VIDEO OR AUDIO ELVOX 2-WIRE ENTRANCE PANELS WITH TRADITIONAL PUSH-BUTTONS

Product is according to EC Directive 2004/108/CE and following norms.

(V4 Software version)
DESCRIPTION
Types 12F3 and 12F5 comprise respectively an electronic base unit for the assembling of two models of entrance panels.
12F3 audio electronic module with conventional push-buttons (single or double row)
12F5 video electronic module with colour camera and conventional push-buttons (single or double row)
To expand the number of calls, requires installation and subsequent programming of additional modules type 12TS (for entrance panels with push-buttons in single row, from 5 or more calls) or type 12TD (for push-buttons in double row, from 9 or more calls), see Fig. 11, 12 on page 8.
The abovementioned electronic units are to be used with plates and components of the 1200 series, separately sold.
Each push-button in the electronic units can generate different call codes with values from 1 to 200. The entrance panels are designed to operate either alone or with other entrance panels. In any event one must be set as a Master entrance panel and the others as Slave.
The front of the electronic unit (see Fig. 2, detail A) is fitted with the following adjustments:
1 Voice line balancing control
2 External volume
3 Internal volume
The entrance panel is equipped with 6 push-buttons for the base programming phase. The base programming of the entrance panel is carried out without installing the front plate, so as to reach all the 6 push-buttons. The serigraph close to each push-button ease this operation.
For the advanced programming of the entrance panel use the programming module type 950C or PC Software SaveFrog Type 692CD via the interfaces Type 692I or Type 692I/U.
The volume adjustment may cause the LARSEN effect (whistle); in this event operate on trimmer 1 (Balance) to avoid the whistle or decrease one or both volumes (Fig. 2, detail A).
To the audio entrance panels an external camera type CCTV can be used in single or double row, from 5 or more calls) or type 12TD (for push-buttons in double row, from 9 or more calls), see Fig. 11, 12 on page 8.
To expand the number of calls, requires installation and subsequent programming of additional modules type 12TS (for entrance panels with push-buttons in single row, from 5 or more calls) or type 12TD (for push-buttons in double row, from 9 or more calls), see Fig. 11, 12 on page 8.
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INSTALLATION
The assembling and the installation of the electronic units for the 1200 series plates require the following phases:
1- Define the plate for the electronic base unit and possible additional plate (see push-button plates on page 3, components).
2- Define the back boxes and the frames for the surface wall-mount or flush-mount installation (see push-button plates on page 4, accessories).
3- Install the flush-mount or surface wall-mount back boxes with the upper edge at a height of approx. 1,65 m from the ground (Fig. 1).
4- Fix the rainproof covers to the back boxes.
5- Fix the terminal box of the base module to the module holder frame of the entrance panel.
6- Connect the terminal block to the system as shown in the wiring diagram.
7- Fix the module holder frame.
8- Connect the electronic unit of the base module to the additional modules, if any (extension of the push-button number).
9- Insert the electronic unit and the additional modules in the module holder frame (Fig. 11, 12 on page 8). In any event one must be set as a Master entrance panel and the others as Slave.
10- Insert the microphone of the electronic base unit in the module holder frame of the entrance panel (Fig. 9, Part 1).
11- Insert the external plate of the electronic unit in the module holder frame and the additional entrance panels in the remaining module holder frames.
12- Close the panel.

Example of standard module with camera.

STANDARD MODULES
The standard modules consist of: an electronic unit and a connection terminal block.
The electronic unit is equipped with a speech unit, camera (on video versions), wiring for terminal block connections, wiring for connection of additional modules and 8 call push-buttons, 6 of which are used for standard programming.
The standard electronic units for colour video panels are equipped with a camera with a 1/4” CCD sensor, fixed 3 mm lens and white light indicator LED. All cameras can be tilted manually, horizontally and vertically, on removal of the entrance panel external plate.

Example of standard module with camera.

Fig. 2 Wiring for terminal block connection
Electronic unit
Manual horizontal and vertical tilt

Fig. 3 Terminal block
CN1) Connector for electronic unit.
CN2) Connector for programmer type 950C.
B2) 2-wire Bus (cable riser).
B2) 2-wire Bus (cable riser).
EXT+) External power supply (+ type 6923).
EXT-) External power supply (- type 6923).
VLED LED power supply for additional modules.
X) Video input (coaxial core), for external camera (for type 89F8 only).
X) Video input (coaxial sheath), for external camera (for type 89F8 only).
PA) Input for door open sensor (with reference to terminal M).
CA) Door open control (with reference to terminal M).
M) Ground.
S+) 12Vdc lock output (+).  
S-) 12Vdc lock output (-).
+12V) +12V output (max 100 mA) with PTC protection.
-L) External camera pilot, open collector output.
SR) Lock pilot via relay, open collector output.
F2) F2 function pilot via relay, open collector output.
F1) F1 function pilot via relay, open collector output.
M) Ground.

* The panel supplies a current peak IT> 1A for 10 ms, followed by a hold current IM= 200mA for the entire duration of the lock control (see lock time).
ENTRANCE PANEL WITH TRADITIONAL PUSH-BUTTONS: INTRODUCTION

HEIGHT OF 2-MODULE ENTRANCE PANELS

HEIGHT OF 3-MODULE ENTRANCE PANELS

ACCESSORIES: FLUSH-MOUNTED BACK BOXES

Box width 88mm for 1 horizontal module and 50 mm depth.

Type 9092, 9192
For 2 additional modules.
Height: 2 vertical modules (248 mm)

Type 9093, 9193
For 3 additional modules.
Height: 3 vertical modules (360 mm)
1200 SERIES AUDIO/VIDEO ENTRANCE PANELS (TWO/THREE MODULES)

- Two-module entrance panels
  - Art. 1220
  - Art. 1221
  - Art. 1222
  - Art. 1223
  - Art. 1224

- Three-module entrance panels
  - Art. 1230
  - Art. 1231
  - Art. 1232
  - Art. 1233
  - Art. 1234
  - Art. 1235
  - Art. 1236
  - Art. 1237
  - Art. 1238

- Three-module entrance panels with street number holder
  - Art. 12N1
  - Art. 12N2
  - Art. 12N3
  - Art. 12N4

- Two-module entrance panels with push-buttons in double row
  - Art. 1222/D
  - Art. 1224/D
  - Art. 1226/D
  - Art. 1228/D

- Three-module entrance panels with push-buttons in double row
  - Art. 1232/D
  - Art. 1234/D
  - Art. 1236/D
  - Art. 1238/D
  - Art. 1240/D
  - Art. 1242/D
  - Art. 1244/D
  - Art. 1246/D

- Three-module entrance panels with push-buttons in double row and street number holder
  - Art. 12N2/D
  - Art. 12N4/D
  - Art. 12N6/D
  - Art. 12N8/D
ADDITIONAL ENTRANCE PANELS

The additional entrance panels with traditional type push-buttons are connected to the electronic base units type 12F3 and 12F5 to extend the number of push-buttons. Modules type 12TS (for entrance panels with push-buttons in single row) or type 12TD (for push-buttons in double row), which are inserted in the frames under the plates, are connected one after the other by means of the wiring supplied with the modules. They are then connected to the standard electronic unit by means of the wiring in the lower section of the unit (Fig. 2). Modules type 12TS, 12TD are not supplied as standard with the plates.

- Two-module additional entrance panels

- Three-module additional entrance panels

- Two-module entrance panels with push-buttons in double row

- Three-module entrance panels with push-buttons in double row
ENTRANCE PANEL WITH TRADITIONAL PULL-BUTTONS: INSTALLATION

- **1P21**: for 1 panel, 2 modules high
- **1P22**: for 2 panels, 2 modules high
- **1P23**: for 3 panels, 2 modules high
- **1P24**: for 4 panels, 2 modules high

- **1P31**: for 1 panel, 3 modules high
- **1P32**: for 2 panels, 3 modules high
- **1P33**: for 3 panels, 3 modules high
- **1P34**: for 4 panels, 3 modules high

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**RAINPROOF COVERS**

1. **1P21** for 1 panel, 2 modules high
2. **1P22** for 2 panels, 2 modules high
3. **1P23** for 3 panels, 2 modules high
4. **1P24** for 4 panels, 2 modules high

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</table>

**SURFACE-MOUNTED BOXES WITH RAINPROOF COVER**

1. **1E21** for 1 panel, 2 modules high
2. **1E22** for 2 panels, 2 modules high
3. **1E23** for 3 panels, 2 modules high
4. **1E24** for 4 panels, 2 modules high

<table>
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</tbody>
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**Dimensions**

- **1P21** width: 295 mm, height: 74 mm
- **1P22** width: 297 mm, height: 74 mm
- **1P23** width: 295 mm, height: 74 mm
- **1P24** width: 297 mm, height: 74 mm
FLUSH-MOUNTED ENTRANCE PANEL INSTALLATION WITH RAIN-PROOF COVERS.

Assembly of flush-mounted entrance panel requires the use of the flush-mounted back boxes type 9092 (9192), 9093 (9193) respectively for 2 or 3 electronic modules mounted vertically (Fig. 4 and 5).

If the entrance panel uses more than one flush-mounted back box, the rainproof covers must also be used (see push-button plates: accessories on page 4, series 1Pxx), according to the number of modules fitted vertically or horizontally.

Note: Back boxes type 9092 and 9192 or 9093 and 9193 cannot be matched between them but only between: 9092 with 9092, 9192 with 9192 or 9093 with 9193 and 9193.

Warning: during installation of back box type 9192 it is necessary to insert the cover supplied in order to avoid possible deformations of the box itself.

Installation:
- If the installation requires a combination of several back boxes, use the hooks supplied with the back boxes to secure them together (Fig. 6).
- Install the back box with the upper edge at a height of approx. 1.65 m from the ground (Fig. 1).
- Fix the terminal block of the electronic unit under the module holder frame by means of the screws supplied (Fig. 7).
- Fix the rainproof cover to the flush-mounted back box using the screws supplied (Fig. 7).
- Fix the module holder frames to the frames and the back boxes (Fig. 7).
- Connect the terminal box of the electronic unit to the system.
- Connect the electronic unit to the terminal block by means of the wiring on the upper section (Fig. 2).
- Connect the additional entrance panels (Fig. 11), if any.

The connection of more additional modules may require an additional power supply Type 6582 for the LED supply voltage.

- Insert the electronic unit and the additional modules in the module holder frames. Use the separator supplied with the additional modules to keep them joined (Fig. 12).
- Insert the microphone in the lower right section of the module holder frame (Fig. 9 - part. 1). Pay attention that the microphone cables are inserted in the external slot of the electronic module (Fig. 9A, 9B).
- If necessary, remove the white cover of push-buttons, of the electronic unit and of the additional modules.
- Perform the programming phases.
- Reinsert the push-button protection.
- Close the entrance panel, attaching the plate first from the upper section and then securing the lower section by means of the special key on the head section.
- To remove the name-tag: Press lightly with the fingers to remove the name-tag placed on the rear section of the push-button plate (Fig. 10).

SURFACE WALL-MOUNTED ENTRANCE PANEL INSTALLATION

Assembly of the surface wall-mounted entrance panel requires the use of the back boxes series 1Exx.

Installation:
- Fix the electronic unit terminal block under the module holder frame by using the screw provided (Fig. 8).
- Fix the module holder frames to the frames and back boxes (Fig. 8).
- Connect the terminal block of the electronic unit to the system.
- Connect the electronic unit to the terminal block by means of the cable present on the upper section (Fig. 2).
- Connect the additional modules, if any (Fig. 11).

The connection of more additional modules may require an additional power supply Type 6582 for the LED supply voltage.

- Insert the electronic unit and the additional modules in the module holder frames. Use the separator supplied with the additional modules to keep them joined (Fig. 12).
- Insert the microphone in the lower right side of the module holder frame (Fig. 9 - part. 1). Pay attention that the microphone cables are inserted in the external slot of the electronic module (Fig. 9A, 9B).
- If necessary, remove the white cover of push-buttons, of the electronic unit and of the additional modules.
- Perform the programming phases.
- Reinsert the push-button protection.
- Insert the module plates in the modules holder frames (Fig. 8).
- Close the entrance panel, attaching the plate first from the upper section and then securing the lower section by means of the special key on the head section.
- To remove the name-tag: Press lightly with the fingers to remove the name-tag placed on the rear section of the push-button plate (Fig. 10).
Type 12TS in panels with push-buttons in single row (from 5 or more calls). Type 12TD in panels with push-buttons in double row (from 9 or more calls).

Type 12F3, Type 12F5

Type 12TS o 12TD
PRELIMINARY OPERATIONS

The panel is supplied already with a standard configuration, to be modified in the case of multiple panels in the same system and if the user wishes to change the panel operating parameters. There are two parameter programming levels: one standard and one advanced. Standard programming can be performed directly from the panel keys, while advanced programming requires use of the programmer type 950C or the software SaveProg Type 69CD for PC by means of interfaces Type 692I or Type 692I/U.

Standard programming parameters:

- Parameter: Default value
  - Panel ID: 1 (Master)
  - Reset EEPROM
  - Single/Double push-buttons: Single row
  - Answer time: 30 seconds
  - Conversation time: 120 seconds
  - Self-start time: 10 seconds
  - Lock time: 1 second
  - F1 time: 1 second
  - F2 time: 1 second
  - Panel ringtone repeat: Enabled
  - Lock block: Disabled
  - Monitor/interphone ringtone cycles: 2
  - External volume: 15
  - Internal volume: 3
  - Pushbutton remapping: Hardware

Parameters for standard and advanced programming with type 950C or SaveProg:

- Message language: Local
- panel ID: 1 (Master)
- First key ID: 1
- Pushbutton remapping: Hardware
- Single/double push-buttons: Single row
- Programming password: 654321
- Answer time: 30 s.
- Conversation time: 120 s.
- Self-start time: 10 s.
- Lock time: 1 s.
- F1 time: 1 s.
- F2 time: 1 s.
- External volume: 15
- Internal volume: 3
- Lock block: Disabled
- Enablings/Disablings: No association
- Panel ringtone repeat: Enabled
- Monitor/interphone ringtone cycles: 2
- Common locks: No association
- F1 common: No association
- F2 common: No association
- Auto-switching disabling: Disabled
- Self-start sequence (Master panel only): No association
- Interphone/Monitor configuration
- Interphone/Monitor function key assignment
  - Flag YES / NO
  - Function key assignment
    - Not Assigned
    - Auxiliary
    - F1 function
    - F2 function
    - F1 function specific
    - F2 function specific
  - No Internal Call Ringtone
  - No External Call Ringtone
  - Call groups (4)
  - Associated door call units (4)
- Volume or loudness for 6600 series appliances and derivatives
  - Ringtone
  - Speakerphone
  - External ringtone type
  - Brightness (only video door entry units)
  - Contrast (only video door entry units)
  - Door call ringing tone type Vimar®
  - Intercommunicating ringing tone type (only for some models Vimar®)
  - Remote button module configuration.

Before programming the panels, perform the following preliminary operations:

- Slave panel assignment. On systems with a single panel, this will be defined Master. On systems with multiple panels of any model (alphanumeric, push-buttons), one will be defined Master and the others SLAVE.
- Pushbutton hardware programming, for additional modules only.
- Panel ID, entrance panel identification code. On systems with multiple panels, the SLAVE (alphanumeric, push-buttons, outdoor) panels will be identified with a code.

The panel programming phases use push-buttons on the electronic unit (from 1 to 6); thus performed these operations without closing the panel with the front plate.

MASTER/SLAVE ASSIGNMENT

(Perform modifications with system switched off)

On systems with more than one panel, a Master panel must be defined (one only) while the others must be defined as Slave.

