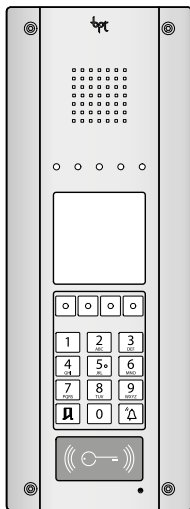
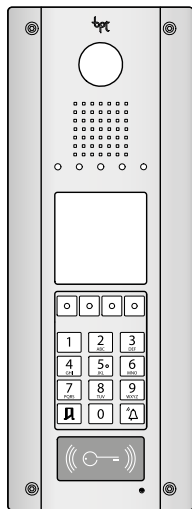


DDVC/08 VR

DDC/08 VR



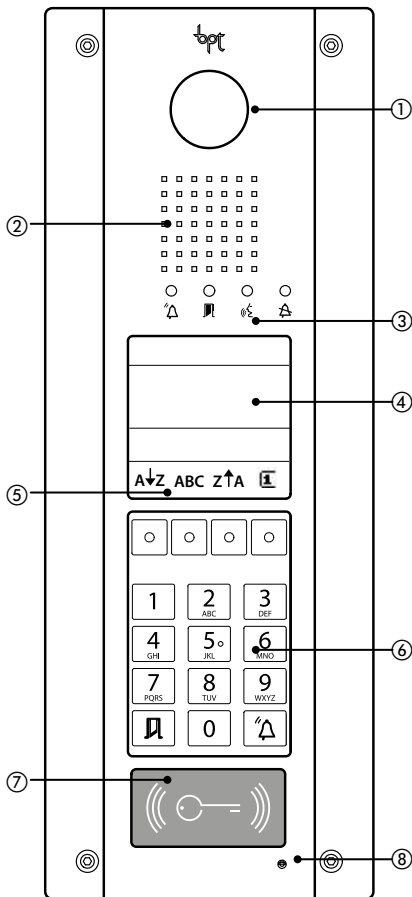
FB00085-EN



USER MANUAL

DDVC/08 VR - DDC/08 VR

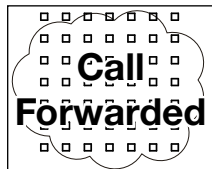
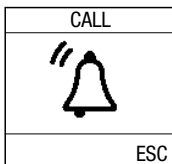
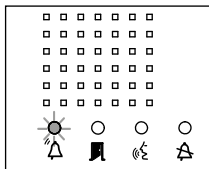
Functions



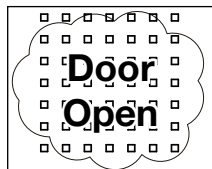
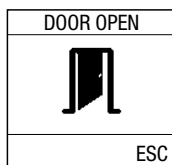
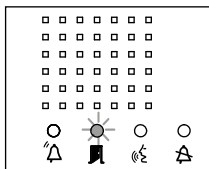
- ① Surveillance camera lens;
- ② Speaker;
- ③ Warning LEDs:
 - △ Red - Call in progress
 - Green - Door open
 - ⚡ Yellow - Conversation in progress
 - △ Blue - System busy
- ④ Display;
- ⑤ Function Keys;
- ⑥ Keypad;
- ⑦ RFID Code Reader;
- ⑧ Microphone

Main Warnings

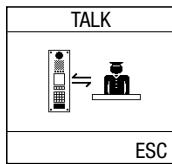
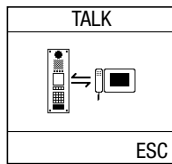
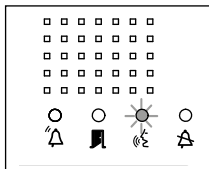
Call in progress



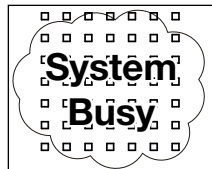
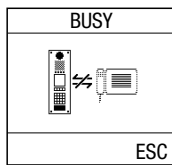
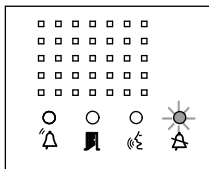
Door release



