



PROGRAMMING

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PROGRAMMING PROCEDURE FOR DOOR UNITS WITH DIGITISER

The door unit can be programmed in systems with up to three main calling stations without secondary stations simply by means of the LED button and the two dip switches without using external devices. In complex systems and for special programming needs, the device can be programmed with adapter Ref. 1072/60 to be inserted in the specific dedicated minidin connector. The programming adapter must be connected to the programming keyboard Ref. 1032/65.

The system must be powered for programming.

SIMPLIFIED PROGRAMMING

The door unit and the door phones can be programmed without external devices in 2nd edition systems consisting of main calling stations only (up to three). The following parameters can be programmed in this case:

- Main station number: with dip-switch (1, 2, 3).
- Lock activation time: with LED button (1-30s).
- Door phone programming with LED button (predetermined user codes).

STATION NUMBER (ID)

The two dip-switches determine the main station number as shown in the following table:

Dip-Switch position	Main station number
	Not defined (for programming with an external keyboard)
	Station 1
	Station 2
	Station 3

ELECTRICAL LOCK TIME

Press the programming button and wait for the respective LED to come on.

Beeps will be repeatedly generated if there are other stations with the same ID. Press the button again to quit the operation, correct the mistake with the dip-switches and repeat the operation. Hold the "hall" button pressed for the time to be programmed (up to 30 s). The door unit will acquire the value and a confirmation beep will be heard. Press the programming button to return to normal operation.

The name tag light LEDs will go out when the electrical lock is operated.

DOOR PHONE PROGRAMMING

The door unit is programmed by default at the factory. Consequently, the code-button association phase can be skipped in systems without secondary units. In this case, go to the door phone programming procedure directly. The procedure consists of two steps:

- Door phone booking (to be made on a calling station).
- Door phone programming.

A: Door phone booking (to be made on a calling station)

Press the programming button and wait for the respective LED to come on. Press the user buttons to be associated with the

door phones once. The booking sequence according to which the buttons are pressed must be the same as the order in which the operator will go to the apartments.

DO NOT press the switchboard call button and the staircase light button (P1).

B: Door phone programming

- Wait for 30s until the LED starts blinking.
- Go to the first booked user, hold the button pressed and lift the door phone handset. Two confirmation beeps will be heard and the LED will flash to indicate that it has been programmed.
- Go to the other booked users and repeat the operations.

Refer to the supplied sheet to remember the code/button association sequence.

SEQUENZA DI ASSOCIAZIONE ASSOCIATION SEQUENCE

N° DELLA POSTAZIONE (ID):
CALL MODULE NUMBER (ID):

SEQ.	NOMINATIVO USER NAME	PULSANTE / CODICE PUSHBUTTON / CODE	PIANO FLOOR	VARIE VARIOUS
1				
2				
3				
4				
5				

IMPORTANT: The LED will start blinking if the buttons are not booked and no operation is carried out for 30 seconds during the programming procedure. In this case, press the programming button to quit programming. If required, press it again to resume programming.

ASSOCIATING 2/3 DOOR PHONES IN PARALLEL IN 2ND EDITION SYSTEMS USING THE SIMPLIFIED PROGRAMMING PROCEDURE

To install two or three door phones in one apartment and make them both ring when a call is received, press the button related to the user twice or three times with the door phones in parallel when booking the door phones.

When you reach the apartment where the parallel door phones are installed according to the programming sequence, repeat the programming sequence on both door phones.

COMPLETE PROGRAMMING WITH EXTERNAL DEVICE

Insertion of the programming device is confirmed by two beeps and by the led lighting.

Arrange the dip switches in the position shown in the following figure while programming with external device:



All data will be lost if the dip switches are moved also after ending the programming procedure.

Insertion of the programming device is confirmed by two beeps and by the led lighting.

Parameters can be programmed or reprogrammed in any order until the keyboard is extracted. Two beeps will be heard to confirm data programming. A KO signal (two beeps, the second of which at a lower frequency) will be heard if the programming is not valid.

Repetitive beeps will be heard in programming if other modules with the same ID are present.

Press the button to silence the signal.

You are advised to program the data in the following order for the sake of simplicity.

SYSTEM TYPE

The digitiser can be configured as 1st edition or 2nd edition. **The digitiser must be programmed as 1st edition if there is even only one 1st edition device in the system (when replacing parts in old systems). The device must be programmed as 2nd edition when all the devices in the system are 2nd edition.**



Letter "M" identifies the type of system:

- press M1 ↓ to program 1st edition
- press M2 ↓ to program 2nd edition

The device will repeatedly beep if there are other modules with the same ID. Press the button to silence the signal.