This operation is performed by inserting or removing the TP jumper in the electronic unit below the white cover of the push-buttons. The panel is supplied as standard with the jumper inserted (Master condition).
ENTRANCE PANEL WITH TRADITIONAL PUSH-BUTTONS: PROGRAMMING

ENTRANCE PANEL, IDENTIFICATION PANEL CODE
The identification panel code is required when there is more than one entrance panel on the installation and only for the panels previously identified as SLAVE. The operation must be carried out after connecting all the entrance panels, carrying out the previous operations and powering the installation.

Attention: if the installation power supplies are connected to the electrical network with more switchers, when switching the installation on, first power the SLAVE entrance panels and then the MASTER entrance panel.

Programming may be carried out by means of the programmer type 950C or the PC Software PC SaveProg or by push-buttons from the entrance panels; if the entrance panel push-buttons are used it is necessary have in the panel a number of push-buttons (different for the physical code) equal to the number of SLAVE entrance panels.

For example:
1) in an installation with 9 entrance panels (1 Master and 8 Slaves) 8 different push-buttons for the 8 entrance panels, provided with the electronic unit.
2) in an installation with 11 entrance panels (1 Master and 10 Slaves) at least 2 entrance panels out of 11 must be equipped with additional modules to have, besides the 8 standard push-buttons, other 2 push-buttons with different physical codes.

Panel ID programming procedure
Perform the following procedure for each of the SLAVE panels.
- Power up the system. Power first the SLAVE panels followed by the MASTER panel.
- Wait until the red LEDs indicating ENGAGED/WAIT stop flashing.
- Press and hold the RESET pushbutton (see page 2), of the electronic unit.
- Press and hold 1st pushbutton at the top right of the electronic unit together with the RESET pushbutton.
- Release the RESET pushbutton while keeping pushbutton (top-right) for 2 seconds.
- Wait for the panel to emit a high tone from the loudspeaker.
- Enter the Password by pressing the call push-buttons 6 - 5 - 4 - 3 - 2 - 1 in sequence. Each time a pushbutton is pressed, a short “Beep” is sounded and the output time is renewed (25 seconds), until the next pushbutton is pressed. The password can only be changed by means of the programmer type 950C or the PC Software PC SaveProg.
- If the password is correct, the panel emits a high tone of confirmation, otherwise it emits a low tone and exits the programming phase. The unit also exits the programming phase when the output time interval elapses.
- Within 25 seconds, press one of push-buttons to assign the identification code to the SLAVE panel. Pushbutton (top-right) corresponds to panel 1 SLAVE (ID=2), pushbutton n°2 under n°1 to panel 2 SLAVE (ID=3) and so on.

If the identification code has already been assigned, the panel emits a long high tone until another pushbutton is pressed. If the code is available, the panel emits a low tone and exits the programming phase.

Caution!
In order to operate on the programming (PRG) and Reset push-buttons it is necessary to use the proper tool usually supplied with the electronic unit.

PUSHBUTTON HARDWARE PROGRAMMING
(Perform modifications with system switched off)
The hardware programming of push-buttons enables the assignment of a unique hardware identification code to each pushbutton of the panel.

This operation is indispensable to distinguish each button of the panel and should only be performed for additional module 805x and 804x. The keys on the standard modules are already assigned with the numbers from 1 to 8 and the relative hardware programming is not modifiable.

To associate the hardware code use the dip-switches in each additional module below the white protection of the push-buttons. On 805x series modules, with push-buttons in single rows, there are 6 dip-switches, while the 804x series modules, with push-buttons in double rows, there are 5 dip-switches.

ID ENTRANCE PANEL, IDENTIFICATION PANEL CODE

For example:
1) in an installation with 9 entrance panels (1 Master and 8 Slaves) 8 different push-buttons for the 8 entrance panels, provided with the electronic unit.
2) in an installation with 11 entrance panels (1 Master and 10 Slaves) at least 2 entrance panels out of 11 must be equipped with additional modules to have, besides the 8 standard push-buttons, other 2 push-buttons with different physical codes.

Panel ID programming procedure
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- Release the RESET pushbutton while keeping pushbutton (top-right) for 2 seconds.
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Caution!
In order to operate on the programming (PRG) and Reset push-buttons it is necessary to use the proper tool usually supplied with the electronic unit.

HARDWARE PROGRAMMING OF ADDITIONAL MODULE PUSH-BUTTONS
The dip-switches modify the hardware code of the first pushbutton at the top right of the module, while the other push-buttons are associated consecutively from top to bottom, right to left (see Tables 1 and 2). Take care not to overlap the codes of push-buttons on the same panel. When using the modules with push-buttons in single or double rows the parameter “Single/Double push-buttons” must be programmed according to the type of module (see standard or advanced programming pages 15 and pages 16).
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<td>16</td>
</tr>
<tr>
<td>77 ... 80</td>
<td>4</td>
<td>16</td>
<td>2</td>
<td>4</td>
<td>16</td>
</tr>
<tr>
<td>81 ... 84</td>
<td>4</td>
<td>16</td>
<td>2</td>
<td>4</td>
<td>16</td>
</tr>
<tr>
<td>85 ... 88</td>
<td>4</td>
<td>16</td>
<td>2</td>
<td>4</td>
<td>16</td>
</tr>
<tr>
<td>89 ... 92</td>
<td>4</td>
<td>16</td>
<td>2</td>
<td>4</td>
<td>16</td>
</tr>
<tr>
<td>93 ... 96</td>
<td>4</td>
<td>16</td>
<td>2</td>
<td>4</td>
<td>16</td>
</tr>
<tr>
<td>97 ... 100</td>
<td>4</td>
<td>16</td>
<td>2</td>
<td>4</td>
<td>16</td>
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<tr>
<td>101 ... 104</td>
<td>4</td>
<td>16</td>
<td>2</td>
<td>4</td>
<td>16</td>
</tr>
</tbody>
</table>
### Table 2 - Push-buttons in Double Row

<table>
<thead>
<tr>
<th>0 ... 8 Do not use</th>
<th>9 ... 16</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1" alt="Push-button Section" /></td>
<td><img src="image2" alt="Push-button Section" /></td>
</tr>
<tr>
<td>17 ... 24</td>
<td>25 ... 32</td>
</tr>
<tr>
<td><img src="image3" alt="Push-button Section" /></td>
<td><img src="image4" alt="Push-button Section" /></td>
</tr>
<tr>
<td>33 ... 40</td>
<td>41 ... 48</td>
</tr>
<tr>
<td><img src="image5" alt="Push-button Section" /></td>
<td><img src="image6" alt="Push-button Section" /></td>
</tr>
<tr>
<td>49 ... 56</td>
<td>57 ... 64</td>
</tr>
<tr>
<td><img src="image7" alt="Push-button Section" /></td>
<td><img src="image8" alt="Push-button Section" /></td>
</tr>
<tr>
<td>65 ... 72</td>
<td>73 ... 80</td>
</tr>
<tr>
<td><img src="image9" alt="Push-button Section" /></td>
<td><img src="image10" alt="Push-button Section" /></td>
</tr>
<tr>
<td>81 ... 88</td>
<td>89 ... 96</td>
</tr>
<tr>
<td><img src="image11" alt="Push-button Section" /></td>
<td><img src="image12" alt="Push-button Section" /></td>
</tr>
<tr>
<td>97 ... 104</td>
<td>105 ... 112</td>
</tr>
<tr>
<td><img src="image13" alt="Push-button Section" /></td>
<td><img src="image14" alt="Push-button Section" /></td>
</tr>
<tr>
<td>113 ... 120</td>
<td>121 ... 128</td>
</tr>
<tr>
<td><img src="image15" alt="Push-button Section" /></td>
<td><img src="image16" alt="Push-button Section" /></td>
</tr>
<tr>
<td>129 ... 136</td>
<td>137 ... 144</td>
</tr>
<tr>
<td><img src="image17" alt="Push-button Section" /></td>
<td><img src="image18" alt="Push-button Section" /></td>
</tr>
<tr>
<td>145 ... 152</td>
<td>153 ... 160</td>
</tr>
<tr>
<td><img src="image19" alt="Push-button Section" /></td>
<td><img src="image20" alt="Push-button Section" /></td>
</tr>
<tr>
<td>161 ... 168</td>
<td>169 ... 176</td>
</tr>
<tr>
<td><img src="image21" alt="Push-button Section" /></td>
<td><img src="image22" alt="Push-button Section" /></td>
</tr>
<tr>
<td>177 ... 184</td>
<td>185 ... 192</td>
</tr>
<tr>
<td><img src="image23" alt="Push-button Section" /></td>
<td><img src="image24" alt="Push-button Section" /></td>
</tr>
<tr>
<td>193 ... 200</td>
<td>210 ... 212</td>
</tr>
</tbody>
</table>

![Fig. 15](image25)
STANDARD PARAMETER PROGRAMMING
Performer the following procedure with the panels powered and after associating the panel ID code. This procedure applies to all panels, Master or Slave. During programming, the panel is in the engaged status and cannot be used for normal operation in the system.

For the programming use push-button RPG, 6 push-buttons and 4 green LEDs present on the electronic unit. In the electronic unit we have in the whole 8 push-buttons and 6 green LEDs; for the programming the 6 push-buttons on the lower side and 4 green LEDs on the lower side are used; the latter serve as indicators for the basic parameter variation. To ease the procedure we call the 4 green LEDs: DL3, DL4, DL5 and DL6. During programming the 6 push-buttons assume the following functions.

1. PREVIOUS
2. NEXT
3. OK
4. START/YES
5. STOP/NO
6. END

![Fig. 15A](image)

Caution!
In order to operate on the programming (PRG) and Reset push-buttons it is necessary to use the proper tool usually supplied with the electronic unit.

Standard programming procedure
- If necessary, press the RESET pushbutton (see par. 2) and wait until the 2 red LEDs stop flashing
- Press the “PRG” push-button and then the push-button on top at the right hand side and keep them pressed.
- After 2 seconds, the electronic unit emits a high tone for 1 second.
- Enter the Password by pressing the push-buttons 6-5-4-3-2-1 in sequence.
- If the password is correct, the 4 LEDs switch off; otherwise it emits a low tone and exits the programming phase.
- With reference to the following diagram (fig 15B), use the 6 electronic unit push-buttons to scroll through and modify the parameter values. The lower 4 LEDs indicate the current function, the push-buttons PREVIOUS and NEXT select the parameter, the pushbutton OK enters the parameter editing phase, the pushbutton END exits the parameter editing phase.

The unit also exits the editing phase when the output time interval (30 seconds) elapses, followed by the emission of a low tone for 1 s. The output time is extended for a further 30 s. when a valid pushbutton is pressed.

For rapid exit from the programming phases, press the RESET pushbutton at any time.
**Entrance Panel with Traditional Pushbuttons: Programming**

- **Reset EEPROM**
  Restores all default parameter settings.

  On entry to the parameter editing mode, the two red LEDs (DL1 and DL2) will start to flash 8 times and the panel emits a continuous high tone.

  During flashing, press the push-buttons PREVIOUS, OK, STOP in sequence to start deletion of the EEPROM. During deletion, the red LEDs will start flashing at intervals of 100ms ON / 100ms OFF. On completion of the deletion process, the panel exits programming mode and the microprocessor is initialised.

- **Single/Double Push-buttons**
  This specifies if the panel push-buttons are in single or double rows. Default value = push-buttons in single row.

  On entry to parameter editing mode, start the count of the time to be memorised by means of the pushbutton START/YES. To end the count, press the pushbutton STOP/NO. During the count, the LEDs flash at intervals of 500ms ON/500ms OFF to enable calculation of the time elapsed, 1 flash = 1 s. (e.g. 10 flashes = 10 s.).

  Press the pushbutton END to proceed with the other parameters.

- **Answer Time**
  To be programmed as required. This is the time interval, expressed in seconds, that the panel waits after a call has been terminated and the time when the handset of the interphone/monitor is raised. If the handset is not raised within this time interval, the panel disables the interphone/monitor. If the handset is raised before this interval elapses, the panel starts to count the conversation time.

  Default value = 30 s., minimum value 1 s., maximum value 255 s.

  On entry to parameter editing mode, start the count of the time to be memorised by means of the pushbutton START/YES. To end the count, press the pushbutton STOP/NO. During the count, the LEDs flash at intervals of 500ms ON/500ms OFF to enable calculation of the time elapsed, 1 flash = 1 s. (e.g. 10 flashes = 10 s.).

  Press the pushbutton END to proceed with the other parameters.

- **Conversation Time**
  To be programmed at the user’s discretion. This is the time interval, expressed in seconds, that the panel checks, from the time the handset is raised after the call. The panel disables the internal unit after this time interval.

  Default value = 12 (120 s.), minimum value 10 s., maximum value 2550 s.

  On entry to parameter editing mode, start the count of the time to be memorised by means of the pushbutton START/YES. To end the count, press the pushbutton STOP/NO. During the count, the LEDs flash at intervals of 500ms ON/500ms OFF to enable calculation of the time elapsed, 1 flash = 1 s. (e.g. 10 flashes = 100 s.).

  Press the pushbutton END to proceed with the other parameters.

- **Self-Start Time**
  To be programmed at the user’s discretion. This is the time interval, expressed in seconds, that the panel remains engaged with a monitor/interphone, from activation by means of the self-start function. The panel disables the internal unit after this time interval.

  Default value = 10 s., minimum value 1 s., maximum value 255 s.

  On entry to parameter editing mode, start the count of the time to be memorised by means of the pushbutton START/YES. To end the count, press the pushbutton STOP/NO. During the count, the LEDs flash at intervals of 500ms ON/500ms OFF to enable calculation of the time elapsed, 1 flash = 1 s. (e.g. 10 flashes = 10 s.).

  Press the pushbutton END to proceed with the other parameters.

- **Lock Time**
  To be programmed at the user’s discretion. This is the activation time of the lock connected between terminals S+ / S- and +12V / SR.

  Default value = 1 second, minimum value 0 s., maximum value 5 s.

  On entry to parameter editing mode, start the count of the time to be memorised by means of the pushbutton START/YES. To end the count, press the pushbutton STOP/NO. During the count, the LEDs flash at intervals of 500ms ON/500ms OFF to enable calculation of the time elapsed, 1 flash = 1 s. (e.g. 10 flashes = 10 s.).

  Press the pushbutton END to proceed with the other parameters.

  To reset the time (0 s.) press the pushbutton STOP/NO in place of the pushbutton START/YES.

- **F1 Time**
  To be programmed at user’s discretion. This is the activation time of the device connected between terminals +12V / F1.

  Default value = 1 second, minimum value 0.5 s., maximum value 255 s.

  On entry to parameter editing mode, start the count of the time to be memorised by means of the pushbutton START/YES. To end the count, press the pushbutton STOP/NO. During the count, the LEDs flash at intervals of 500ms ON/500ms OFF to enable calculation of the time elapsed, 1 flash = 1 s. (e.g. 10 flashes = 10 s.).

  Press the pushbutton END to proceed with the other parameters.

  To reset the time to 0 (0.5 s.) press the pushbutton STOP/NO in place of the pushbutton START/YES.
- **F2 TIME**
   To be programmed at user’s discretion. This is the activation time of the device connected between terminals +12V / F2.
   Default value = 1 second, minimum value 0.5 s., maximum value 255 s.

   On entry to parameter editing mode, start the count of the time to be memorised by means of the pushbutton START/YES. To end the count, press the pushbutton STOP/NO. During the count, the LEDs flash at intervals of 500ms ON/500ms OFF to enable calculation of the time elapsed, 1 flash = 1 s. (e.g. 10 flashes = 10 s.).
   Press the pushbutton END to proceed with the other parameters.
   To reset the time to 0 (0.5 s.) press the pushbutton STOP/NO in place of the pushbutton START/YES.