Conversation in progress



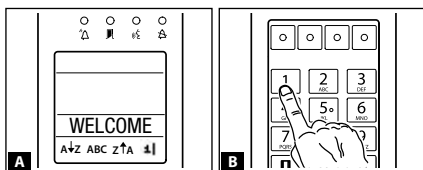
System busy




Activating entry panel from receiver

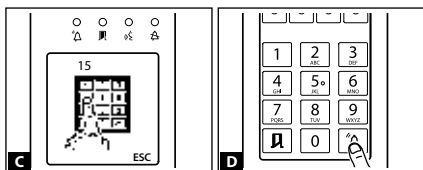


Call with code to internal receiver

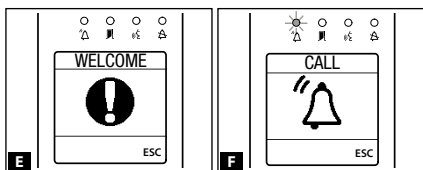



To call an internal receiver you must key in the call code associated to it then press the  key (**B**, **C**, **D**).

Call codes can be made up of between 1 and 8 digits.

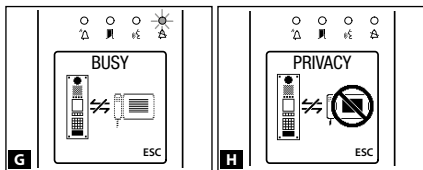


If an incorrect or non-existent code is entered, the relative error window will appear on the display **E**.

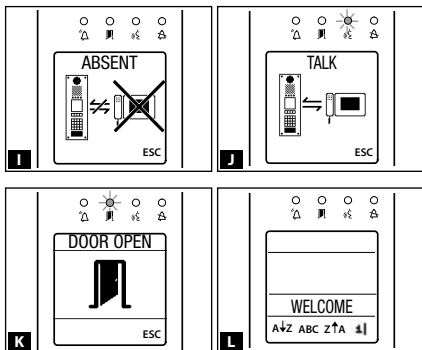


The appearance of the word **[CALL]** **F** and lighting up of the LED  shows the call request has been sent to the internal receiver selected.

If the entry panel has been set up for this, it will also play a special voice message.



If the user being called is busy on another conversation **G**, does not want to be disturbed **H** or is absent **I** the relevant warnings will appear on the dis-



play and then it will go back to the initial screen **A**.

The appearance of the word **[TALK]** **J** and lighting up of the LED ☀ shows that the user being called has answered and is in conversation.

If the user being called activates the solenoid lock, the words **[DOOR OPEN]** will appear on the display **K** and the LED ☀

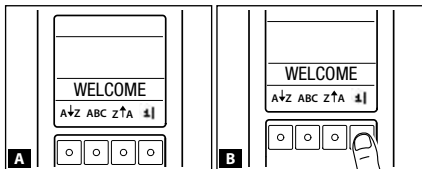
will begin to flash.

If the entry panel has been set up for this, the opening of the door will be accompanied by a special voice message.

At the end of the conversation the initial window will be displayed again **L**.

On every screen that shows the **[ESC]** symbol, pressing that key will take you back to the initial window, interrupting the action in progress.

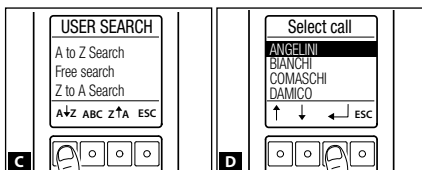
Call with search for names/blocks



Should the user name not be recognised, there is the option, via the main screen **A** or by pressing the function key marked with **f** **B**, of doing a search:

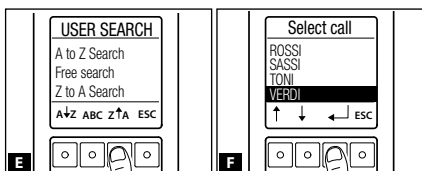
- in ascending alphabetical order (from A to Z), by pressing the **A↑Z** key,
- in descending alphabetical order (from Z to A), by pressing the **Z↑A** key,
- a free alphabetical search by pressing the **ABC** key,
- by block, by pressing the **f** key.