The two dip-switches must not be in the ON position to program this parameter successfully.

STATION TYPE

The digitiser can be configured as a main station or as a secondary station. A secondary digitiser can be used to send calls to internal stations in the riser but cannot be used to call the switchboard. **In the case of 1st edition systems, the digitiser will be automatically configured as a main station and should not be changed.**

Letter "I" identifies the type of station:

- press I0 ↓ to program the main station
- press I1 ↓ to program the secondary station

The device will repeatedly beep if there are other modules with the same ID. Press the button to silence the signal.

The two dip-switches must not be in the ON position to program this parameter successfully.

CODE FORMAT

The digitiser can be used to call users with numeric codes (0001-9999), alphanumeric codes with alphabetic prefix (x000-x999) and alphanumeric codes with alphabetic suffix (000x-999x). Letters from A to J can be used.

Letter "F" identifies the type of programmable code:

- numeric code F1 ↓
- code with alphabetic prefix: F2 ↓
- code with alphabetic suffix: F3 ↓

1st edition system: this programming is not required.

STATION NUMBER (ID)

A number from 1 to 12 is assigned to each main calling station. A number from 0 to 9 is assigned to each secondary station.

The secondary number is in the range from A to J in systems with alphabetic prefix.

Letter "N" identifies the station number:

- x station number: Nx ↓

A to J programmed on a secondary station will automatically be reprogrammed as a prefix code format. ID from 0 to 9 on a secondary station will automatically be reprogrammed as a numeric code format.

The two dip-switches must not be in the ON position to program this parameter successfully.

1st edition system: the station number must be in the range from 1 to 12 (there are not secondary stations in the system). Assign F as station number to use the clone function.

OFF-HOOK WAITING TIME

The off-hook waiting time is the maximum time of a call in which the user can answer the door phone.

All other calling stations will be engaged during this time. All devices in the system must have the same off-hook waiting time.

Letter "G" identifies the off-hook waiting time:

- 10s waiting time: G1 ↓
- 20s waiting time: G2 ↓
- 30s waiting time: G3 ↓
- 40s waiting time: G4 ↓

MINIMUM CONVERSATION TIME (BUSY)

When a user is called and answers the door phone, all other call stations will be busy for the minimum programmed conversation time. A communication that has just started cannot be interrupted. All devices in the system must have the same minimum conversation time (busy time).

Letter "O" identifies the off-hook waiting time:

- 10s busy: O1 ↓
- 20s busy: O2 ↓
- 30s busy: O3 ↓
- 40s busy: O4 ↓

DOOR LOCK ACTIVATION TIME

The relay controlling the door lock can be managed in pulse mode (approximately 600 ms) or stabile mode (from 1 to 30 s).

Letter "D" identifies the lock activation time:

- door lock pulse: D00 ↓
- door lock xy seconds: Dxy ↓



The name tag light LEDs will go out when then electrical lock is operated.

CODE BUTTON ASSOCIATION

This is the step in which user codes to be programmed are associated to each button connected to the digitiser.

The call code sequence is:

- Cxyzw Pnm ↓

Where xyzw is the user code and nm is the calling station button number.

The user code xyzw can have the following values

- 0001-9999: for numeric code formats
- x000-x999: for alphabetic prefix code formats (x from A to J)
- 000x-999x: for alphabetic suffix code formats (x from A to J)
- 0000: for direct calls to switchboard in day mode.
- LLLL: for "staircase lights" function.

The button number nm depends on the position of the terminal to which it is connected.

Once a code is programmed, press button ↓ to automatically program call code xyzw+1 on button nm+1. For example, the calling sequence C1000P01 ↓ ↓ ↓ will program code 1000 on button 01, code 1001 button 02 and code 1002 on button 03.

1st edition system: this programming is not required.

PROGRAMMING DOOR PHONES IN 2ND EDITION SYSTEMS USING THE PROGRAMMING ADAPTER

The door phone programming sequence consists of two steps:

- A. Door phone booking (to be made on a calling station).
- B. Door phone programming (to be made in the apartments).

A: Door phone booking

1. Insert adapter Ref. 1072/60 in the specific minidin connector.
2. Press the user buttons to be associated with the door phones once. The booking sequence according to which the buttons are pressed must be the same as the order in which the operator will go to the apartments. **DO NOT** press the switchboard call button or the "staircase lights" function.
3. A beep will be heard after 30 seconds from last pressing a user button (end of booking).
4. Leave the adapter Ref. 1072/60 in the digitiser and go to the apartments to program the door phones.