- **PANEL RINGTONE ENABLE**
   To be programmed as required. Enables repetition of the call ringtone in the loudspeaker of the panel, from the panel where the call is being made.
   Default value = enabled

   On entry to parameter editing mode, press the pushbutton START/YES to enable the function, or the pushbutton STOP/NO to disable the function.
   Press the pushbutton END (bottom left) to proceed with the other parameters.

- **PANEL LOCK BLOCK**
   To be programmed as required. Activation of the lock block enables control of the lock only when the panel is in call, conversation or self-start status.
   Default value = block disabled

   On entry to parameter editing mode, press the pushbutton START/YES to enable the function, or the pushbutton STOP/NO to disable the function.
   Press the pushbutton END (bottom left) to proceed with the other parameters.

- **RINGTONE CYCLES**
   To be programmed at user’s discretion. This is the number of times that the call is repeated in the monitor/interphone when a call pushbutton is pressed.
   Default value = 2 times, minimum value 1, maximum value 20.

   On entry to parameter editing mode, start the count of the cycles to memorised by means of the pushbutton START/YES. To end the count, press the pushbutton STOP/NO. During the count, the LEDs flash at intervals of 500ms ON/500ms OFF to enable calculation of the number of cycles, 1 flash = 1 cycle (e.g. 5 flashes = 5 cycles).
   Press the pushbutton END to proceed with the other parameters.

- **PUSHBUTTON REMAPPING**
   Enables modification to the code sent by a pushbutton, regardless of its physical position assigned with the hardware programming. This enables use of a pushbutton to call an interphone /monitor that has already been assigned a different code.
   Default value = all push-buttons associated with a specific physical code

   On entry to parameter editing mode, the LEDs start flashing; to start remapping, press the pushbutton START/YES (top left).
   After pressing the pushbutton START/YES, press the call pushbutton of the panel to be remapped. A general call is made from the panel to all interphones/monitors in the rest condition (not in conversation); the interphones/monitors with handset raised will emit a 3-tone ascending scale from the loudspeaker.
   From this moment the user has a 30-second interval to press, on the interphone/monitor to be associated, the lock push-button. The panel loudspeaker emits a low tone; this also occurs when the 30-second time interval elapses.
   Press the pushbutton START/YES (top left) to remap other push-buttons or END (bottom left) to proceed with the other parameters.
   To restore the default value (Hardware value) of a pushbutton, instead of pressing START/YES, press STOP/NO and then the pushbutton to restore the default value and end the procedure.
   During this procedure, if the lock pushbutton on the interphone/monitor concerned is pressed, the panel lock is activated. To eliminate this event, enable the parameter PANEL BLOCK.
DESCRIPTION OF AUDIO/VIDEO DOOR ENTRY UNIT BUTTONS

Type 6209

Type 8879

Type 6309, 6309/C
Type 6329, 6329/C
Type 6309/P, 6309/CP

Front
Type 6601, 6601/F, 6621, 6621/F (flush-mounted version)
Type 660C, 660C/F, 662C, 662C/F (desktop version)
Type 6701, 6701/F, 6721, 6721/F (surface wall-mounted version)

Front
Type 6611, 6611/F (flush-mounted version)
Type 661C, 661C/F (desktop version)
Type 6711, 6711/F (surface wall-mounted version)

Front
Type 6601/AU, 6601/AUF (flush-mounted version)
Type 660C/AU, 660C/AUF (desktop version)
Type 6701/AU, 6701/AUF (surface wall-mounted version)

Front
Type 6611/AU, 6611/AUF (flush-mounted version)
Type 661C/AU, 661C/AUF (desktop version)
Type 6711/AU, 6711/AUF (surface wall-mounted version)

Remote button module
Type 6120
INTERPHONE/VIDEOINTERPHONE: INTERPHONE INSTALLATION 6209

DESCRIPTION Type 6209
Type 6209 is an interphone in the Petrarca series for ELVOX TWO WIRE audio and video door entry systems. It is supplied as standard with 3 pushbuttons, one for lock release, one for self-start of the interphone in the system even when not called, and one for the auxiliary "stair light" service. The interphone can be fitted with an additional 3 pairs of pushbutton types 692P (692P/M or 692P/R), for auxiliary services or intercommunicating calls, and the accessory type 6153/682 for: call volume adjustment, call signal mute, call denied luminous indicators, signal to indicate unanswered calls, signal to indicate services not available and luminous signal for gate/door open. The interphone can be installed as a wall-mounted version or desktop using the conversion kit type 6140 or 6A40, or in combination with monitors in the Petrarca series type 6009 (b/w monitor) or type 6009/C (colour monitor) by means of wall bracket type 6145 or desktop conversion kit type 6142 or 6A42.

Connection and connector terminal board
1, 2) BUS line.
4, 6P) Connection for door call pushbutton.
5, 6S) Connection of additional door ringtone
-, +) Additional power supply for monitor with power supply type 6923.
VARIAT.) Connection for module type 6153/682.
VIDEO) Connection for monitor type 6009 or 6009/C.
T1) 1st pair of pushbuttons type 692P.
T2) 2nd pair of pushbuttons type 692P.
T3) 3rd pair of pushbuttons type 692P.
T4) 4th pair of pushbuttons type 692P.

Controls
The call volume can be adjusted by moving the loudspeaker wire from connector A+ (high) to A- (low); otherwise use accessory type 6153/682, moving the loudspeaker wire connected to connector A-.

INSTALLATION
Wall-mounted installations of the interphone do not require additional accessories. However a vertical 3-module box may be used to facilitate fixture and cable routing. For desktop installations and combinations with monitors, refer to the respective instructions of the conversion kit or monitor.

VIDEO SIGNAL STABILISATION
Inside the interphone there are some connectors (A-B-C) and some jumpers for the video signal stabilization.
This jumper must be used in installations with several appliances (interphones and monitors) connected in series (Fig. 17).

For other connection configurations see the TERMINATION TABLE FOR THE TWO WIRE ELVOX INSTALLATIONS shown in the wiring diagram section.

PROGRAMMING
There are three interphone programming modes: assignment of an identification code or call code (indispensable), assignment of a secondary identification code (for interphones associated with a master interphone), programming of pushbuttons for auxiliary services and intercommunicating calls (when necessary).
Programming must be performed with the system switched on, without active communication and only after connecting the interphones/monitors to the system and programming the panels.

Fig. 16

Fig. 17

Fig. 18

If the image shown on the monitor is distorted, displace the jumper into one of the alternative positions to the initial one (B or C), so as to eliminate the distortion.
Master Identification code programming
The identification code is programmed via an entrance panel (MASTER), already configured and present on the system.
The interphone is supplied without associated identification code. To verify this condition, press the lock release pushbutton and the interphone should emit a triple “Beep”.

Attention: during the interphone/video interphone identification code programming you have 30 seconds from the moment you enter the programming in the interphone/video interphone and the moment you press the call push-button on the panel or you send the code.

Programming phase:
1) Remove the interphone cover.
2) Press and hold the RESET pushbutton on the interphone.
3) Press and hold the tab on the lock release pushbutton, together with the RESET pushbutton.
4) Release the RESET pushbutton, keeping the lock release pushbutton pressed.
5) After 2 seconds the interphone emits a high tone and communication is enabled with the panel. If the monitor is also connected to the interphone, it is switched on and connected to the camera of the entrance panel.
6) Release the tab of the lock release pushbutton.
7) On pushbutton entrance panels, press the call button for the interphone, while on alphanumeric keypads, enter the call code and press pushbutton “ addicts”.
8) If the system contains an interphone that already has the same associated identification code, the panel emits a low signal and the operation should be repeated from point 2.
9) Otherwise the code is associated with the interphone and communication is terminated.

Secondary identification code programming
Programming of the secondary identification code is only required when more than one interphone is to be called by means of the same pushbutton or call code. The interphones that ring at the same time are associated with the same group. The “master” interphone is programmed first by means of the “identification code programming” procedure described above, while the additional group interphones are programmed with the secondary identification code (see table pag. 30 shown in the wiring diagram section).
A maximum of three audio door entry units plus one group master can be associated with the same group, without the need for programmer Type 950C or SaveProg, there are 4 phones (1 Master and 3 Servent) if the interphones are combined with Petrarca monitors, an additional power supply type 6923 must be fitted for each additional monitor after the second monitor. Using programmer type 950C, activation of the ringtone on all monitors can be programmed, without simultaneous activation of all monitors, to then enable activation of the monitor from the interphone used to answer the call with the self-start pushbutton; this avoids the need to use additional power supplies.

Programming phase:
1) Remove the interphone cover.
2) Press and hold the RESET pushbutton on the interphone.
3) Press and hold the tab on the lock release pushbutton and the self start/auto-activation pushbutton (the first pushbutton below the tab), together with the RESET pushbutton.
4) Release the RESET pushbutton, keeping the other two pushbuttons pressed.
5) After 2 seconds the interphone emits a high tone and communication is enabled with the panel. If the monitor is also connected to the interphone, it is switched on and connected to the camera of the entrance panel.
6) Release the tab on the lock release pushbutton and the self start pushbutton.
7) On pushbutton entrance panels, press the call button for the “master” interphone, while on alphanumeric keypads, enter the call code of the “master” interphone and press pushbutton “ addicts”.
8) When the secondary code is associated with the interphone and communication is terminated.

To know the number assigned see table shown in the wiring diagram section.

Pushbutton programming
The interphone is supplied with a pair of additional pushbuttons type 692P, for the functions self start and the auxiliary service “stair light”, which activates the 1st relay of the 1st actuator (type 692R), if connected to the system. A further three pairs of pushbuttons type 692P can be inserted in the interphone, to be connected to connectors T2-T3-T4, corresponding to the following default functions.

<table>
<thead>
<tr>
<th>Pushbutton number</th>
<th>Connector number</th>
<th>In program</th>
<th>Default function</th>
</tr>
</thead>
<tbody>
<tr>
<td>1°</td>
<td>T1</td>
<td>P1</td>
<td>Self-start</td>
</tr>
<tr>
<td>2°</td>
<td>T1</td>
<td>P2</td>
<td>Stair light (1st relay of 1st actuator, type 692R)</td>
</tr>
<tr>
<td>3°</td>
<td>T2</td>
<td>P3</td>
<td>Auxiliary (2nd relay of 1st actuator, type 692R)</td>
</tr>
<tr>
<td>4°</td>
<td>T2</td>
<td>P4</td>
<td>Not associated</td>
</tr>
<tr>
<td>5°</td>
<td>T3</td>
<td>P5</td>
<td>Not associated</td>
</tr>
<tr>
<td>6°</td>
<td>T3</td>
<td>P6</td>
<td>Not associated</td>
</tr>
<tr>
<td>7°</td>
<td>T4</td>
<td>P7</td>
<td>Function F1 on panel</td>
</tr>
<tr>
<td>8°</td>
<td>T4</td>
<td>P8</td>
<td>Function F2 on panel</td>
</tr>
</tbody>
</table>

P0 is the lock button.
To change the operating mode, use programmer type 950C, with the exception of programming intercommunicating pushbuttons and the pushbutton for the self-start service to a specific entrance panel or in any case for P0 and P1. If a pushbutton is programmed for a specific function, the interphone emits a “Click” when pressed; otherwise it does not emit any signal.

Intercommunicating call pushbutton programming
Programming phase:
1) Raise the handset of the interphone/video interphone to call (when using series 8870, Giotto, Petrarca). With other versions of series 6600 (without handset) press and keep pressed the talk/listen push-button.
2) Remove the cover of the interphone to be programmed.
3) Press and hold the RESET push-button on the audio door entry unit to program.
4) Press and hold the additional pushbutton to program the intercommunicating call together with the RESET pushbutton.
5) Release the RESET pushbutton, keeping the call pushbutton pressed.
6) After 2 seconds the interphone emits a high tone, while the other interphone emits a 3-tone ascending scale.
7) Release the intercommunicating call pushbutton.
8) On the interphone called the lock push-button
9) A high tone confirms the end of the procedure.
Repeat the same procedure for the other interphones and any other intercommunicating call pushbuttons.

Programming the self-start pushbutton to a specific panel
Programming phase:
1) Remove the interphone cover.
2) Press and hold the RESET pushbutton on the interphone.
3) Press and hold the additional pushbutton to activate the self-start function together with the RESET pushbutton.
4) Release the RESET pushbutton, keeping the self-start pushbutton pressed.
5) After 2 seconds the interphone emits a high tone.
6) Release the self-start pushbutton.
7) On pushbutton entrance panels, press the call button for the interphone, while on alphanumeric keypads, enter the call code and press pushbutton “ addicts”.
8) A high tone confirms the end of the procedure.

Restoring default values of one pushbutton
Programming phase:
1) Remove the interphone cover.
2) Press and hold the RESET pushbutton on the interphone.
3) Press and hold the relative pushbutton to be reprogrammed together with the RESET pushbutton.
Deleting all settings.
Programming phase:
This procedure is advised when you want to change the ID of an interphone/monitor previously programmed and you do not want to keep the operation programming of the appliance.
1) Remove the interphone cover.
2) Press and hold the RESET pushbutton on the interphone.
3) Press and hold the self-start pushbutton together with the RESET pushbutton.
4) Release the RESET pushbutton, keeping the self-start pushbutton pressed.
5) After 2 seconds the interphone emits a continuous tone for two seconds.
6) Release the self-start pushbutton.
7) During the continuous tone, press the tab on the lock release pushbutton.

If the deletion procedure is successful, when the lock release tab is pressed once more the interphone emits a triple “Beep”.

OPERATION
Calls from an entrance panel, intercommunicating calls and door calls are differentiated by means of different tones.

Door calls.
Calls from entrance panels do not follow the pressed pushbutton but are generated inside the interphone. The call interval is 1 s of ringtone and 2 s of pause repeated twice (default value set on panel). To answer, raise the handset. If the handset is already raised during the call, replace and raise it again. The call answer time (30 s) and the conversation time (2 minutes by default) are set in the panel parameters. When the conversation time has elapsed, the user can continue without replacing the handset if a new call is made within 10 s from the same panel.

Intercommunicating call.
Lift the handset and press the intercommunicating button for the interphone/monitor to be called. On the handset of the interphone called a call tone will ring (if the call is enabled) or an engaged tone (if not enabled). On the called interphone the ringtone starts sequentially at intervals of 1 s ringing and 4 s pause. The maximum duration of the call is 30 s (6 cycles). To answer the call, simply raise the handset; the maximum duration of the conversation is 60 seconds. When the conversation time has elapsed, the user can continue without replacing the handset if a new call is made within 10 s. Calls from the panel have priority over intercommunicating calls.

Denied calls.
Installation of type 6153/682 in the interphone, enables the user to vary the call intensity or mute the ringtone. Call mute is indicated by permanent illumination of the red LED. If calls are made to the interphone when the call mute is enabled, they are denied. A denied call causes the red LED to briefly switch off according to the number of times calls are denied (maximum 4 denied calls). The signal is repeated every 10 s (approx.). Deletion of denied calls is by: reenabling the ringtone, resetting the interphone or a system power failure. On the panel, a denied call is indicated by means of a dissuasion tone (a series of “Beeps” at 100ms intervals with a pause of 100ms for a total of 5 s). The message “Do not disturb” also appears on panels with display.