Ascending search (from A to Z)



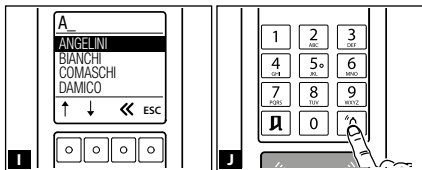
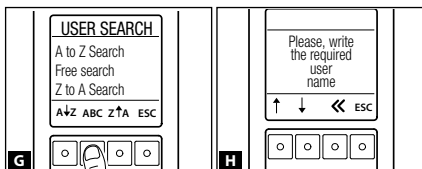
← key to make the call **D**. To exit without making a call, press **[ESC]**.

Descending search (from Z to A)



make the call **F**. To exit without making a call, press **[ESC]**.

Free Search



From the **[USER SEARCH]** screen press the **A↓Z** key **C** to be able to display the names in ascending order.

Once the user has been chosen using the **↑↓** arrows, press the


From the **[USER SEARCH]** screen press the **Z↑A** key **E** to be able to display the names in descending order. Once the user has been chosen using the **↑↓** arrows, press the **←** key to

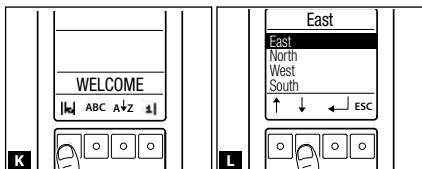
From the **[USER SEARCH]** screen press the **[ABC]** key **G** to be able to enter the initial letters of the name in sequence **H**, and **I** displays the list of users from the closest reference. It is possible to delete one or more characters starting with the last one by pressing the **←** key.


To exit without making a call, press **[ESC]**. Once the user has been chosen, press the **A** key to make the call **J**.

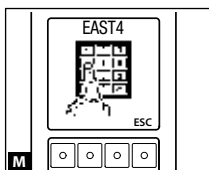
Z The search functions can only be used if the entry panel has been programmed to display the user names.


Call with Block Search

A search by block can be carried out via suitable programming using the PCS/XIP tool. The  icon will appear on the main screen and it will no longer be possible to perform a descending search Z↑A.

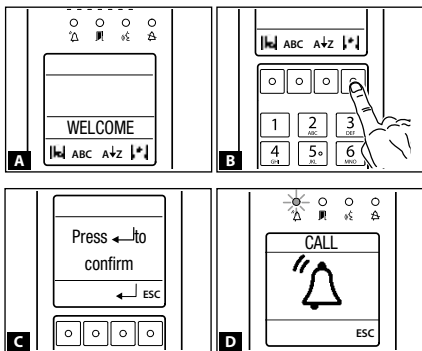



From the [USER SEARCH] screen, press the  key **K** to be able to display the list of blocks in alphabetical order. With the  arrows **L** select the block and enter the call




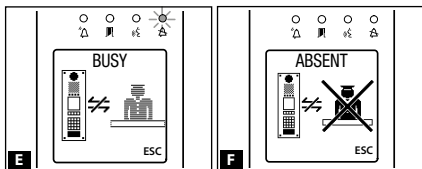
code for the internal receiver belonging to the block selected **M**. Press  to make the call. To exit without making a call, press [ESC].

Concierge Call

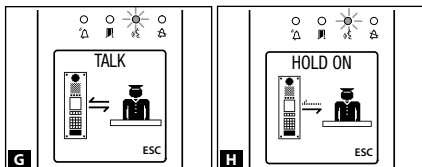



To call the concierge service, in systems where this is envisaged, press the  function key **B**.

The appearance of the word [CALL] and lighting up of the LED  **D** shows the conversation request has been sent. If the entry panel has been set up for this, it will also play a special voice message.

