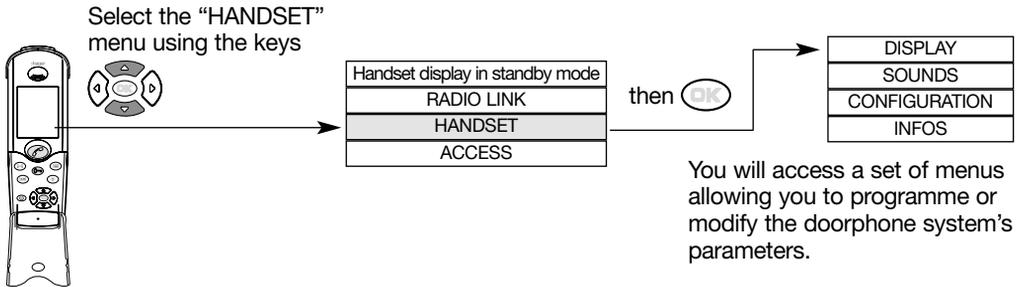


Information for use by the manufacturer.

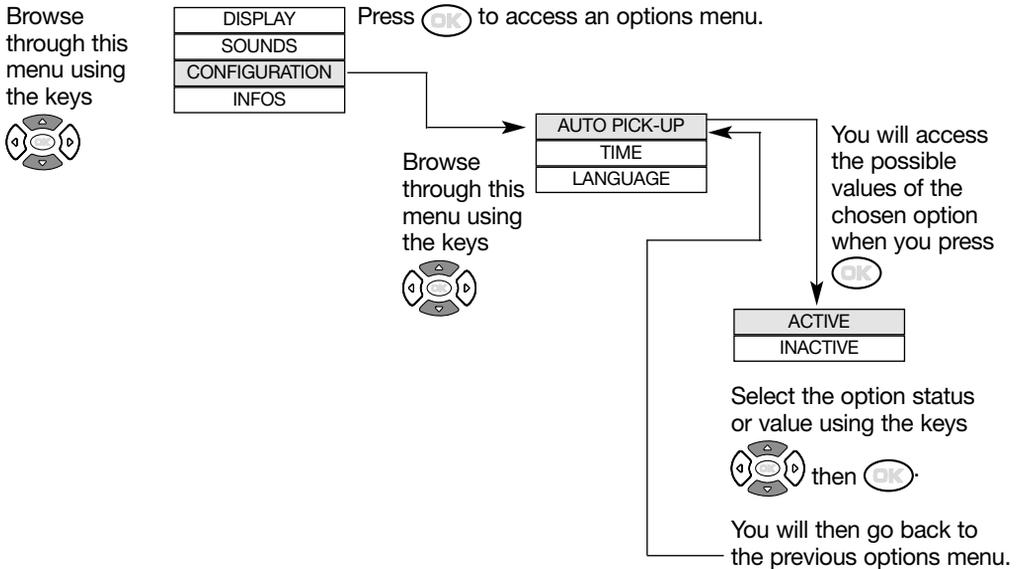
## 12. Modifying handset operating options

### 12.1 How to browse through the menus

Pick up the handset and open the flip cover.

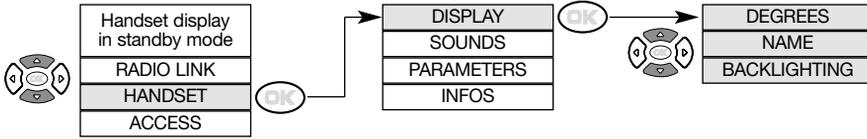


Example of how to browse through the **HANDSET** menu:



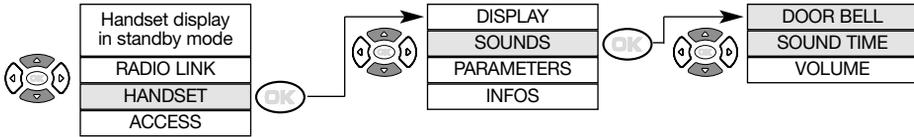
- Quickly press **⏪** to return to the previous display at any time.
- Press and hold **⏪** to return to the handset display in standby mode.
- If no button on the handset is pressed for 30 sec, the screen returns to the handset display in standby mode.