Lock Button
The lock button of each device works in the following manner.
- Device with handset at rest ➞ lock to the last entrance panel with which it has spoken or from which it has been called.
- Device with handset raised but not engaged in a conversation ➞ call to switchboard if the Switchboard flag is YES. Otherwise it goes back to the first case.
- Device with handset raised and engaged in an internal conversation ➞ as in the first case.
- Device with handset raised and engaged in an external conversation or called from entrance panel lock ➞ to the entrance panel being spoken with or from which it has been called.

In practice a lock is always activated except when the handset is raised and you immediately press the lock button. This can also be taken to the standard case if the system has no porter switchboard and the Switchboard flag is set on NO.
MONITOR DIMENSIONS AND ADJUSTMENTS

Fig. 19
Contrasto (colore)  Luminosità

Fig. 20

1,40

Fig. 23

Fig. 24

Fig. 21

Fig. 22

Fig. 25

Fig. 26

Fig. 27
DESCRIPTION
Type 8879 is an interphone in the 8870 series for ELVOX TWO WIRE audio and video door entry systems. It is supplied as standard with 2 pushbuttons, one for lock release, the other for stair light light (default).

Connection and connector terminal board
1, 2) BUS line.
4, 6P) Connection for door call pushbutton.
5, 6S) Connection of additional door ringer

Controls
The call volume can be adjusted by moving the loudspeaker wire from connector A+ (high) to A- (low).

INSTALLATION
Wall-mounted installations of the interphone do not require additional accessories. However a vertical 3-module box may be used to facilitate fixture and cable routing.

Surface wall-mounted installation

VIDEO SIGNAL STABILISATOR
On the lower side of the interphone there is a connector (A-B-C) and a jumper for the video signal balance. This jumper must be used on the installations where there are more appliances (interphones or monitors) connected in series (Fig. 31).

On the standard configuration displace the jumper into "B" only on the last set and keep the jumpers on the other appliances in the initial position "A" (No termination" (Fig. 31).

For other connection configurations see the: TERMINATION TABLE FOR THE TWO WIRE ELVOX INSTALLATIONS shown in the wiring diagram section.

If the image shown on the monitor is distorted, displace the jumper into one of the alternative positions to the initial one (B or C), so as to eliminate the distortion.

NOTE: in case of installations with only interphones, keep the jumpers in "A" position.

PROGRAMMING
There are three interphone programming modes: assignment of an identification code or call code (indispensable), assignment of a secondary identification code (for interphones associated with a master interphone), programming of pushbuttons for auxiliary services and intercommunicating calls (when necessary).

Programming must be performed with the system switched on, without active communication and only after connecting the interphones/monitors to the system and programming the panels.

Master identification code programming
The identification code is programmed via an entrance panel (MASTER), already configured and present on the system. The interphone is supplied without associated identification code. To verify this condition, press the lock release pushbutton and the interphone should emit a triple “Beep”

Attention: during the interphone identification code programming you have 30 seconds from the moment you enter the programming in the interphone and the moment you press the call push-button on the panel or you send the code.
Programming phase:
1) Remove the interphone cover.
2) Press and hold the RESET pushbutton on the interphone.
3) Press and hold the tab on the lock release pushbutton, together with the RESET pushbutton.
4) Release the RESET pushbutton, keeping the lock release pushbutton pressed.
5) After 2 seconds the interphone emits a high tone and communication is enabled with the panel.
6) Release the tab of the lock release pushbutton.
7) On pushbutton entrance panels, press the call button for the interphone, while on alphanumeric keypads, enter the call code and press pushbutton "\[enter\]."
8) If the system contains an interphone that already has the same associated identification code, the panel emits a low signal and the operation should be repeated from point 2.
9) Otherwise the code is associated with the interphone and communication is terminated.

Secondary identification code programming
Programming of the secondary identification code is only required when more than one interphone is to be called by means of the same pushbutton or call code. The interphones that ring at the same time are associated with the same group. The "master" interphone is programmed first by means of the "identification code programming" procedure described above, while the additional group interphones are programmed with the secondary identification code (see table shown in the wiring diagram section).

A maximum of three audio door entry units plus one group master can be associated with the same group, without the need for programmer Type 950C or SaveProg.

Programming phase:
1) Remove the interphone cover.
2) Press and hold the RESET pushbutton on the interphone.
3) Press and hold the tab on the lock release pushbutton and the self start/auto-activation (on top right hand side) pushbutton (ATTIV-top on the right hand side) together with the RESET pushbutton.
4) Release the RESET pushbutton, keeping the other two pushbuttons pressed.
5) After 2 seconds the interphone emits a high tone and communication is enabled with the panel.
6) Release the tab on the lock release pushbutton and the self start pushbutton.
7) On pushbutton entrance panels, press the call button for the "master" interphone, while on alphanumeric keypads, enter the call code of the "master" interphone and press pushbutton "\[enter\]."
8) When the secondary code is associated with the interphone and communication is terminated.

To know the number assigned see table see table shown in the wiring diagram section.

Pushbutton programming
The interphone is supplied with a pushbutton, for the functions auxiliary service "stair light", which activates the 1st relay of the 1st actuator (type 69RH). To change the operating mode of push-button, use programmer type 950C or SaveProg, with the exception of the programming pushbutton as intercommunicating or for the self-start service associated with a specific panel.

If a pushbutton is programmed for a specific function, the interphone emits a "Click" when pressed; otherwise it does not emit any signal.

Intercommunicating call pushbutton programming
Programming phase:
1) Raise the handset of the interphone/video interphone to call (when using series 8870, Glotto, Petrarca), With other versions of series 6600 (without handsets) press and keep pressed the talk/listen push-button \[enter\].
2) Remove the cover of the interphone to be programmed.
3) Press and hold the RESET push-button on the audio door entry unit to program.
4) Press and hold the stair light pushbutton to make the intercommunicating call together with the RESET pushbutton.
5) Release the RESET pushbutton, keeping the stair light pushbutton pressed.
6) After 2 seconds the interphone emits a high tone, while the other interphone emits a 3-tone ascending scale.
7) Release the stair light pushbutton.
8) On the interphone called (with the 3-tone ring), press lock push-button.
9) A high tone confirms the end of the procedure.

Programming the self-start pushbutton to a specific panel.
Programming phase:
1) Remove the interphone cover.
2) Press and hold the RESET pushbutton on the interphone.
3) Press and hold the stair light pushbutton together with the RESET pushbutton.
4) Release the RESET pushbutton, keeping the stair light pushbutton pressed.
5) After 2 seconds the interphone emits a high tone.
6) Release the self start pushbutton.
7) On pushbutton entrance panels, press the call button for the interphone, while on alphanumeric keypads, enter the call code and press pushbutton "\[enter\]."
8) A high tone confirms the end of the procedure.

Restoring default values of pushbutton (for stair light (P2)).
Programming phase:
1) Remove the interphone cover.
2) Press and hold the RESET pushbutton on the interphone.
3) Press and hold the relative stair light pushbutton together with the RESET pushbutton.
4) Release the RESET pushbutton, keeping stair light push-button pressed.
5) After 2 seconds the interphone emits a high tone.
6) Release the stair light pushbutton and press again.

Deleting all settings.
Programming phase:
1) Remove the interphone cover.
2) Press and hold the RESET pushbutton on the interphone.
3) Press and hold the self start pushbutton (ATTIV) together with the RESET pushbutton.
4) Release the RESET pushbutton, keeping the self-start pushbutton pressed.
5) After 2 seconds the interphone emits a continuous tone for two seconds.
6) Release the self-start pushbutton.
7) During the continuous tone, press the tab on the lock release pushbutton.

If the deletion procedure is successful, when the lock release tab is pressed once more the interphone emits a triple "Beep".

OPERATION
Calls from an entrance panel, intercommunicating calls and door calls are differentiated by means of different tones.

Door calls.
Calls from entrance panels do not follow the pressed pushbutton but are generated inside the interphone. The call interval is 1 second of ringing and 2 seconds of pause repeated twice (default value set on panel). To answer, raise the handset. If the handset is already raised during the call, replace and raise it again. The call answer time (30 s) and the conversation time (2 minutes by default) are set in the panel parameters. When the conversation time has elapsed, the user can continue without pressing the handset if a new call is made within 10 seconds from the same panel.

Intercommunicating call.
Lift the handset and press the intercommunicating button for the interphone/monitor to be called. On the handset of the interphone called a call tone will ring (if the call is enabled) or an engaged tone (if not enabled). On the called interphone the ringtone starts sequentially at intervals of 1 second ringing and 4 seconds pause. The maximum duration of the call is 30 seconds (6 cycles). To answer the call, simply raise the handset; the maximum duration of the conversation is 5 minutes. When the conversation time has elapsed, the user can continue without replacing the handset if a new call is made within 10 seconds. Calls from the panel have priority over intercommunicating calls.
Lock Button
The lock button of each device works in the following manner.
- Device with handset at rest lock to the last entrance panel with which it has spoken or from which it has been called.
- Device with handset raised but not engaged in a conversation call to switchboard if the Switchboard flag is YES. Otherwise it goes back to the first case.
- Device with handset raised and engaged in an internal conversation as in the first case.
- Device with handset raised and engaged in an external conversation or called from entrance panel lock to the entrance panel being spoken with or from which it has been called.

In practice a lock is always activated except when the handset is raised and you immediately press the lock button. This can also be taken to the standard case if the system has no porter switchboard and the Switchboard flag is set on NO.

PANEL OPERATION
Calls
The tone generated by the interphones/monitors, when a call is made from a panel, does not follow the length of the pression of the pushbutton, but is generated by the value of the “ringtone cycles” set on the panel (default value = 2). Each ringtone cycle consists of 1 s ringtone and 2 s pause. On start of the call, the monitor of the relative video entrance panel called switches on. At the end of the call, the answer time count starts, within which the handset must be raised to answer the call. From the time that the handset is raised, which can also occur during the call, the conversation time count is starts (default value = 2 minutes). When the conversation time has elapsed, the user has 10 s to press the call pushbutton in order, to proceed with the conversation without hanging up the handset. If a call is made from a panel outside this 10 s interval, while the handset is still raised, press and then release the handset hook to answer the call.
DESCRIPTION
Type 6309, 6329, 6309/C and 6329/C are interphones in the Giotto series respectively with B/W (6309, 6329) and colour screen (6309/C, 6329/C) for ELVOX TWO WIRE video door entry systems. They are supplied as standard with 3 pushbuttons, one for lock release, one for self-start of the monitor in the system even when not called, and one for the auxiliary “stair light” service. Supplied with call volume adjustment on 3 levels and call mute. The luminous indicators of: call signal mute, unanswered calls, services not available and gate/door open, are signalled by means of two LEDs (red and green) present on the monitor.

The monitor can be installed as a wall-mounted version, by means of the bracket (R682) supplied with the monitor, or desktop version by means of the conversion kit type 661A or 661F.

NOTE: Type 6329 has a double consumption as to the video interphone type 6309.

In types 6309/P and 6309/CP push-buttons D, E and F (Fig. 34) can also be used to command N.O. contacts, present on the video-interphone terminal block.

Connection and connector terminal board
3, 4) Additional ringtone connection
1, 2) BUS line.
12 +, 13 -)Additional power supply for monitor with power supply type 6923.
V3, M) Connection for door call pushbutton.
CN1) Connection for monitor.

Monitor technical specifications
- Wall-mounted monitor in ABS
- Backing plate and plugs for wall-mounted fixture or 3-module box.
- 4” flat screen for 6309, 6329 and LCD 4” for 6309/C and LCD 3,5” for 6329/C.
- Electronic circuit on interchangeable cards.
- Standard video signal CCIR 625 lines 50 squares for 6309, 6329 and PAL for 6309/C and 6329/C.
- Video pass band 4 MHz
- Operating temperature from 0° to +40° C.
- Electronic ringtone.
- Input for door calls with different ringtone from panel calls.
- Output for additional ringtone type 860A.
- Supply of data from bus.
- For additional power supply (type 6923) if the system is configured to enable simultaneous activation of more than two monitors.

Controls and adjustments (Fig. 33 - 34)
A - Ringtone volume and mute control.
B - Brightness control.
C - Contrast control for 6309 and color for 6309/C
D - Lock release pushbutton
E - System self-start pushbutton
F - Pushbutton for auxiliary service, 1st relay of 1st actuator type 692R.

When the pushbuttons and are pressed together, a second auxiliary service is activated, 2nd relay of 1st actuator type 692R (or Type 69RH).
G - RESET pushbutton for monitor programming.
H - Ringtone mute LED. The fixed light illuminates when the ringtone mute is enabled by means of slider "A" and flashes when calls have been denied (red led).
I - Door open LED. On systems in which this function is used, the LED remains lit permanently when the door/gate is open (green led).
INSTALLATION
- Install the monitor away from sources of light and heat.
- Fig. 1 - Fix the monitor mounting plate to the wall with a distance of about 1.4 m between the bottom edge and the ground (Fig. 20).
- Make the connections on the monitor terminal block.
- Fit the monitor following the direction of arrows 1 and 2 (Fig. 27).

The plate can be mounted using a 3-module flush-mounted back box (horizontal or vertical) or with pressure plugs.

VIDEO SIGNAL STABILISATOR
On the monitor intercommunication card there is a connector (A-B-C) and a jumper for the video signal balance (Fig. 39). This jumper must be used on the installations where there are more appliances (interphones or monitors) connected in series (Fig. 38).

Displace the jumper into “B” (Termination 100 Ohm) only on the last set and keep the jumpers on the other appliances in the initial position “A” (No termination).

For other connection configurations see the: TERMINATION TABLE FOR THE TWO WIRE ELVOX INSTALLATIONS shown in the wiring diagram section.

INSTALLATION
- Install the monitor away from sources of light and heat.
- Make the connections on the monitor terminal block.
- Fit the monitor following the direction of arrows 1 and 2 (Fig. 27).

The plate can be mounted using a 3-module flush-mounted back box (horizontal or vertical) or with pressure plugs.
There are three monitor programming modes: assignment of an identification code or call code (indispensable), assignment of a secondary identification code (for monitors associated with a master monitor), programming of pushbuttons for auxiliary services and intercommunicating calls (when necessary). Programming must be performed with the system switched on, without active communication and only after connecting the interphones/monitors to the system and programming the panels.

N.B. all the programming or deletion phases must be carried out with the handset of the monitor raised.

**Master identification code programming**

The identification code is programmed via an entrance panel (MASTER), already configured and present on the system. The monitor is supplied without associated identification code. To verify this condition, press the lock release pushbutton and the monitor should emit a triple “Beep”.

Attention: during the video interphone identification code programming you have 30 seconds from the moment you enter the programming in the video interphone and the moment you press the call push-button on the panel or you send the code.

**Programming phase:**
1) Lift the handset
2) Press and hold the RESET pushbutton “G” present below the monitor (see Fig. 34).
3) Press and hold the lock release pushbutton “D” together with the RESET pushbutton “G”.
4) Release the RESET pushbutton “G”, keeping the lock release pushbutton “D” pressed.
5) After 2 seconds the monitor emits a high tone, the monitor switches on and communication is enabled with the panel.
6) Release the lock pushbutton “D”.
7) On pushbutton entrance panels, press the call button for the monitor, while on alphanumeric keypads, enter the call code and press push button “\(\text{\textcircled{1}}\)”.
8) If the system contains a monitor that already has the same associated identification code, the panel emits a low signal and the operation should be repeated from point 2.
9) Otherwise the code is associated with the monitor, communication is terminated and the monitor switches OFF.

**Secondary identification code programming**

Programming of the secondary identification code is only required when more than one monitor is to be called by means of the same pushbutton or call code. The monitors that ring at the same time are associated with the same group. The “master” monitor is programmed first by means of the “identification code programming” procedure described above, while the additional group monitors are programmed with the secondary identification code (see table shown in the wiring diagram section).