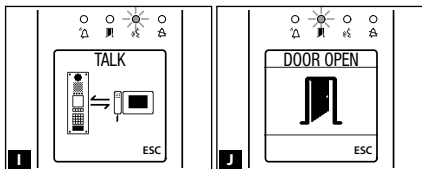


If the concierge is busy on another conversation **E** or is absent **F** the display will show the relevant messages and then will go back to the initial screen **A**.

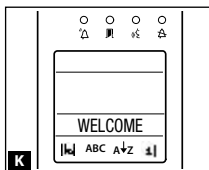



The appearance of the word **[TALK]** **G** on the screen and lighting up of the LED  shows that the concierge has answered and is in conversation.

If you want to talk to one of the extensions, the concierge will check the availability of the user requested **H** and if possible put the internal receiver into direct conversation with the entry panel **I**.



Activating the solenoid lock is



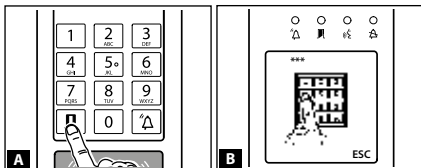
possible by both the concierge and the internal receiver. In this case, the display will show the **[DOOR OPEN]** symbol **J** and the LED will light up .

If the entry panel has been set up for this, the opening of the door will be accompanied by a special voice message.

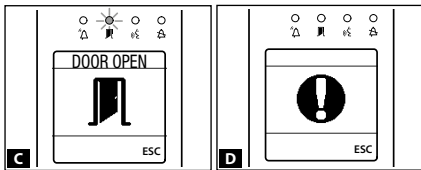
At the end of the conversation the initial window will be displayed again **K**.

On every screen that shows the **[ESC]** symbol, pressing that key will take you back to the initial window, interrupting the action in progress.

Opening door with code



To open the door press the **A** key, enter the access code **B** (4-8 figures) and press the **A** key again.



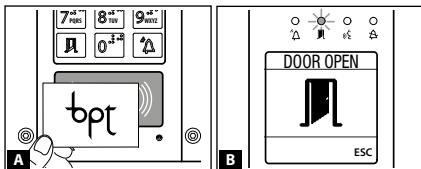
If the code is valid, the **[DOOR OPEN]** symbol will appear on the display **C**, the LED will light up **A**, a confirmation beep will sound, and it will be possible to go in.

If the entry panel has been set up for this, the opening of the

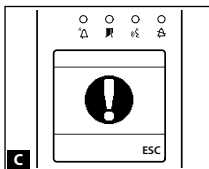
door will be accompanied by a special voice message.

If the code is not valid, 3 fast beeps will warn there has been an error **D**.

Opening door with proximity card



To open the door, bring the proximity card up to the reader **A**.

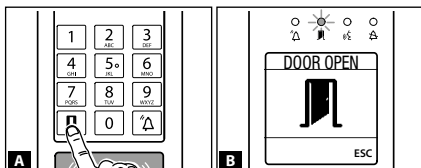




If the code is valid, the **[DOOR OPEN]** symbol will appear on the display **B**, the LED will light up **A**, a confirmation beep will sound, and it will be possible to go in.

If the entry panel has been set up for this, the opening of the door will be accompanied by a special voice message.

If the code is not valid, 3 fast beeps will warn there has been an error **C**.

Timed door opening



In systems where this function has been programmed, in the time period set, it is possible to open the door simply by pressing the  key **A**: the LED will light up , a confirmation beep will sound and it will be possible

to go in **B**. Outside the programmed time period, this function is not active; it is especially useful to grant access to staff from service providers at authorised times.

Decommissioning and disposal. Do not dispose of the packaging material and the device at the end of its life cycle in the environment, but dispose of them in compliance with the laws in effect in the country in which the product is being used. The recyclable components are marked with a symbol and the material's ID marker.

THESE INSTRUCTIONS MUST BE ATTACHED TO THE DEVICE, THE DATA AND INFORMATION CONTAINED ARE TO BE CONSIDERED AS SUBJECT TO CHANGE AT ANY TIME AND WITHOUT THE NEED FOR ANY ADVANCE WARNING.

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