B: Door phone programming

1. Go to the first booked user, hold the button pressed and lift the door phone handset. Two confirmation beeps will be heard and the LED will flash to indicate that it has been programmed.



2. Go to the other booked users and repeat the operations.

Refer to the supplied sheet to remember the code/button association sequence.

SEQUENZA DI ASSOCIAZIONE
ASSOCIATION SEQUENCE

N° DELLA POSTAZIONE (ID):
CALL MODULE NUMBER (ID):

SEQ.	NOMINATIVO USER NAME	PULSANTE / CODICE PUSHBUTTON / CODE	PIANO FLOOR	VARIE VARIOUS
1				
2				
3				
4				
5				

ASSOCIATING 2/3 DOOR PHONES IN PARALLEL IN 2ND EDITION SYSTEMS USING THE PROGRAMMING ADAPTER

To install two or three door phones in one apartment and make them both ring when a call is received, press the button related to the user twice or three times with the door phones in parallel when booking the door phones.

When you reach the apartment where the parallel door phones are installed according to the programming sequence, repeat the programming sequence on both door phones.

ADDING NEW USERS IN 2ND EDITION SYSTEMS USING THE PROGRAMMING ADAPTER

Insert the programming adapter in the digitiser connector and program the user code of the button which will call the unit. Press this button to book programming and go to the user to program the door phone.

PROGRAMMING DOOR PHONES IN 1ST EDITION SYSTEMS USING THE PROGRAMMING ADAPTER

The door phone programming sequence consists of two steps:

- A. Door phone booking (to be made on a calling station).
- B. Door phone programming (to be made in the apartments).

A: Door phone booking

1. Insert adapter Ref. 1072/60 in the specific minidin connector.
2. Press the user buttons to be associated with the door phones once. The booking sequence according to which the buttons are pressed must be the same as the order in which the operator will go to the apartments.
3. A beep will be heard after 30 seconds from last pressing a user button (end of booking).
4. Leave the adapter Ref. 1072/60 in the digitiser and go to the apartments to program the door phones.

B: Door phone programming

1. Go to the first booked user, hold the button pressed and lift the door phone handset. Two confirmation beeps will be heard and the LED will flash to indicate that it has been programmed.
2. Go to the other booked users and repeat the operations.

Refer to the supplied sheet to remember the code/button association sequence.

SEQUENZA DI ASSOCIAZIONE
ASSOCIATION SEQUENCE

N° DELLA POSTAZIONE (ID):
CALL MODULE NUMBER (ID):

SEQ.	NOMINATIVO USER NAME	PULSANTE / CODICE PUSHBUTTON / CODE	PIANO FLOOR	VARIE VARIOUS
1				
2				
3				
4				
5				

The entire operation (booking and programming) must be repeated for each digitiser in the system, unless the "Clone" function (see below) is used.

ASSOCIATING 2 DOOR PHONES IN PARALLEL IN 1ST EDITION SYSTEMS USING THE PROGRAMMING ADAPTER

To install two door phones in one apartment and make them both ring when a call is received, press the button related to the user twice with the door phones in parallel when booking the door phones.

When you reach the apartment where the parallel door phones are installed according to the programming sequence, repeat the programming sequence on both door phones.

ADDING NEW USERS IN 1ST EDITION SYSTEMS USING THE PROGRAMMING ADAPTER

Insert the programming adapter in the specific digitiser connector. Press this button to book programming and go to the user to program the door phone.

The entire operation (booking and programming) must be repeated for each digitiser in the system, unless the "Clone" function (see below) is used.

Using the "clone" function with the programming adapter

A single association between calling stations and respective door phones can be made in 1st edition systems without switchboard and without door open signal function.

The remaining calling stations must be clones of the first station (master) providing the wiring between push-button panel buttons, calling station terminals and expansion modules in the "Master" station are repeated exactly. To enable this function:

- Define the master position as address "1"; (the position on which to make the association).
- Define all other stations as address "F".