A maximum of three audio door entry units plus one group master can be associated with the same group, without the need for programmer Type 950C or SaveProg.

In case monitors Petrarca are associated to the interphones, it is necessary to add an additional power supply type 6923 for any possible additional monitor. By using programmer type 950C or SaveProg it is possible to program the activation of chime of all monitors and the switching on of the “master” monitor. Before answering from a secondary video interphone from a secondary video interphone it is possible to switch the respective monitor on by means of the self-start push-button “\(\text{\textcircled{2}}\)”.

**Programming phase:**
1) Lift the handset
2) Press and hold the RESET pushbutton “G” present below the monitor (see Fig. 34).
3) Press and hold the lock release pushbutton “D” and self-start pushbutton “E”, together with the RESET pushbutton “G”.
4) Release the RESET pushbutton “G”, keeping the other two pushbuttons pressed (D end E).
5) After 2 seconds the monitor emits a high tone, the monitor switches on and communication is enabled with the panel.
6) Release the lock release pushbutton “D” and self-start pushbutton “E”.
7) On pushbutton entrance panels, press the call button for the “master” monitor, while on alphanumeric keypads, enter the call code of the “master” interphone and press push button “\(\text{\textcircled{1}}\)”.
8) When the secondary code is associated with the monitor the communication is terminated and the monitor switches off.

To know the number assigned see table shown in the wiring diagram section.

**Pushbutton programming**

The monitor is fitted with three pushbuttons for the functions lock release, self-start and the auxiliary service “stair light”, which activates the 1st relay of the 1st actuator (type 692R), if connected to the system. To change the operating mode of the self-start pushbutton and auxiliary service “stair light” use programmer type 950C or SaveProg, with the exception of assignment of the functions of intercommunicating calls and self-start service to a specific panel.

During pushbutton programming the ringtone volume control must not be in the ringtone mute position.

**Intercommunicating call pushbutton programming “\(\text{\textcircled{2}}\)” (P2)**

**Programming phase:**
1) Raise the handset of the interphone/video interphone to call (when using series 8870, Giotto, Petrarca). With other versions of series 6600 (without handset) press and keep pressed the talk/listen push-button “\(\text{\textcircled{3}}\)”.
2) Press and hold the RESET pushbutton “G” present below the monitor (see Fig. 34) to be called.
3) Press and hold the additional pushbutton to make the intercommunicating call together with the RESET pushbutton “G”.
4) Release the RESET pushbutton “G”, keeping the call pushbutton pressed.
5) After 2 seconds the monitor emits a high tone, while the other interphone/monitor emits a 3-tone ascending scale.
6) Release the intercommunicating call pushbutton.
7) On the interphone/monitor called (with the 3-tone ring), press one of the programmed pushbuttons (such as lock, F1, F2 or actuator.).
8) A high tone confirms the end of the procedure.

Repeat the same procedure for the other interphones/monitors and any other intercommunicating call pushbuttons.

**PROGRAMMING THE SELF-START PUSH-BUTTON TO A SPECIFIC ENTRANCE PANEL**

With this procedure it is possible to activate only push-button “\(\text{\textcircled{1}}\)” The default push-button “\(\text{\textcircled{2}}\)” activates the self-start of the main entrance panel (master), as an alternative it can be programmed only by means of programmer 950C or SaveProg to activate the self-start of another entrance panel (slave).

**Programming phase:**
1) Lift the handset
2) Press and hold the RESET pushbutton “G” present below the monitor (see Fig. 34).
3) Press and hold the pushbutton “\(\text{\textcircled{2}}\)” to activate the self-start function together with the RESET pushbutton “G”.
4) Release the RESET pushbutton “G”, keeping the pushbutton “\(\text{\textcircled{2}}\)” pressed.
5) After 2 seconds the monitor emits a high tone.
6) Release the pushbutton “\(\text{\textcircled{2}}\)”.
7) On pushbutton entrance panels, press the call button for the monitor, while on alphanumeric keypads, enter the call code and press push button “\(\text{\textcircled{1}}\)”.
8) A high tone confirms the end of the procedure.

Restoring default values of pushbuttons.

**Programming phase:**
1) Press and hold the RESET pushbutton “G” present below the monitor (see Fig. 34).
2) Press and hold the relative pushbutton to be reprogrammed together with the RESET pushbutton “G”.
3) Release the RESET pushbutton “G”, keeping the other pushbutton pressed.
4) After 2 seconds the interphone emits a high tone.
5) Release the pushbutton to restore to default and then press again.
Deleting all settings.

Programming phase:
This procedure is advised when you want to change the ID of an interphone/monitor previously programmed and you do not want keep the operation programming of the appliance.
1) Press and hold the RESET pushbutton “G” present below the monitor (see Fig. 34).
2) Press and hold the self-start pushbutton “E” together with the RESET pushbutton “G”.
3) Release the RESET pushbutton “G”, keeping the self-start pushbutton “E” pressed.
4) After 2 seconds the monitor emits a continuous tone for two seconds.
5) Release the self-start pushbutton “E”.
6) During the continuous tone, press the lock release pushbutton “D”.

If the deletion procedure is successful, when the lock release pushbutton is pressed once more the interphone emits a triple “Beep”.

OPERATION
Calls from an entrance panel, intercommunicating calls and door calls are differentiated by means of different tones.

Door calls.
Calls from entrance panels do not follow the pressed pushbutton but are generated inside the monitor. The call interval is 1 s of ringtone and 2 s of pause repeated twice (default value set on panel). To answer, raise the handset. If the handset is already raised during the call, replace and raise it again. The call answer time (30 s) and the conversation time (2 minutes by default) are set in the panel parameters. When the conversation time has elapsed, the user can continue without replacing the handset if a new call is made within 10 s from the same panel.

Intercommunicating call.
Lift the monitor handset and press the intercommunicating button, if programmed, for the interphone/monitor to be called. On the handset of the monitor calling, a call tone will ring (if the call is enabled) or an engaged tone (if not enabled). On the called monitor the ringtone starts sequentially at intervals of 1 s ringing and 4 s pause. The maximum duration of the call is 30 s (6 cycles). To answer the call, simply raise the handset; the maximum duration of the conversation is 5 minutes. When the conversation time has elapsed, the user can continue without replacing the handset if a new call is made within 10 s. Calls from the panel have priority over intercommunicating calls.

Denied calls.
The variator located below the monitor (Fig. 34) enables modification to the call volume or to mute the signal. Call mute is indicated by permanent illumination of the red LED. If calls are made to the monitor when the call mute is enabled, they are denied. A denied call causes the red Led to briefly switch off according to the number of times calls are denied (maximum 4 denied calls). The signal is repeated every 10 s (approx.). Deleteion of denied calls is by: reenabling the ringtone, resetting the monitor or a system power failure. On the panel, a denied call is indicated by means of a dissuasion tone (a series of “Beeps” at 100ms intervals with a pause of 100ms for a total of 5 seconds). The message “Do not disturb” also appears on panels with display.

Lock Button
The lock button of each device works in the following manner.
- Device with handset at rest – lock to the last entrance panel with which it has spoken or from which it has been called.
- Device with handset raised but not engaged in a conversation – call to switchboard if the Switchboard flag is YES. Otherwise it goes back to the first case.
- Device with handset raised and engaged in an internal conversation – as in the first case.
- Device with handset raised and engaged in an external conversation or called from entrance panel lock – to the entrance panel being spoken with or from which it has been called.

In practice a lock is always activated except when the handset is raised and you immediately press the lock button. This can also be taken to the standard case if the system has no porter switchboard and the Switchboard flag is set on NO.
ELVOX TWO WIRE audio/video door entry systems.

The series comprises the standard versions Type 6611, 661C, 6711 with 4" colour LCD screen that tilts vertically for optimal picture viewing, and the versions Type 6621, 662C, 6621 with 3.5" colour LCD screen that tilts vertically and versions Type 6611, 661C, 6711 with 3.5" colour LCD screen, without tilting, equipped with 6 supplementary programmable push-buttons, as well as the other 8 standard ones, for intercommunicating calls or auxiliary services. Articles 6xxx/F are different to the above-described video door entry units only in the programming of buttons "G" and "I" described below in the chapter on "Checks and Adjustments". They are equipped as standard with 8 push-buttons for the following functions: door lock release, self-start of video interphone in the system even when it has not been called, conversation, stair light, internal voice line volume control, ringtone volume control, brightness control and ringtone type setting. Two LEDs (red and green) on the video interphone serve to indicate the following states: call signal mute, unanswered calls, services not available and gate/door open.

Controls and adjustments
A) Manually tilting 4" LCD screen.
B) Non-tilting 3.5" LCD screen.
C) Microphone.
D) Loudspeaker.

- Flush-mounting of the video interphone in ABS.
- Electronic circuit on interchangeable cards.
- PAL standard video signal.
- Operating temperature from 0° to +40° C.
- Electronic ringtone.
- Input for landing calls with different ringtone from entrance panel calls.
- Output for additional ringtone type 860A.
- Supply voltage provided by bus.
- Input for additional power supply (type 6923) if the system is configured to enable simultaneous activation of more than two monitors.

Front Type 6601, 6611/F, 6621, 6621/F (flush-mounted version)
Type 660C, 660C/F, 662C, 662C/F (desktop version)
Type 6701, 6701/F, 6721, 6721/F, 6711, 6711/F (surface wall-mounted version)

Video interphone technical specifications
- Flush-mounted video interphone in ABS.
- Removable terminal block.
- Flat screen 4" colour LCD monitor (3.5" LCD non-tilting).
- Electronic circuit on interchangeable cards.
- PAL standard video signal.
- Operating temperature from 0° to +40° C.
- Electronic ringtone.

Front Type 6611, 6611/F (flush-mounted version)
Type 661C, 661C/F (desktop version)
Type 6711, 6711/F (surface wall-mounted version)

Connection and connector terminal board
-+12, CH) Additional ringtone connection.
1, 2) BUS line.
E+, E-) Additional supply voltage for video interphone with power supply type 6923.
FP, M) Connection for door call push-button.
**INSTALLATION 6601, 6611, 6621 (flush-mounted)**
- Install the video interphone away from sources of light and heat.
- Flush-mount back box type 6149 in the wall at a height of approximately 1.4 m above the ground.
- Remove the plastic cross-piece from the back box (see Part.1, Fig. 41)
- Carry out the terminal block connections (see wiring diagram).
- Fix the video interphone to the back box with the 4 screws supplied (fig. 41).
- Fit the side panels, taking care that the panel with the slot for the microphone is fitted on the right (fig. 41).

**INSTALLATION OF TYPE 6601, 6611, 6621 (flush-mounted) WITH BRACKETS TYPE R660**
- Make a 120x120mm (nearly) hole in the plasterboard wall at 1.40 from the floor to the lower border.
- Fix the bracket to the monitor as indicated in figure, keeping the cursors well aligned to the monitor sides (pType1, Fig. 42)
- Carry out the terminal block connections (see wiring diagram)
- Insert the monitor inside the wall in plasterboard.
- Tighten the screws so as the cursors can get closer to the plasterboard wall.
- By screwing, the cursors should get aligned orthogonally to the monitor (see pType1, Fig. 42)
- Insert the side grids, paying attention that the one with the slot for the microphone must be inserted on the right.
INTERPHONE/VIDEOINTERPHONE: INSTALLATION SERIE 6600

PROGRAMMING
There are three monitor programming modes: assignment of an identification code or call code (indispensable), assignment of a secondary identification code (for video interphones associated with a master video interphone), programming of push-buttons for auxiliary services and intercommunicating calls (when necessary).

Programming must be performed with the system switched on, without active communication and only after connecting the interphones/video interphones to the system and programming the panels.

VIDEO SIGNAL STABILISATION
On the rear of monitor type 6601, 6611, 6621 and 6701, 6711, 6721 there are some connectors (A-B-C) for the video signal stabilization. For the table version monitors type 660C, 661C, 662C the video signal stabilization is carried out by means of a jumper on terminal block A-B-C present on the stud. For types 6601, 6701 and 660C this jumper must be used in installations with several appliances (interphones and monitors) connected in series (Fig. 45).

In series configuration displace the jumper (only in the last set) into “B” position and keep the jumpers of other interphones or monitors in the initial position, i.e. “A” (no termination) (Fig. 45).

For other connection configurations see the: TERMINATION TABLE FOR THE TWO WIRE ELVOX INSTALLATIONS shown in the wiring diagram section.

INSTALLATION OF TYPE 6701, 6711, 6721 (surface wall-mounted)
- Install the video interphone away from sources of light and heat.
- Fix the monitor fixing plate at 1,40m. from the ground level to the lower border.
- Connect the terminal block.
- Insert the monitor according to the 1 and 2 arrow direction (Fig. 43).
- To remove the monitor from the plate hook, operate with a screwdriver on the security lock (placed on the upper side and behind the monitor), and remove it according to the 3 and 4 (Fig. 43) arrow direction.

Surface wall-mounting version

INTSLLATION OF TYPE 660C, 661C, 662C (desktop)
- Fix the monitor support to the wall.
- Connect the terminal block (see wiring diagrams).
- Hook the stud to the support.

Table version

Fig. 43

Fig. 44

Fig. 45

Fig. 46

Fig. 47
Programming the identification code
The identification code is to be programmed by means of an entrance panel (main- "Master"), present on the installation and already configured. The video-interphone is supplied without associated identification code. To check this, press the "G" push-button and the video-interphone will emit a triple "Bleep".

Attention: during the interphone/video interphone identification code programming you have 30 seconds from the moment you enter the programming in the interphone/video interphone and the moment you press the call push-button on the panel or you send the code.

Programming phase:
1) Press and hold down "I".
2) Press and hold down also "H" together with "I".
3) Wait for nearly 3 seconds until the red led "M" flashes.
4) Now the microprocessor is physically reset.
5) Release both push-buttons "I" and "H". You have now 5 seconds to carry out any of the described programmings.
6) Press and hold down the "G" lock push-button (until the LED flashes).
7) After nearly 2 seconds the video-interphone emits a high-pitched tone, it self-starts and gets in communication with the entrance panel.
8) On the entrance panels with push-buttons press the call push-button corresponding to the video-interphone, on the alphanumeric entrance panel, on the contrary, enter the call code and press 
9) If on the installation there is already an interphone / video-interphone with the same associated identification code, the panel emits a low-pitched tone and you must repeat the operation from the beginning.
10) If not, the code is associated to the video-interphone and the communication is terminated.

Programming the secondary identification code
The programming of the secondary identification code is required only when you want more than a video-interphone to ring at the same time with the same push-button or call code. The video-interphones which must ring simultaneously are associated with the same push-button to the same group. The "master" interphone / video-interphone is programmed in first place by means of the previous procedure: “programming the identification code”. The additional interphones / video-interphones are programmed with the secondary identification code (see table shown in the wiring diagram section).
A maximum of three audio door entry units plus one group master can be associated with the same group, without the need for programmer Type 950C or SaveProg.

Programming phase:
1) Press and hold down "I".
2) Press and hold down also "H" together with "I".
3) Wait for nearly 3 seconds until the red led "M" flashes.
4) Now the microprocessor is physically reset.
5) Release both push-buttons "I" and "H".
6) Press and hold down the "G" door lock and the "H" self-start push-buttons simultaneously (until the LED flashes).
7) After 2 seconds the video-interphone emits a high-pitched tone and gets in communication with the entrance panel.
8) Release the door lock "G" and the self-start "G" push-buttons.
9) On the push-buttons entrance panels press the call push-button corresponding to the main (already programmed) interphone / video-interphone, on the alphanumeric entrance panel, on the contrary, enter the same call code of the "Master" interphone / video-interphone and press.
10) If on the installation there is already an interphone / video-interphone with the same associated identification code, the panel emits a low-pitched tone and you must repeat the operation from the beginning.
11) Once the secondary identification code is associated to the video-interphone, the communication is terminated.