## 12.2 Modifying display options

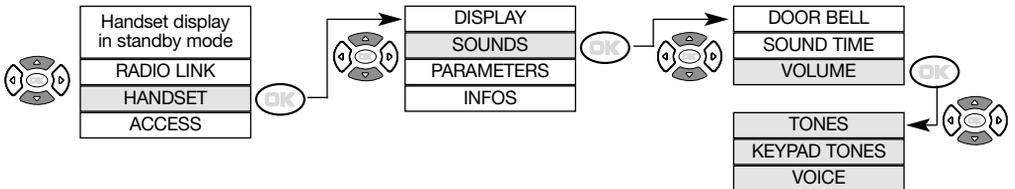


Menu	Setting possible	Using the setting
<b>DEGREES</b>	<b>CELSIUS</b> <b>FAHRENHEIT</b> Factory: CELSIUS	Can be used to change the unit of temperature.
<b>NAME</b>	<b>HANDSET</b>  <b>LIGHT 1</b> <b>LIGHT 2</b> <b>LIGHT 3</b> <b>LIGHT 4</b>  <b>GARAGE 1</b> <b>GARAGE 2</b> <b>GARAGE 3</b> <b>GARAGE 4</b>	Can be used to change the name allocated:  to the handset  to a Light control button (  )  to a Garage control button (  ).  1. Select the name to be changed. 2. Modify the 1 <sup>st</sup> character using the keys (  ).  <div data-bbox="397 957 784 1077" style="border: 1px solid black; padding: 5px;"> <b>TIP: press and hold the keys</b>  <b>to quickly scroll through the characters.</b> </div>  3. Move on to the next character using the key (  ).  The  key selects the previous character.  4. Perform steps 2 and 3 for all the characters and then, once the desired name has been programmed, press  .  <div data-bbox="896 853 1047 1037" style="border: 1px solid black; padding: 5px;">  </div>  <div data-bbox="896 1125 1047 1308" style="border: 1px solid black; padding: 5px;">  </div>
<b>BACK-LIGHTING</b>	<b>ACTIVE</b> <b>INACTIVE</b> Factory: ACTIVE	Activates or deactivates handset backlighting. Backlighting is always activated during calls.

## 12.3 Modifying sound options

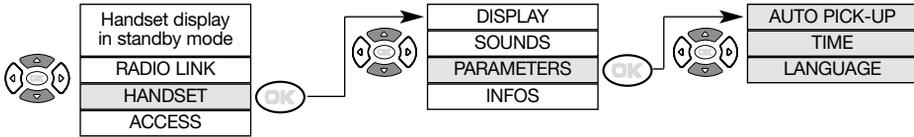


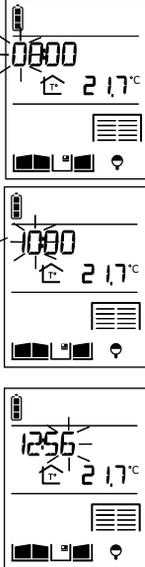
Menu	Setting possible	Using the setting
<b>DOOR BELL</b>	<p><b>ACCESS 1</b>  <b>ACCESS 2</b>  <b>ACCESS 3</b>  <b>ACCESS 4</b></p> <p><b>INTERCOM</b></p> <p>Factory:            ACCESS 1: door bell 1            ACCESS 2: door bell 2            ACCESS 3: door bell 3            ACCESS 4: door bell 4            INTERCOM: door bell 5</p>	<p>Can be used to change ringing when:            a call arrives from access 1            from access 2            from access 3            from access 4</p> <p>or when a call arrives from another handset</p> <ol style="list-style-type: none"> <li>1. Select the door bell to be changed.</li> <li>2. Choose the desired door bell from among the 9 available and then press </li> </ol>
<b>SOUND TIME</b>	<p><b>3 SEC</b>  <b>5 SEC</b>  <b>10 SEC</b>  <b>20 SEC</b>  <b>30 SEC</b></p> <p>Factory: 20 SEC</p>	<p>Can be used to choose the duration of handset ringing.</p>



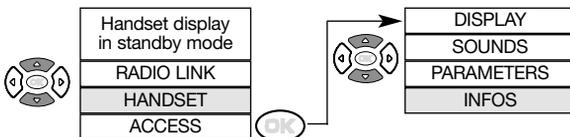
Menu	Setting possible	Using the setting
<b>TONES</b>	<p><b>INACTIVE</b>  <b>1 TO 4</b></p> <p>Factory: 2</p>	<p>Can be used to disable or set the handset ringing volume to between 1 (quiet) and 4 (loud).</p>
<b>KEYPAD TONES</b>	<p><b>INACTIVE</b>  <b>LOW</b>  <b>HIGH</b></p> <p>Factory: LOW</p>	<p>Disables or sets the volume of a handset key when it is pressed.</p>
<b>VOICE</b>	<p><b>1 to 4</b></p> <p>Factory: 2</p>	<p>Sets the handset communication volume to between 1 (quiet) and 4 (loud).</p>