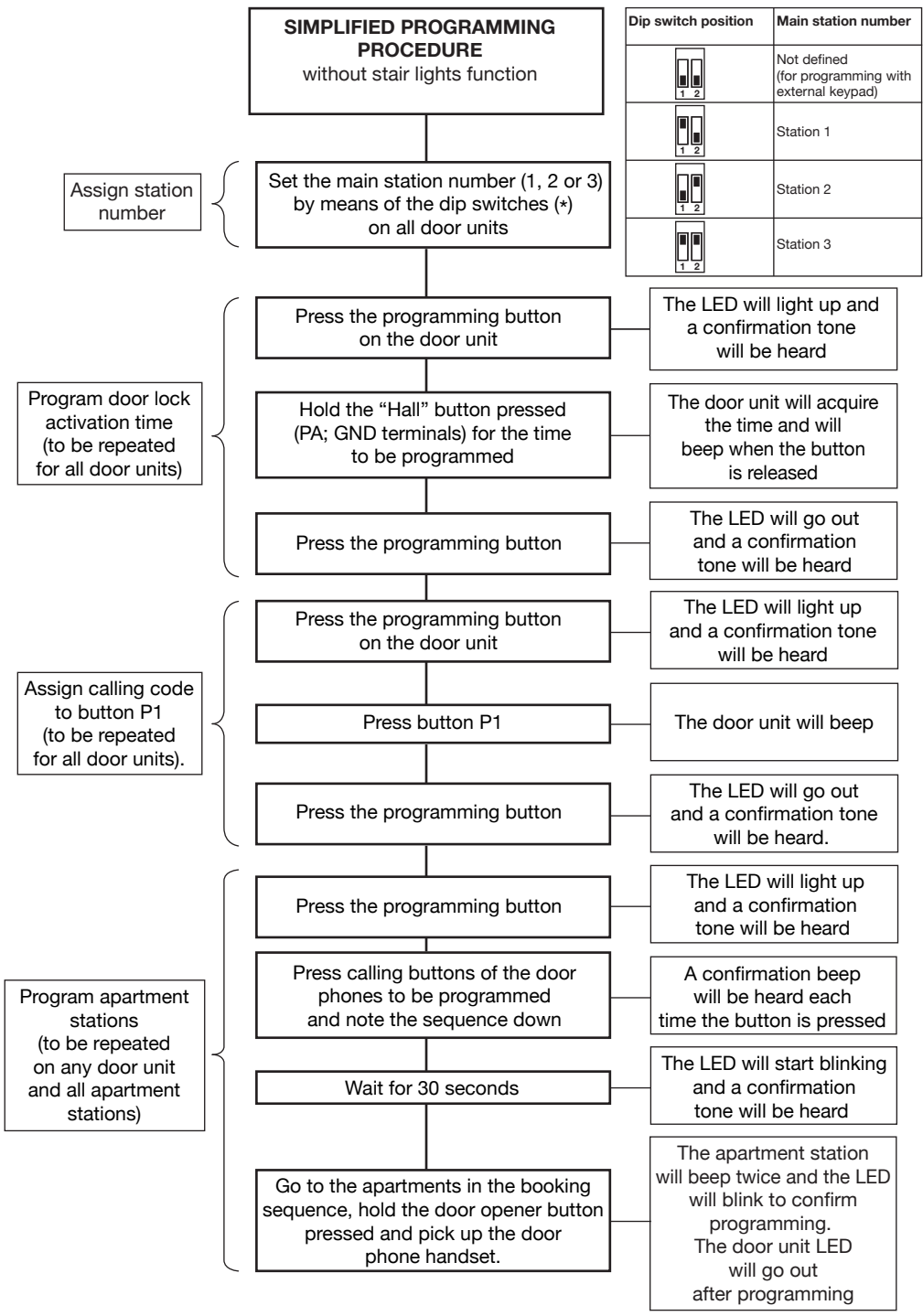
PROGRAMMING OVERVIEW DIAGRAMS FOR DOOR UNITS WITH DIGITISER

This guide provides additional help for programming 2nd edition Bibus digitiser door units. The following programming methods are recommended according to the complexity of the system and the required functions:

- A. Systems with **up to 3 main calling stations** (without secondary systems or concierge switchboard):
 1. Without staircase light function on button P1 (see diagram A1 page 5).
 2. With staircase light function on button P1 (see diagram A2 page 6).
- B. Systems with **more than 3 main calling stations** or **main and secondary calling stations** (see diagram B page 7).

Diagram A1

Programming procedure for systems with **up to 3 main calling stations** (no secondary stations or concierge switchboard) without stair lights function on button P1.