To know the number assigned see table shown in the wiring diagram section.

Programming the push-buttons
The video-interphone is supplied with 3 push-buttons for the following functions: lock release, self-start and “stair light” auxiliary service, which activates the 1st relay of the 1st actuator (type 69HR), if connected to the installation on the version Type 6611, 661C, 6711 and with other 6 push-buttons for intercommunicating calls or auxiliary services.

To change the operation type of push-buttons it is necessary to use programmer type 950C or SaveProg, with the exception of the assignation of the functions for the intercommunicating calls and self-start to a specific entrance panel.

Programming the push-buttons for the intercommunicating calls
(With series 8870, Giotto, Petracca raise the handset of the interphone / video-interphone to call. On the 6600 series keep pressed the talk / listen push-button "I").

Programming phase:
1) Press and hold down "I".
2) Press and hold down also "H" together with "I".
3) Wait for nearly 3 seconds until the red led "M" flashes.
4) Now the microprocessor is physically reset.
5) Release both push-buttons "I" and "H".
6) Press and hold down the "F" push-button to be programmed (until the LED flashes).
7) After 2 seconds the video-interphone emits a high-pitched tone, while the other interphone / video-interphone emits a three-tone ascending scale.
8) Release the "F" push-button related to the intercommunicating call.
9) On the called interphone / video-interphone (the one with the three-tone scale) press lock push-button.
10) A high-pitched tone confirms the end of the procedure.

Repeat the procedure also for the other interphones / video-interphones ad possible intercommunicating call push-buttons.

NOTE: On video door entry units Type 6611, 661C, 6711 with the same procedure it is also possible to program a push-button "N".

Programming the self-start push-button to a specific entrance panel.

Programming phase:
1) Press and hold down "I".
2) Press and hold down also "H" together with "I".
3) Wait for nearly 3 seconds until the red led "M" flashes.
4) Now the microprocessor is physically reset.
5) Release both push-buttons "I" and "H".
6) Press and hold down the "F" push-button to be programmed (until the LED flashes).
7) After nearly 2 seconds the video-interphone emits a high-pitched tone.
8) Release the push-button "F" related to the self-start.
9) On the entrance panels with push-buttons press the call push-button corresponding to the video-interphone; on the alphanumeric entrance panel, on the contrary, enter the call code and press 
10) A high-pitched tone will confirm the end of the procedure.

NOTE: On video door entry units Type 6611, 661C, 6711 with the same procedure it is also possible to program a push-button "N".

Restoring the default values of push-buttons
Programming phase:
1) Press and hold down "I".
2) Press and hold down also "H" together with "I".
3) Wait for nearly 3 seconds until the red led "M" flashes.
4) Now the microprocessor is physically reset.
5) Release both push-buttons "I" and "H".
6) Press and hold down the "F" push-button to be restored to its default setting (until the LED flashes).
7) After 2 seconds the video-interphone emits a high-pitched tone.
8) Release the push-buttons and press again the push-button to restore to its default setting.

Deleting all settings
This procedure is recommended when you want to change the ID of a previously programmed video-interphone without retaining its programming parameters.

Programming phase:
1) Press and hold down "I".
2) Then press and hold down also "H" together with "I".
3) Wait for nearly 3 seconds until the red led "M" flashes.
4) Now the microprocessor is physically reset.
5) Release both push-buttons "H" and "I".
6) Press and hold down the self-start push-button "H".
7) After 2 seconds the video-interphone emits a continuous tone for two seconds.
8) Release the self-start push-button "H" (until the LED flashes).
9) During the long tone press the lock push-button "G".

If the deletion procedure was successful, press the lock push-button "G" and the video-interphone will emit a triple "BEEP".
OPERATION

Calls from an entrance panel, intercommunicating calls and landing calls are differentiated by means of different tones.

Landing calls

Calls from entrance panels do not follow the pressing of the call push-button but are generated internally by the video interphone. The call time duration cycle consists of a ringtone of 1 second and a pause of 2 seconds, repeated twice (default setting of entrance panel). The duration of “Ding-Dong” and “Ding-Dong-Dang” ringtones does not correspond to the time dictated by the call cycle but to the natural duration of the ringtones. To answer, press and hold down the conversation push-button “I”. In models …/[F] press and release push-button “I”. If the conversation push-button is already pressed during the call, release it and press it again. The call answer time (30 s) and the conversation time (2 minutes by default) are set in the entrance panel parameters. On expiry of the conversation time, conversation can be continued without releasing the conversation push-button, if the call is made again within 10 s from the same entrance panel. During conversation, the voice line can be interrupted momentarily (maximum 5 s), by releasing the conversation push-button. To resume conversation, press the conversation push-button again within 5 s, otherwise communication is lost. In models …/[F] press push-button “I” to terminate the conversation. The red LED “M” remains lit during the time the audio is active.

Intercommunicating call.

Press the intercommunicating push-button, if programmed, for the interphone/video interphone to be called. The loudspeaker of the calling video interphone will emit a ringing tone (if the call is possible) or an engaged tone (if the call is not possible). On the called interphone/video interphone the ringtones are sequentially at intervals of 1 s ringing and 4 s pause. The maximum duration of the call is 30 s (6 cycles). If you wish to interrupt the call, press the conversation push-button “I” before an answer is received from the called device. To answer a call, lift the handset on the called interphone/video interphone, or press the conversation push-button. When the called device is answered, video interphone will be put directly into communication with it for 5 s. To maintain communication, press and hold down the conversation push-button “I”. In models …/[F] the audio connection occurs automatically. Maximum duration of conversation is 5 minutes. When the conversation time has elapsed, the user can continue without replacing the handset if a new call is made within 10 s. Calls from the entrance panel have priority over intercommunicating calls.

Denied calls.

The chime exclusion is indicated by the permanent lighting of the red LED “M”. If calls are made from the entrance panel to the video interphone when the call mute is enabled, they are denied. A denied call causes the red LED “M” to briefly switch off according to the number of times calls are denied (maximum 4 denied calls). The signal is repeated every 10 s (approx.). Deletion of denied calls is by re-enabling the ringtone, resetting the video interphone or a system power failure. On the entrance panel, a denied call is indicated by means of a dissuasion tone (a series of “Beeps” at 100ms intervals with a pause of 100ms for a total of 5 s). The message “Do not disturb” also appears on entrance panels with display. The push-buttons “G” and “I” programming in models …/[F] may be made in the same way as that of types 6601, 660C, 6701 through 2 configurations, which may be changed by programmer type 950C connected to an entrance panel type 89F3 or 89F5 and/or entrance panel type 89F4 or 89F7 with software version bigger or equal to V4. See instructions of programmer type 950C and entrance panels type 89F3, 89F4, 89F5, 89F7.

Lock Button

The lock button of each device works in the following manner.

- Device with handset at rest ➔ lock to the last entrance panel with which it has spoken or from which it has been called.
- Device with handset raised but not engaged in a conversation ➔ call to switchboard if the Switchboard flag is YES. Otherwise it goes back to the first case.
- Device with handset raised and engaged in an internal conversation ➔ lock to the entrance panel lock ➔ to the entrance panel being spoken with or from which it has been called.

In practice a lock is always activated except when the handset is raised and you immediately press the lock button. This can also be taken to the standard case if the system has no porter switchboard and the Switchboard flag is set on NO.

NOTE: In series 6600 the equivalent operation is to press for an instant the “open voice” push-button and then the lock release. Also in this case the switchboard is called.

DESCRIPTION

Main power supply for ELVOX TWO WIRE audio and video door entry systems.

TECHNICAL SPECIFICATIONS

- Housing in class V - 0 technopolymer on 8 module DIN rail.
- Supply voltage 230V 50Hz (different voltages available on request).
- Output voltage 28V dc, 1.5A for the bus, one output 28V dc 200mA (interruption sensitive service) or 100 mA (continuous service) protected by PTC for auxiliary services.
- Protection inside primary winding against short circuits and temperature variations by means of PTC.
- Maximum overall dimensions 140x115x65 mm.

INSTALLATION

The power supply can be wall-mounted using the screws and plugs supplied, or in cabinets fitted with DIN rails (occupying a space of 8 modules). The installation of a bipolar switch on the power mains is recommended. The power supply is fitted with PTC protection, which trips in the event of overload on the secondary winding, cutting off the 28 Volt power while the fault persists.

Operating times

The monitor, camera, lock and auxiliary services must operate according to the following intermittent cycles.

Monitor and camera activation cycle:

- maximum 90 seconds ON, 90 seconds OFF
- maximum 30 seconds ON, 150 seconds OFF

Auxiliary services cycle

- maximum 90 seconds ON, 90 seconds OFF

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- Housing in class V - 0 technopolymer on 8 module DIN rail.
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The monitor, camera, lock and auxiliary services must operate according to the following intermittent cycles.

Monitor and camera activation cycle:

- maximum 90 seconds ON, 90 seconds OFF
- maximum 30 seconds ON, 150 seconds OFF

Auxiliary services cycle

- maximum 90 seconds ON, 90 seconds OFF
ID list and respective secondary (video)interphones Due Fili Elvox (= 2 wire Elvox)

In the following table there is the list of the secondary IDs, for each primary from 1 to 50, which are automatically used following the procedure: "Assignment of the secondary Identification Codes", described in the instructions of the single (video)interphones.

<table>
<thead>
<tr>
<th>ID PRIMARY</th>
<th>SECONDARY 1</th>
<th>SECONDARY 2</th>
<th>SECONDARY 3</th>
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</tbody>
</table>
**BUS TERMINATION TABLE FOR ELVOX TWO-WIRE SYSTEMS**

This note applies to all devices with ELVOX TWO-WIRE technology equipped with the “BUS termination connector”, identified on the electronic card with the “ABC” marking and signalled on the wiring diagrams with a “*”. To adjust the video signal, fit the jumper onto the strip socket connector.

Follow this rule for correct line adjustment:
- keep the jumper in position “A” if the BUS line “passes through” the device;
- keep the jumper in position “A” if the device is connected to a distributor type 692D, 692D/1 or 692D/2 if the last device, move the jumper into position “B” in the following cases:
  - the “BUS” line “ends within” the same device (the last device in “pass through” configuration)
  - the video signal of the connected distributors type 692D/1 or 692D/2 is unsatisfactory.
- if the video signal adjustment is unsatisfactory with the jumper in position “B”, try position “C”.

"A" – NO TERMINATION
"B" – TERMINATION 100 Ohm
"C" – TERMINATION 50 Ohm

(*) On circuit boards bearing the “ABCD” marking instead of “ABC”, consider the following correspondences: A = AB; B = BC; C = CD.

**INSTALLATIONS WITH PASSIVE DISTRIBUTOR 692D**

For each device connected to type 692D:
1. on connector ABC in any article connected to one of the outputs 1, 2, 3, 4 of type 692D, THE JUMPER MUST BE KEPT IN POSITION “A”;
2. on connector ABC in any article connected to output OUT of type 692D, THE JUMPER MUST BE INSERTED IN POSITIONS “B” OR “C”.

For termination of type 692D:
3. If output OUT of type 692D is not used, KEEP THE JUMPER ON CONNECTOR “A” OF TYPE 692D.
4. If output OUT of type 692D is used, REMOVE THE JUMPER FROM CONNECTOR “A” OF TYPE 692D.

In some versions of type 692D there are also the strip socket connectors “B”, “C” and “D”. In this case NEVER INSERT A JUMPER IN THEM.

**INSTALLATIONS WITH ACTIVE DISTRIBUTOR 692D/1 and 692D/2**

In these articles the BUS input and output are terminals (1-2, B1-B2, in type 692D/2). The jumper is to be set on “B” (or on “C”) IF AND ONLY IF these terminals are not used to continue the BUS (there is no device connected for the line termination).

<table>
<thead>
<tr>
<th>Conductor section</th>
<th>Ø up to 10m</th>
<th>Ø up to 50m</th>
<th>Ø up to 100m</th>
<th>Ø up to 150m</th>
</tr>
</thead>
<tbody>
<tr>
<td>Terminals 1, 2, B1, B2 (*)</td>
<td>0,5 mm²</td>
<td>0,5 mm²</td>
<td>0,75 mm²</td>
<td>1 mm²</td>
</tr>
<tr>
<td>Cable Type 732H</td>
<td>Type 732H</td>
<td>Type 732H</td>
<td>Type 732H</td>
<td>Type 732H</td>
</tr>
<tr>
<td>Electric lock</td>
<td>1,5 mm²</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Other: +U, +I, -L (#)</td>
<td>1 mm²</td>
<td>1 mm²</td>
<td>1,5 mm²</td>
<td>2,5 mm²</td>
</tr>
<tr>
<td>Video Coaxial cable 75 Ohm type RG59 o RG11</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

* On video colour installations use cable type 732H for a maximum distance of 75 metres.

# Additional power supplies (type 6923, 6582, 6982) must be installed as close as possible to the device to which they are to be connected.

<table>
<thead>
<tr>
<th>Type of panel</th>
<th>Electronic unit for 1200 Series entrance panel</th>
<th>Electronic entrance panel series 8000</th>
<th>Electronic entrance panel series PATAVIUM</th>
<th>Electronic entrance panel series 3300</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alphanumeric audio entrance panel</td>
<td>12F4</td>
<td>89F4</td>
<td>89F4/T</td>
<td>39F4</td>
</tr>
<tr>
<td>Push-button audio entrance panel</td>
<td>12F3</td>
<td>89F3, 89F3/2, 89F3/1, 89F3/0</td>
<td>89F3/T, 89F3/2T, 89F3/1T, 89F3/0T</td>
<td>39F3</td>
</tr>
<tr>
<td>Alphanumeric video entrance panel</td>
<td>12F7</td>
<td>89F7/C</td>
<td>89F7/CT</td>
<td>39F7</td>
</tr>
<tr>
<td>Push-button video entrance panel</td>
<td>12F5</td>
<td>89F5/C, 89F5/C2, 89F5/C1, 89F5/C0</td>
<td>89F5/CT, 89F5/CT2, 89F5/CT1, 89F5/CT0</td>
<td>39F5</td>
</tr>
</tbody>
</table>
WIRING DIAGRAM OF SINGLE AND MULTIPLE RESIDENCE AUDIO DOOR ENTRY SYSTEM WITH INTERPHONES type 8879, 6209 AND ONE AUDIO ENTRANCE PANEL (REF. SC5401).

A - Type 6611/AU
Type 661C/AU
Type 6711/AU
Type 6601/AU
Type 660C/AU
Type 6701/AU
Type 6xxx/AUF

A - Art. 8879

A - Art. 6209

A - Art. 6809

A - Art. 6601/AU
Type 660C/AU
Type 6701/AU
Type 6xxx/AUF

A - PHONE
C - ELECTRONIC UNIT TYPE 12F3
CX - PANEL SERIES 1200
F - POWER SUPPLY Type 6922
K - PUSH-BUTTON FOR OUTDOOR CALL
L - 12V ELECTRIC LOCK
P - LOCK RELEASE CONTROL

Conductor section

<table>
<thead>
<tr>
<th>Terminals</th>
<th>Ø up to 10m</th>
<th>Ø up to 150m</th>
</tr>
</thead>
<tbody>
<tr>
<td>1, 2, B1, B2</td>
<td>0,5 mm²</td>
<td>0,5 mm²</td>
</tr>
</tbody>
</table>

Cable

Type 732H

Electric lock

1,5 mm²
WIRING DIAGRAM OF SINGLE AND MULTIPLE RESIDENCE AUDIO DOOR ENTRY SYSTEM WITH INTERPHONES type 8879, 6209 AND THREE AUDIO ENTRANCE PANELS (REF. SC5412).