## 12.4 Modifying use options



Menu	Setting possible	Using the setting
<b>AUTO PICK-UP</b>	<b>ACTIVE</b> <b>INACTIVE</b> Factory: ACTIVE	Can be used to automatically establish communication when the handset is picked up off the base without pressing  .
<b>TIME</b>	Factory: 00:00	<p>Can be used to set the time displayed on the handset</p> <ol style="list-style-type: none"> <li>Set the 1<sup>st</sup> digit using the keys .</li> <li>Move on to the next digit using the key .</li> </ol> <p>The  key selects the previous character.</p> <ol style="list-style-type: none"> <li>Perform steps 1 and 2 again to set the minutes then, once the chosen time has been programmed, press .</li> </ol> 
<b>LANGUAGE</b>	<b>ENGLISH</b> <b>FRANCAIS</b> <b>ITALIANO</b> <b>ESPAÑOL</b> <b>DEUTSCH</b> <b>NEDERLANDS</b> Factory: ENGLISH	Can be used to set the handset language.

## 12.5 Information



Information for use by the manufacturer.

## 13. Questions and Answers

### Questions

Why can conversation be “broken” when using the handset?

What causes the interference (Larsen effect, crackling, etc.) that can be heard in the handset?

Why does the reception quality vary when I move around with the handset?

What should I do if I lose the display on my handset?

What should I do if the handset does not beep and display  when I put it back on its base?

Can I clean my doorphone?

What should I do if the handset does not ring during a communication test?

What does the  icon displayed on the handset mean?

### Answers

This can happen when you are at the radio reception limit. The controller cuts off communication when you go beyond this limit. You should move closer to the controller.

This can happen when the handset is too close to another handset or the controller. Move the various devices over 3 metres away from each other.

If there is no electromagnetic interference or no obstacle between the handset and the controller, the “free field” radio range is roughly 400 m. When the handset is inside the home, the radio range is less. Radio wave propagation is limited depending on the type and thickness of the walls or partitions through which they pass.



Trees or bushes  
10% to 30% reduction



Plasterboard and wood  
10% to 30% reduction



Brick  
30% to 50% reduction



Concrete and breeze-block  
50% to 70% reduction



Metal and metal cladding  
70% to 90% reduction

Simply recharge the handset on its base. The time must be reprogrammed (HANDSET/CONFIGURATION/TIME menu)

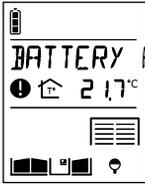
Check the mains power supply.

Use soapy water and a soft cloth to clean products whenever necessary. Do not use alcohol or acetone to clean them.

- Move closer to the controller.
- Check that the handset is not in silent mode ( icon displayed).

A visitor came to the outdoor caller unit while you were out. To delete the icon, press on a handset button.

## 14. Fault indications

Display	Meaning	Solution
	Handset battery charge low.	Put the handset back on its base to charge.
	Controller batteries flat.	Call the installer out to replace the controller batteries. It is advisable to change the handset battery at the same time.

## 15. Technical data

### General data

- Failsafe multi-frequency radio technology with a free field (1) range of up to 400 m, according to environmental and installation conditions
- High-fidelity digital sound

### Outdoor system data

- External boxes made of polycarbonate
- Controller and outdoor caller unit degree of protection: IP54/IK08
- Operating temperature from  $-20^{\circ}\text{C}$  to  $+70^{\circ}\text{C}$
- Controller power supply: 4 LR20 type 1.5 V alkaline batteries and/or 12/24 V AC or 12/30 V DC power supply
- 3-year battery life (with 4 LR20 batteries) (2)
- Wiring using 4 wires between the outdoor caller unit and the controller
- Control and powering of any type of low consumption (0.5 A max.) 12 V latches

- Control of safety ELV motorisation system able to operate with a 48 V DC/1 A dry contact (relay or switch)
- All controller inputs/outputs are SELV types

### Internal handset unit data

- Interior boxes made of ABS
- Degree of protection: IP31/IK04
- Operating temperature from  $-5^{\circ}\text{C}$  to  $+55^{\circ}\text{C}$
- Base powered by mains supply via 220 V/6 V transformer
- Rechargeable handset powered by MTU01X plug-in lithium-ion battery
- Rechargeable handset battery life when off base: 15 days (3)

- (1) The free field range corresponds to the maximum theoretical distance separating the controller and the handset when there are no obstacles in the way (e.g. wall, screen, vegetation, electromagnetic disturbance, etc.) likely to reduce the range.
- (2) The battery life is calculated for household use, i.e. 2 x 10-sec communications, 7 latch commands and 6 gate commands per day.
- (3) The battery life is based on household use, i.e. 2 x 10-sec communications, 2 x 10-sec inter-handset communications and 6 commands (2 latch commands, 2 gate commands, 1 lighting command, and 1 garage door command) per day.

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