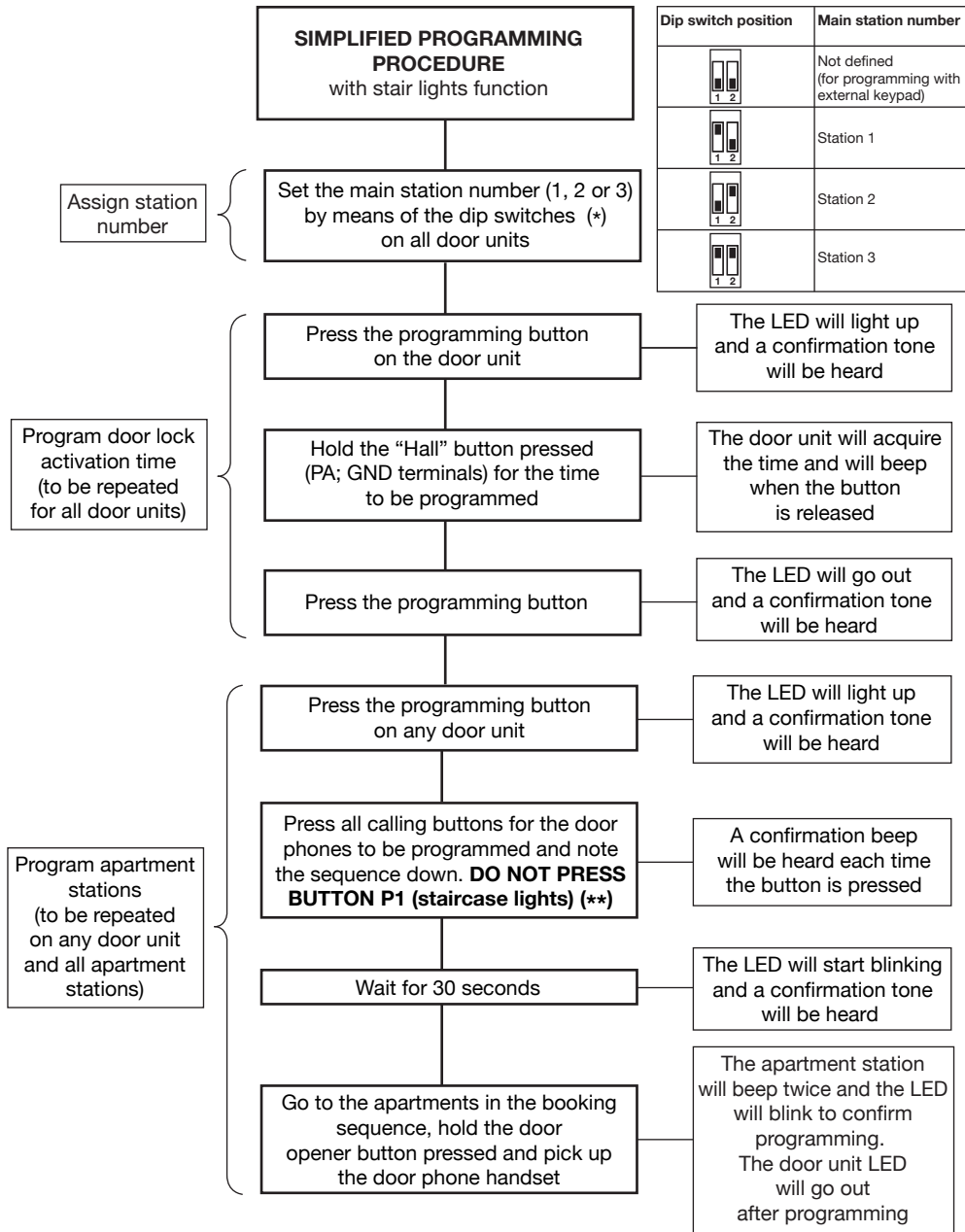


(*) All data will be lost if the dip switches are moved also after ending the programming procedure.



Diagram A2

Programming procedure for systems with **up to 3 main calling stations** (no secondary stations or concierge switchboard) with stair lights function on button P1.