A - PHONE
C - ELECTRONIC UNIT TYPE 12F3
CX - PANEL SERIES 1200
F - POWER SUPPLY Type 6922
K - PUSH-BUTTON FOR OUTDOOR CALL
L - 12V ELECTRIC LOCK
P - LOCK RELEASE CONTROL

Conductor section

<table>
<thead>
<tr>
<th>Terminals</th>
<th>Ø up to 10m</th>
<th>Ø up to 150m</th>
</tr>
</thead>
<tbody>
<tr>
<td>1, 2, B1, B2</td>
<td>0,5 mm²</td>
<td>0,5 mm²</td>
</tr>
</tbody>
</table>

Cable

<table>
<thead>
<tr>
<th>Type</th>
<th>Type 732H</th>
<th>Type 732H</th>
</tr>
</thead>
<tbody>
<tr>
<td>Electric lock</td>
<td>1,5 mm²</td>
<td>-</td>
</tr>
</tbody>
</table>

Conductor section

<table>
<thead>
<tr>
<th>Terminals</th>
<th>Ø up to 10m</th>
<th>Ø up to 150m</th>
</tr>
</thead>
<tbody>
<tr>
<td>1, 2, B1, B2</td>
<td>0,5 mm²</td>
<td>0,5 mm²</td>
</tr>
</tbody>
</table>

Cable

<table>
<thead>
<tr>
<th>Type</th>
<th>Type 732H</th>
<th>Type 732H</th>
</tr>
</thead>
<tbody>
<tr>
<td>Electric lock</td>
<td>1,5 mm²</td>
<td>-</td>
</tr>
</tbody>
</table>

Conductor section

<table>
<thead>
<tr>
<th>Terminals</th>
<th>Ø up to 10m</th>
<th>Ø up to 150m</th>
</tr>
</thead>
<tbody>
<tr>
<td>1, 2, B1, B2</td>
<td>0,5 mm²</td>
<td>0,5 mm²</td>
</tr>
</tbody>
</table>

Cable

<table>
<thead>
<tr>
<th>Type</th>
<th>Type 732H</th>
<th>Type 732H</th>
</tr>
</thead>
<tbody>
<tr>
<td>Electric lock</td>
<td>1,5 mm²</td>
<td>-</td>
</tr>
</tbody>
</table>

Conductor section

<table>
<thead>
<tr>
<th>Terminals</th>
<th>Ø up to 10m</th>
<th>Ø up to 150m</th>
</tr>
</thead>
<tbody>
<tr>
<td>1, 2, B1, B2</td>
<td>0,5 mm²</td>
<td>0,5 mm²</td>
</tr>
</tbody>
</table>

Cable

<table>
<thead>
<tr>
<th>Type</th>
<th>Type 732H</th>
<th>Type 732H</th>
</tr>
</thead>
<tbody>
<tr>
<td>Electric lock</td>
<td>1,5 mm²</td>
<td>-</td>
</tr>
</tbody>
</table>

Conductor section

<table>
<thead>
<tr>
<th>Terminals</th>
<th>Ø up to 10m</th>
<th>Ø up to 150m</th>
</tr>
</thead>
<tbody>
<tr>
<td>1, 2, B1, B2</td>
<td>0,5 mm²</td>
<td>0,5 mm²</td>
</tr>
</tbody>
</table>

Cable

<table>
<thead>
<tr>
<th>Type</th>
<th>Type 732H</th>
<th>Type 732H</th>
</tr>
</thead>
<tbody>
<tr>
<td>Electric lock</td>
<td>1,5 mm²</td>
<td>-</td>
</tr>
</tbody>
</table>
WIRING DIAGRAM

AUDIO DOOR ENTRY SYSTEM FOR BUILDING COMPLEX WITH ONE MAIN ENTRANCE PANEL AND ONE STAIRWAY PANEL FOR APARTMENT BLOCK (REF. SC5414).

Conductor section

<table>
<thead>
<tr>
<th>Terminals</th>
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<th>Ø up to 150m</th>
</tr>
</thead>
<tbody>
<tr>
<td>1, 2, B1, B2</td>
<td>0.5 mm²</td>
<td>0.5 mm²</td>
</tr>
</tbody>
</table>

Cable

- Type 732H
- Type 732H

Electric lock

- 1.5 mm²

C - ELECTRONIC UNIT TYPE 12F3
CX - PANEL SERIES 1200
F - POWER SUPPLY Type 6922
I - SEPARATOR Type 692S
K - PUSH-BUTTON FOR OUTDOOR CALL
L - 12V ELECTRIC LOCK
P - LOCK RELEASE CONTROL

Mains

Cable riser
AUDIO DOOR ENTRY SYSTEM FOR BUILDING COMPLEX WITH THREE MAIN ENTRANCE PANELS AND TWO STAIRWAY PANELS FOR APARTMENT BLOCK (REF. SC5415).

C - ELECTRONIC UNIT TYPE 12F3
CX - PANEL SERIES 1200
F - POWER SUPPLY Type 6922
I - SEPARATOR Type 692S
K - PUSH-BUTTON FOR OUTDOOR CALL
L - 12V ELECTRIC LOCK
P - LOCK RELEASE CONTROL

Conductor section

<table>
<thead>
<tr>
<th>Terminals</th>
<th>Ø up to 10m</th>
<th>Ø up to 150m</th>
</tr>
</thead>
<tbody>
<tr>
<td>1, 2, B1, B2</td>
<td>0.5 mm²</td>
<td>0.5 mm²</td>
</tr>
</tbody>
</table>

Cable

<table>
<thead>
<tr>
<th>Type 732H</th>
<th>Type 732H</th>
</tr>
</thead>
</table>

Electric lock

| 1.5 mm² | - |
**VARIATION**: Connection of monitors with floor distributors type 692D (REF. SC5424).

When multiple monitors are to be connected with a star configuration (not in series) the video floor distributor type 692D is required.

**VERSION**: Connection of monitors with floor distributors type 692D/2 (REF. si422)
SINGLE AND MULTIPLE RESIDENCE VIDEO DOOR ENTRY SYSTEM WITH PETRARCA, GIOTTO AND 6600 SERIES MONITORS AND ONE VIDEO ENTRANCE PANEL (REF. SC5416).

B - MONITOR
D - ELECTRONIC UNIT TYPE 12F5
DX - PANEL SERIES 1200
F - POWER SUPPLY Type 6922
K - PUSH-BUTTON FOR OUTDOOR CALL
L - 12V ELECTRIC LOCK
P - LOCK RELEASE CONTROL

Conductor section

<table>
<thead>
<tr>
<th>Terminals</th>
<th>Ø up to 10m</th>
<th>Ø up to 50m</th>
<th>Ø up to 100m</th>
<th>Ø up to 150m</th>
</tr>
</thead>
<tbody>
<tr>
<td>1, 2, B1, B2</td>
<td>0.5 mm²</td>
<td>0.5 mm²</td>
<td>0.75 mm²</td>
<td>1 mm²</td>
</tr>
<tr>
<td>Cable</td>
<td>Type 732H</td>
<td>Type 732H</td>
<td>Type 732H</td>
<td>Type 732H</td>
</tr>
<tr>
<td>Electric lock</td>
<td>1.5 mm²</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>
Distributor type 692D/2 is advised for colour video interphone installations with "Two Wire Elvox". It can be used also in black and white installations. As far as the distributor adjustments are concerned, see instructions enclosed with type 692D/2.

The consumption of 20 distributors type 692D/2 is equal to a video interphone switched on.
VIDEO ENTRANCE PANEL SYSTEM FOR SINGLE AND TWIN RESIDENCE WITH MONITORS SERIES PETRARCA, GIOTTO, 6600, ONE ENTRANCE PANEL WITH EXTERNAL CAMERA IN B/W (REF. SI188).

**WIRING DIAGRAM**

**Note:** In the b/w video entrance panel systems with external cameras connected to two wire cameras, do not use colour cameras.

**Conductor section**

<table>
<thead>
<tr>
<th>Terminals</th>
<th>Ø up to 10 m</th>
<th>Ø up to 50 m</th>
<th>Ø up to 100 m</th>
<th>Ø up to 150 m</th>
</tr>
</thead>
<tbody>
<tr>
<td>1, 2, B1, B2</td>
<td>0.5 mm²</td>
<td>0.5 mm²</td>
<td>0.75 mm²</td>
<td>1 mm²</td>
</tr>
<tr>
<td>Cable</td>
<td>Type 732H</td>
<td>Type 732H</td>
<td>Type 732H</td>
<td>Type 732H</td>
</tr>
<tr>
<td>Electric lock</td>
<td>1.5 mm²</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

**Program the panel as video panel**

- **C** - ELECTRONIC UNIT TYPE 12F3
- **CX** - PANEL SERIES 1200
- **F** - POWER SUPPLY Type 6922
- **K** - PUSH-BUTTON FOR OUTDOOR CALL
- **L** - 12V ELECTRIC LOCK
- **M** - 12V C.C.T.V. EXTERNAL CAMERA
- **P** - LOCK RELEASE CONTROL
- **S** - ADDITIONAL POWER SUPPLY TYPE 6982
VIDEO ENTRANCE PANEL SYSTEM FOR SINGLE AND TWIN RESIDENCE WITH MONITORS SERIES PETRARCA, GIOTTO, 6600, ONE ENTRANCE PANEL WITH EXTERNAL COLOUR CAMERA (REF. SI189).

**Note:** In the colour entrance panel systems with external cameras connected to two wire cameras, do not use b/w cameras.

### Wiring Diagram

**Montante Monitor**

- B- Type 6601
  - Type 660C
  - Type 6701
  - Type 6621
  - Type 662C
  - Type 6721
  - Type 6611
  - Type 661C
  - Type 6711
  - Type 6xxx/F

- B- Type 6329/C
  - Type 6309/C
  - Type 6309/CP

- B- Art. 6009/C + 6209 + 6145

**Electrical Lock**
- M1 - TELECAMERA ESTERNA TIPO TVCC (12Vcc).
- L - SERRATURA ELETTRICA 12Vcc
- P - COMANDO APRIPORTA

**Electronic Unit Type 12F3**
- C - ELECTRONIC UNIT TYPE 12F3

**Panel Series 1200**
- CX - PANEL SERIES 1200
- K - PULSANTE CHIAMATA FUORIPORTA

**Video Camera**
- MONTANTE MONITOR
- B2, B1, B2
- -U, -L
- 1, 2, B1, B2

**Program the panel as video panel**

### Minimum Conductor Section (mm²)

<table>
<thead>
<tr>
<th>MORSETTI TERMINALS</th>
<th>PNO. UP TO 10 m</th>
<th>PNO. UP TO 50 m</th>
<th>PNO. UP TO 100 m</th>
<th>PNO. UP TO 150 m</th>
</tr>
</thead>
<tbody>
<tr>
<td>1, 2, B1, B2</td>
<td>0.5 mm²</td>
<td>0.5 mm²</td>
<td>0.75 mm²</td>
<td>1 mm²</td>
</tr>
<tr>
<td>SERRATURA ELECTRIC LOCK</td>
<td>1.5 mm²</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>-U, -L</td>
<td>1 mm²</td>
<td>1 mm²</td>
<td>1.5 mm²</td>
<td>2.5 mm²</td>
</tr>
<tr>
<td>VIDEO</td>
<td>Cavo coassiale 75Ohm tipo RG59 O RG11</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Notes

- B - Type 6329/C
  - Type 6309/C
  - Type 6309/CP

- B - Type 6601
  - Type 660C
  - Type 6701
  - Type 6621
  - Type 662C
  - Type 6721
  - Type 6611
  - Type 661C
  - Type 6711
  - Type 6xxx/F

- C - Panel Series 1200
- K - Pulsante Chiamata Fuoriporta
- L - Serratura Elettrica 12Vcc
- M - Telecamera Esterna Tipo TVCC (12Vcc).
- P - Comando Apriporta

**Colour Camera**

- CX

**Video Entrance Panel System**

- Program the panel as video panel

---

*Note:*

- Do not use b/w cameras in the colour entrance panel systems with external cameras connected to two wire cameras.
SINGLE AND MULTIPLE RESIDENCE VIDEO DOOR ENTRY SYSTEM WITH MONITORS IN THE SERIES PETRARCA, GIOTTO, 6600 AND THREE VIDEO ENTRANCE PANELS (REF. SC5418).

- **B** - MONITOR
- **D** - ELECTRONIC UNIT TYPE 12F5
- **DX** - PANEL SERIES 1200
- **F** - POWER SUPPLY Type 6922
- **G** - ADDITIONAL POWER SUPPLY Type 6923
- **J** - CONCENTRATOR Type 692C
- **K** - PUSH-BUTTON FOR OUTDOOR CALL
- **L** - 12V ELECTRIC LOCK
- **P** - LOCK RELEASE CONTROL

### Conductor section

<table>
<thead>
<tr>
<th>Terminals</th>
<th>Ø up to 10m</th>
<th>Ø up to 50m</th>
<th>Ø up to 100m</th>
<th>Ø up to 150m</th>
</tr>
</thead>
<tbody>
<tr>
<td>1, 2, B1, B2</td>
<td>0.5 mm²</td>
<td>0.5 mm²</td>
<td>0.75 mm²</td>
<td>1 mm²</td>
</tr>
<tr>
<td>Cable</td>
<td>Type 732H</td>
<td>Type 732H</td>
<td>Type 732H</td>
<td>Type 732H</td>
</tr>
<tr>
<td>Electric lock</td>
<td>1.5 mm²</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

---

**DX - Art. 6009 + 6209 + 6145**

**J - Art. 692C**
VIDEO DOOR ENTRY SYSTEM FOR BUILDING COMPLEX WITH ONE MAIN ENTRANCE PANEL, ONE VIDEO STAIRWAY PANEL AND ONE AUDIO STAIRWAY PANEL (REF. SC5419).

Conductor section

<table>
<thead>
<tr>
<th>Terminals</th>
<th>Ø up to 10m</th>
<th>Ø up to 50m</th>
<th>Ø up to 100m</th>
<th>Ø up to 150m</th>
</tr>
</thead>
<tbody>
<tr>
<td>T, 2, B1, B2</td>
<td>0.5 mm²</td>
<td>0.5 mm²</td>
<td>0.75 mm²</td>
<td>1 mm²</td>
</tr>
<tr>
<td>Cable</td>
<td>Type 732H</td>
<td>Type 732H</td>
<td>Type 732H</td>
<td>Type 732H</td>
</tr>
<tr>
<td>Electric lock</td>
<td>1.5 mm²</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

C - ELECTRONIC UNIT TYPE 12F3
CX- PANEL SERIES 1200
D - ELECTRONIC UNIT TYPE 12F5
DX- PANEL SERIES 1200
F - POWER SUPPLY Type 6922
I - SEPARATOR Type 692S
K - PUSH-BUTTON FOR OUTDOOR CALL
L - 12V ELECTRIC LOCK
P - LOCK RELEASE CONTROL
VIDEO DOOR ENTRY SYSTEM FOR BUILDING COMPLEX WITH THREE MAIN ENTRANCE PANELS AND TWO STAIRWAY PANELS FOR APARTMENT BLOCK (AUDIO AND VIDEO) (REF. SC5420).