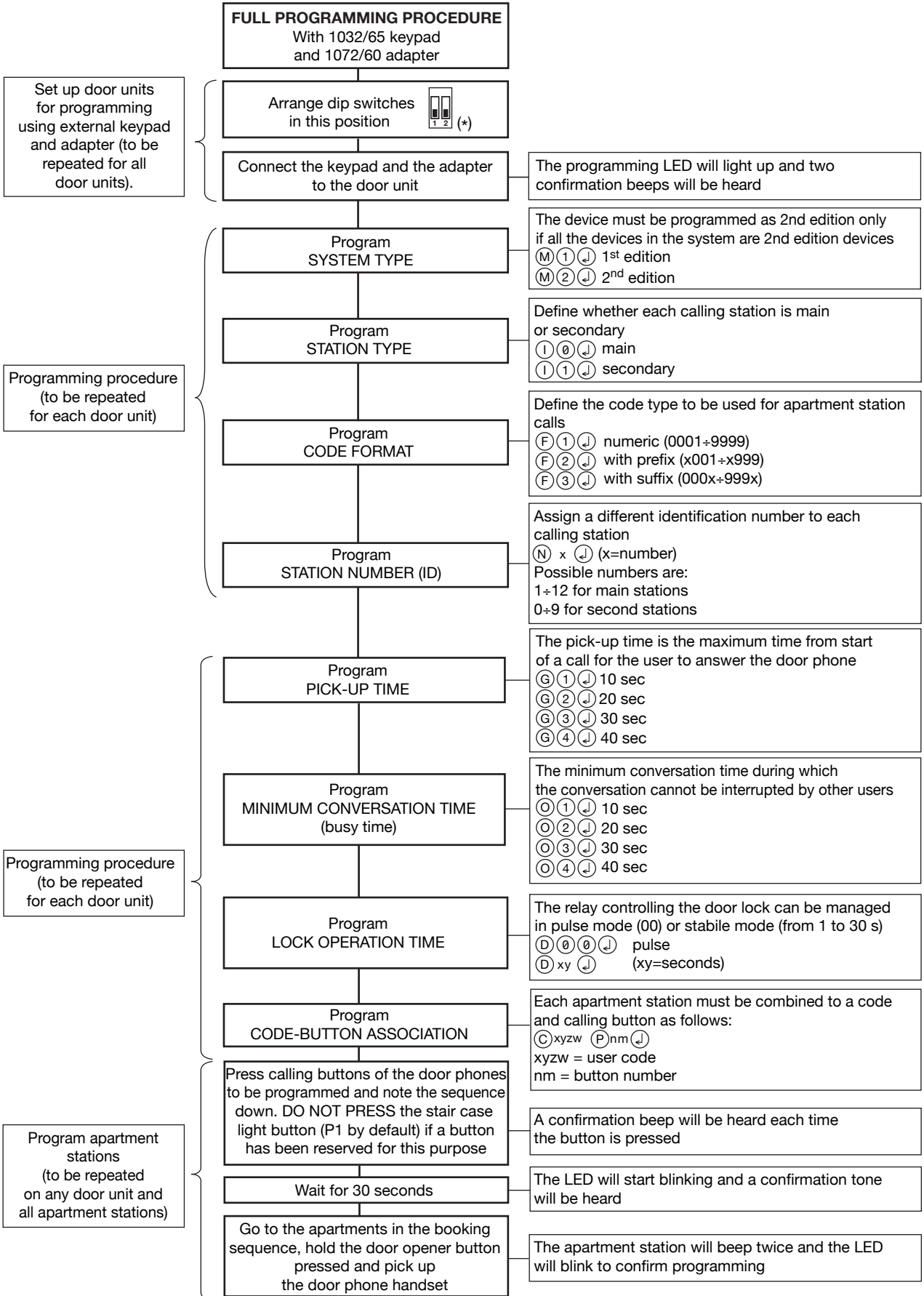


(*) All data will be lost if the dip switches are moved also after ending the programming procedure.

(**) If you make a mistake, quit programming, hold the programming button pressed for longer than 3 seconds. The door unit default setting will appear.



Diagram B
Programming procedure for systems with **more than 3 main calling stations** or **with main and secondary calling stations**.



(*) All data will be lost if the dip switches are moved also after ending the programming procedure.



CALLING MODULE PROGRAMMING PROCEDURE



PROGRAMMING VIA Ref. 1032/65 KEYBOARD
PROGRAMMING VIA LOCAL KEYPAD

CALLING MODULE PROGRAMMING PROCEDURE

CALLING MODULE PROGRAMMING PROCEDURE

The module can be programmed in three ways when the system is powered:

- 1 Via external keyboard ref. 1032/65 (recommended method).
- 2 Via local numeric keypad without opening the frame. The programming password is required for this operation.
- 3 Via PC connection.

Repetitive beeps and a message on the display in programming will signal that other modules with the same ID are present. Change the station number (ID) in this case.

PROGRAMMING VIA Ref. 1032/65 KEYBOARD

Programming mode is entered automatically by connecting the external keyboard to the calling module. Programming mode is quitted by disconnecting the external keyboard in any menu. All previously entered data will remain valid. See "PROGRAMMING PARAMETERS".

PROGRAMMING VIA LOCAL KEYPAD

Programming mode can be accessed in two ways.

- **The configuration access password is known** (the default password is "9999"): enter "00" followed by the 4-digit password and press

The following message will appear if the password is wrong:

INCORRECT
PASSWORD

Password entry will be jammed for a time which increases with the number of failed attempts after the third attempt.

- **The password is not known:** open the frame and press the programming button on the back. The red programming button on the back of the unit can be pressed in any programming menu. The data entered to this time will be valid. Press **X** for three seconds to go back to the previous menu. Press **X** for three seconds in the main menu to quit programming. Normal operation is automatically restored if no buttons are pressed for over three minutes.

PROGRAMMING PARAMETERS

Refer to the local keypad programming method for programming menu operative descriptions. The following table shows the operative differences for programming via Ref. 1032/65 keyboard.

Function	Programming via local keypad	Programming via external keyboard
Select menu	Buttons and	Buttons and
OK (enter)	Button	Button
Escape (one menu up)	Button X pressed for 3s	Button
White space	Separate characters	Button SP
Backspace (for correction)	Separate characters	Button BS
Select special characters	Separate characters	Button /
Delete booking of code to be associated	Button	Button BS

The main menu will appear on the display when programming mode is accessed:

Main Menu
Edition ↓

Main Menu
Language ↓ ↑

Main Menu
C. Module Type ↓ ↑

(2nd edition only)

Main Menu
Cal Module n° ↓ ↑

Main Menu
BUSY TIME ↓ ↑

Main Menu
Door op. time ↓ ↑

Main Menu
Lock rel. codes ↓ ↑

Main Menu
Type of code ↓ ↑

Main Menu
Codes/names ↓ ↑

Main Menu
Association ↓ ↑

Main Menu
Mod. password ↓ ↑

Main Menu
Switchb. call ↑

Use and buttons to scroll the menus. Select the required menu and press to confirm.

The module will check for other devices programmed with the same number (ID) in the system when accessing programming mode and during programming. The following error message will appear if other modules with the same ID are fitted (which will certainly be the case of a system with more than one call station):

EXISTING
CALL MODULE N°.

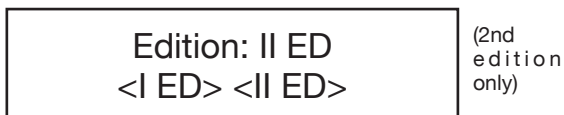
PROGRAMMING



EDITION

The module can be configured as a 1st edition or 2nd edition device. **The module must be programmed as 1st edition if there is even only one 1st edition device in the system (when replacing parts in old systems). The device must be programmed as 2nd edition when all the devices in the system are 2nd edition.**

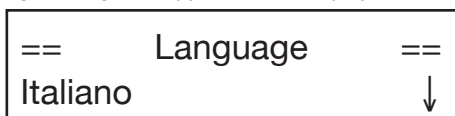
The following message will appear on the display:



Use **↑** and **↓** buttons to select and **☛** button to confirm. The system will automatically go back to the main menu after a confirmation tone.

LANGUAGE

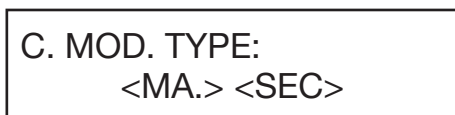
The following message will appear on the display:



Use **↑** and **↓** buttons to select and **☛** button to confirm. The system will automatically go back to the main menu after a confirmation tone.

TYPE OF STATION

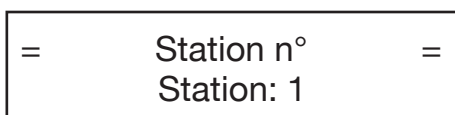
The module can be configured as a main station or as a secondary station. A secondary module can be used to send calls to internal stations in the riser but cannot be used to call the switchboard. This programming step will not appear in 1st edition systems. The following message will appear on the display:



Use **↑** and **↓** buttons to select and **☛** button to confirm. The system will automatically go back to the main menu after a confirmation tone.

STATION NUMBER (ID)

A number from 1 to 12 is assigned to each main calling station. A number from 0 to 9 is assigned to each secondary station. The secondary number is in the range from A to J in systems with alphabetic prefix. A to J programmed on a secondary station will automatically be reprogrammed as a prefix code format. ID from 0 to 9 on a secondary station will automatically be reprogrammed as a numeric code format.



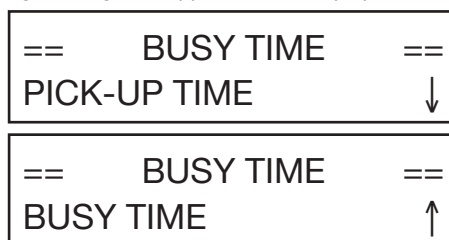
The following message will appear on the display:

Enter the station number and press **☛** to confirm. Press **X** to cancel the entry. The system will automatically go back to the main menu after a confirmation tone.