Conductor section

<table>
<thead>
<tr>
<th>Terminals</th>
<th>Ø up to 10m</th>
<th>Ø up to 50m</th>
<th>Ø up to 100m</th>
<th>Ø up to 150m</th>
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</thead>
<tbody>
<tr>
<td>1, 2, B1, B2</td>
<td>0.5 mm²</td>
<td>0.5 mm²</td>
<td>0.75 mm²</td>
<td>1 mm²</td>
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<tr>
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<td>Type 732H</td>
<td>Type 732H</td>
<td>Type 732H</td>
<td>Type 732H</td>
</tr>
<tr>
<td>Electric lock</td>
<td>1.5 mm²</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

C - ELECTRONIC UNIT TYPE 12F3
CX - PANEL SERIES 1200
D - ELECTRONIC UNIT TYPE 12F5
DX - PANEL SERIES 1200
F - POWER SUPPLY Type 6922
I - SEPARATOR Type 692S
J - CONCENTRATOR Type 692C
K - PUSH-BUTTON FOR OUTDOOR CALL
L - 12V ELECTRIC LOCK
P - LOCK RELEASE CONTROL
VARIATION: CONNECTION OF ADDITIONAL POWER SUPPLY TYPE 6582 (REF. SC5421).
Additional power supply type 6582 is used to power the LEDs for name tag lighting, when there are more than 4 additional modules on the same panel.

VARIATION: CONNECTION OF AUXILIARY FUNCTIONS F1 AND F2 (REF. SC5422).
Activation of auxiliary functions F1 and F2, controlled from the monitors and interphones, is possible with connection of relay type 170/001 on terminals F1 and F2 of the panel.

VARIATION: CONNECTION OF LOCK WITH ADDITIONAL POWER SUPPLY (REF. SC5422).
To open high power locks, an external transformer may be used, which powers the lock by means of a relay type 170/001, connected to terminals +12V/SR of the panel. The lock opening time is the same as that set on terminals S+/S-. 

- **C** - ELECTRONIC UNIT TYPE 12F3
- **CX** - PANEL SERIES 1200
- **D** - ELECTRONIC UNIT TYPE 12F5
- **DX** - PANEL SERIES 1200
- **G** - ADDITIONAL POWER SUPPLY Type 6923
- **H** - ADDITIONAL POWER SUPPLY
- **L** - 12V ELECTRIC LOCK
- **P** - LOCK RELEASE CONTROL
- **Q** - RELAY Type 170/001
- **R** - TRANSFORMER Type 832/030
ADDITIONAL SUPPLY VOLTAGES

In "Elvox TWO WIRE" installations, power supply type 6922 powers all the appliances: entrance panels, interphones, monitors, concentrators, distributors. When the maximum load of the appliances exceeds the maximum load of the power supply it is necessary to add additional power supplies. The insertion of a separator with a power supply type 6922 in the installation, split the appliance charge upstream of the separator from the appliances downstream of the separator.

**Power supply type 6923**

The additional power supply type 6923 is to be used to power electronic entrance panels, monitors and concentrators supporting the main power supply type 6922. When there is a lodge switchboard there must always be installed a power supply type 6923 dedicated to the switchboard.

The power supply is required when there are more video entrance panels installed and/or when there are more monitors turning on simultaneously at the same call. The power supply can power only a particular appliance: entrance panel or monitor. The tables show when it is necessary to use a power supply type 6923 according to the number of entrance panels mounted in the installation and according to the number of interphones or monitors activated/turned on simultaneously.

A power supply type 6922 powers up to 3 units simultaneously, besides them it is necessary a power supply type 6923 for each unit added. If the consumption exceeds the 3 units, use one power supply type 6923 to power the monitors and the entrance panels and leave the power supply type 6922 dedicated to other appliances.

Consumption for unit:

- 1 video entrance panel switched on = 1 unit
- 1 audio entrance panel switched on = 1/2 unit
- 1 entrance panel not switched on/engaged = 1/4 unit
- 1 monitor switched on = 1 unit
- 1 monitor switched on Type 6329 = 2 unit
- 1 concentrator type 692C = 1/3 unit
- 1 active distributor type 692D/2 = 1/20 unit

**Attention:** when using active distributors, it is not possible to power them separately with the additional power supply.

Example of video entrance panel system for building complex:

The hereby wiring diagrams are reference examples for the tables to follow (Tab. A, Tab. B and Tab. C) for the insertion of the additional power supply type 6923.

Example of audio and video installation in a building:

---

A – Interphone
B – Video interphone
C – Electronic audio entrance panel
D – Electronic video entrance panel
F – Power supply type 6922
I – Separator type 692S
J - Concentrator type 692C
L – Door lock
N – Video distributor type 692D or 692D/I
Table A.

<table>
<thead>
<tr>
<th>Number of audio entrance panels connected in parallel, 1 active and the others engaged</th>
<th>Number of interphones inserted with the same call</th>
<th>Number of power supplies Type 6923</th>
</tr>
</thead>
<tbody>
<tr>
<td>From 1 to 10</td>
<td>From 1 to 8</td>
<td>0</td>
</tr>
<tr>
<td>From 11 to 15</td>
<td>From 1 to 8</td>
<td>From 1 to 5 (one type 6923 added for each entrance panel from 11th. to 15th.)</td>
</tr>
</tbody>
</table>

Table B.

<table>
<thead>
<tr>
<th>Number of audio entrance panels connected in parallel, 1 active and the others engaged</th>
<th>Number of video entrance panels connected in parallel, 1 active and the others engaged</th>
<th>Number of concentrators (Type 692C)</th>
<th>Number of interphones inserted with the same call</th>
<th>Number of monitors turned on simultaneously at the same call</th>
<th>Number of power supplies Type 6923</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
<td>From 1 to 8</td>
<td>From 1 to 2</td>
<td>0</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
<td>From 1 to 8</td>
<td>From 3 to 8</td>
<td>From 1 to 6 (one type 6923 added for each monitor from the 3rd. to the 8th.)</td>
</tr>
<tr>
<td>0</td>
<td>From 2 to 3</td>
<td>1</td>
<td>From 1 to 8</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>0</td>
<td>From 2 to 3</td>
<td>1</td>
<td>From 1 to 8</td>
<td>From 2 to 3</td>
<td>From 3 to 4 (one type 6923 added for each entrance panel and for the concentrator)</td>
</tr>
<tr>
<td>0</td>
<td>From 2 to 3</td>
<td>1</td>
<td>From 1 to 8</td>
<td>From 2 to 8</td>
<td>From 1 to 7 (one type 6923 added for each monitor from the 2nd. to the 8th.)</td>
</tr>
<tr>
<td>0</td>
<td>4</td>
<td>1</td>
<td>From 1 to 8</td>
<td>1</td>
<td>1 (one type 6923 added for the concentrator)</td>
</tr>
<tr>
<td>0</td>
<td>4</td>
<td>1</td>
<td>From 1 to 8</td>
<td>From 2 to 8</td>
<td>From 2 to 6 (one type 6923 added for the concentrator and one 6923 for each monitor from the 2nd to the 8th.)</td>
</tr>
<tr>
<td>0</td>
<td>5</td>
<td>2</td>
<td>From 1 to 8</td>
<td>1</td>
<td>2 (one type 6923 added for each concentrator)</td>
</tr>
<tr>
<td>0</td>
<td>From 6 to 15</td>
<td>From 2 to 5</td>
<td>From 1 to 8</td>
<td>1</td>
<td>From 6 to 15 (one type 6923 added for each entrance panel)</td>
</tr>
<tr>
<td>0</td>
<td>From 6 to 15</td>
<td>From 2 to 5</td>
<td>From 1 to 8</td>
<td>From 2 to 3</td>
<td>From 8 to 20 (one type 6923 added for each entrance panel and for each concentrator)</td>
</tr>
<tr>
<td>0</td>
<td>From 6 to 15</td>
<td>From 2 to 5</td>
<td>From 1 to 8</td>
<td>From 2 to 8</td>
<td>From 7 to 23 (one type 6923 for each entrance panel, for each monitor from the 2nd to the 8th.)</td>
</tr>
<tr>
<td>2</td>
<td>1</td>
<td>1</td>
<td>From 1 to 8</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>2</td>
<td>1</td>
<td>1</td>
<td>From 1 to 8</td>
<td>From 2 to 8</td>
<td>From 1 to 7 (one type 6923 added for each monitor from the 2nd to the 8th.).</td>
</tr>
<tr>
<td>1</td>
<td>2</td>
<td>1</td>
<td>From 1 to 8</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>2</td>
<td>1</td>
<td>From 1 to 8</td>
<td>From 2 to 8</td>
<td>From 1 to 7 (one type 6923 added for each monitor from the 2nd to the 8th.).</td>
</tr>
<tr>
<td>3</td>
<td>1</td>
<td>1</td>
<td>From 1 to 8</td>
<td>1</td>
<td>1 (one type 6923 added for the concentrator)</td>
</tr>
<tr>
<td>1</td>
<td>3</td>
<td>1</td>
<td>From 1 to 8</td>
<td>1</td>
<td>1 (one type 6923 added for the concentrator)</td>
</tr>
</tbody>
</table>

In table Tab B we have forseen that the monitors programmed with the same call code light up all simultaneously.

It is possible to program the monitors (connected in parallel) in such a way that only one lights up at the call, while the other remain switched off. The monitor turned off can be turned on by using the self-start function. This expedient saves you from adding the additional power supplies for the monitors.

Table C.

<table>
<thead>
<tr>
<th>Number of audio entrance panels connected in parallel, 1 active and the others engaged</th>
<th>Number of video entrance panels connected in parallel, 1 active and the others engaged</th>
<th>Number of concentrators (Type 692C)</th>
<th>Number of power supplies Type 6923</th>
</tr>
</thead>
<tbody>
<tr>
<td>From 1 to 11</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>From 12 to 14</td>
<td>0</td>
<td>0</td>
<td>From 1 to 3 (one type 6923 added for each monitor from the 12nd. to the 14th.)</td>
</tr>
<tr>
<td>0</td>
<td>From 1 to 6</td>
<td>From 1 to 2</td>
<td>0</td>
</tr>
<tr>
<td>0</td>
<td>From 7 to 14</td>
<td>From 2 to 5</td>
<td>From 2 to 13 (one type 6923 added for each monitor from the 7rd. to the 14th.)</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>From 1 to 3</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>3</td>
<td>4</td>
<td>2</td>
<td>2 (one type 6923 added for each concentrator)</td>
</tr>
</tbody>
</table>
VARIANT
Wiring diagram of additional electronic ringtone type 860A.
The electronic ringtone type 860A features a two or three-note ringtone connected between terminal 7 and terminal 8. The ringtone must be powered at mains voltage.
VARIANT
Wiring diagram for additional mechanical doorbells.
Additional doorbells operating at 12V can be connected by using relay type 170/101 connected as shown in the diagram.
WIRING DIAGRAM - VERSIONS WITH MONITOR 6309

VARIANT
Wiring diagram for door calls
When the door call button is pressed, the audio/video door entry unit sounds with a different tone from the tone generated by a call from the entrance panel or intercommunicating call.

K - Door call push-button

A- Type 6209

B- Type 6309
Type 6329
Type 6309/P
Type 6309/C
Type 6329/C
Type 6309/CP

A- Type 8879

B- Type 6601
Type 660C
Type 6701
Type 6621
Type 662C
Type 6721
Type 6611
Type 661C
Type 6711
Type 6xxx/F

VARIANT
Connection for clean contacts shown controlled by the standard push-buttons of the video door entry unit Type 6309/P - 6329/P - 6309/CP

B- Type 6309/P
Type 6329/P
Type 6309/CP

Contact normally open (maximum voltage 24VAC/DC, maximum current 0.5 A with resistive load)

Max 3A 230V - auxiliary service

Power supply Type 6582

Relay Type 170/001

Mains

Type 170/001

Type 170/001

Type 170/001
WIRING DIAGRAM - VERSIONS WITH MONITOR 6600

VARIANT

Wiring diagram with simultaneous switch-on of two or more monitors with power supply type 6923.

The power supply unit Type 6922 can simultaneously power one video entrance panel and two monitors Type 6009, 6009/C, 6309, 6309/C, 6309/P, 6309/CP, 6601, 6611, 660C, 661C, 6701, 6711 switched on. With a larger number of monitors switched on simultaneously, additional power supply type 6923 must be used after the 2nd monitor. One power supply type 6923 must be used per additional monitor.
VARIANT

Wiring diagram of intercommunicating interphones/monitors without separator type 692S.

On ELVOX 2-WIRE audio/video door entry systems, the Petrarca and Giotto interphones/monitors can make intercommunicating calls. During an intercommunicating conversation, the entire system remains engaged until the end of the conversation; only calls from entrance panels can interrupt an intercommunicating conversation.

To enable monitor type 6309 and 6309/C for intercommunicating calls, program the pushbuttons as described in the programming phases. The auxiliary service stair light pushbutton can also be reprogrammed for intercommunicating calls, but the previously assigned function would be lost.

WIRING DIAGRAM - VERSIONS WITH MONITOR 6600

A- Type 6209 + 692P

B- Type 6209 + 692P + 692P + 6145
   Type 6009/C + 6209 + 692P + 6145

B- Type 6309
   Type 6329
   Type 6309/P
   Type 6309/C
   Type 6329/C
   Type 6309/CP
SAFETY INSTRUCTIONS FOR INSTALLERS
- Carefully read the instructions on this leaflet: they give important information on the safety, use and maintenance of the installation.
- After removing the packing, check the integrity of the set. Packing components (plastic bags, expanded polystyrene etc.) are dangerous for children. Installation must be carried out according to national safety regulations.
- It is convenient to fit close to the supply voltage source a proper bipolar type switch with 3 mm separation (minimum) between contacts.
- Before connecting the set, ensure that the data on the label correspond to those of the mains.
- Use this set only for the purposes designed, i.e., for electric door-opener systems. Any other use may be dangerous. The manufacturer is not responsible for damage caused by improper, erroneous or irrational use.
- Before cleaning or maintenance, disconnect the set.
- In case of failure or faulty operation, disconnect the set and do not open it.
- For repairs apply only to the technical assistance centre authorized by the manufacturer.
- Safety may be compromised if these instructions are disregarded.
- Do not obstruct opening of ventilation or heat exit slots and do not expose the set to dripping or sprinkling of water.
- Installers must ensure that manuals with the above instructions are left on connected units after installation, for users’ information.
- All items must only be used for the purposes designed.
- The omnipolar switch must be easily accessed.
  WARNING: to avoid the possibility of hurting yourself, this unit must be fixed to the wall according to the installation instructions.
- This leaflet must always be enclosed with the equipment.

Directive 2002/96/EC (WEEE)
The crossed-out wheelie bin symbol marked on the product indicates that at the end of its useful life, the product must be handled separately from household refuse and must therefore be assigned to a differentiated collection centre for electrical and electronic equipment or returned to the dealer upon purchase of a new, equivalent item of equipment.

The user is responsible for assigning the equipment, at the end of its life, to the appropriate collection facilities. Suitable differentiated collection, for the purpose of subsequent recycling of decommissioned equipment and environmentally compatible treatment and disposal, helps prevent potential negative effects on health and the environment and promotes the recycling of the materials of which the product is made. For further details regarding the collection systems available, contact your local waste disposal service or the shop from which the equipment was purchased.

Risks connected to substances considered as dangerous (WEEE).
According to the WEEE Directive, substances since long usually used on electric and electronic appliances are considered dangerous for people and the environment. The adequate differentiated collection for the subsequent dispatch of the appliance for the recycling, treatment and dismantling (compatible with the environment) help to avoid possible negative effects on the environment and health and promote the recycling of material with which the product is compound.