1st edition systems: the station number must be in the range from 1 to 12 (there are not secondary stations in the system). Assign 15 as station number to use the clone function.

BUSY TIME

The busy time is split into two sub-menus. The following message will appear on the display:



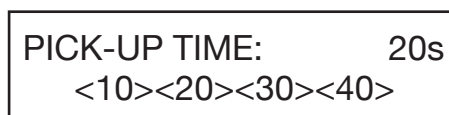
Use **↑** and **↓** buttons to select the submenu and **☛** button to confirm.

PICK-UP TIME

The pick-up time is the maximum time from start of a call for the user to answer the door phone. All other calling stations will be engaged during this time.

All devices in the system must have the pick-up time.

The following message will appear on the display:

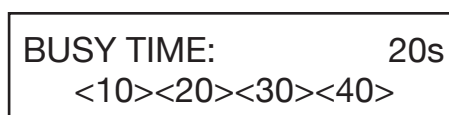


Use **↑** and **↓** buttons to select and **☛** button to confirm. The system will automatically go back to the main menu after a confirmation tone.

MINIMUM CONVERSATION TIME (BUSY)

When a user is called and answers the door phone, all other call stations will be busy for the minimum programmed conversation time. A communication that has just started cannot be interrupted. All devices in the system must have the same minimum conversation time (busy time).

The following message will appear on the display:

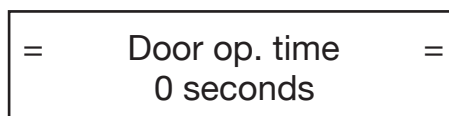


Use **↑** and **↓** buttons to select and **☛** button to confirm. The system will automatically go back to the main menu after a confirmation tone.

DOOR LOCK ACTIVATION TIME

The relay controlling the door lock can be managed in pulse mode (approximately 500 ms) or stabile mode (from 1 to 30 s).

The following message will appear on the display:



Enter the number of seconds and press **☛** to confirm. Press **X** to cancel the entry. The system will automatically go back to the main menu after a confirmation tone.

DOOR OPENER CODES

The eight generic door opener codes can be stored in sequence.



The following message will appear on the display:

Lock rel. codes
1° Code:

Enter the 4-digit code and press **OK** to confirm. Press **X** to cancel the entry. The system automatically prepares to enter the second code after a confirmation tone.

The system will automatically return to the main menu at the end of programming. Alternatively, press **X** for three seconds to go back to the main menu.

CODE TYPE

The module can be used to call users with numeric codes (0001-9999), alphanumeric codes with alphabetic prefix (x000-x999) and alphanumeric codes with alphabetic suffix (000x-999x). Letters from A to J can be used.

The following message will appear on the display:

=	Code Type	=
Num.	1.9999	↓
=	Code Type	=
Pref.	x000.x999	↓ ↑
=	Code Type	=
Suff.	000x.999x	↑

Use **↑** and **↓** buttons to select the Code Type and **OK** button to confirm.

CODES/NAMES

The names and respective codes can be programmed in this menu. The following message will appear on the display:

=	Code/Name	=
Enter data		↓
=	Code/Name	=
Modify data		↓ ↑
=	Code/Name	=
Clear all		↑

Use **↑** and **↓** buttons to select the submenu and **OK** button to confirm.

ENTER DATA

The user codes and respective names and personal door opener codes can be programmed in this sub-menu. The first free position in the 250 item table will appear (one item for each user):

Position: 1
Code:

Enter the numeric or alphanumeric code formed by a variable number of digits from 1 to 4 and press **OK** to confirm. Press **X** to correct. Press **X** for longer than three seconds to go back to the previous menu.

The same code can be entered in two or three positions in an apartment where two or three door phones are connected in parallel (you are advised to use adjacent positions to simplify the association).

The following will appear on the display after entering the code:

Code 1001 Name:

The name can be entered at a later time. In this case, press **OK** to enter the new code. Proceed as follows if the user name is known. Press **↑** and **↓** on the calling module keypad to seek the required character. The cursor will shift right by one position to enter a new character after approximately one second if no other button is pressed. Press **X** to delete the last entered character. Use programming keyboard 1032/65 to considerably facilitate entry of names.

The same name can be assigned to different codes.

Enter the name and press **OK** to enter the respective door opener code.

The following message will appear on the display:

Code Lock rel.

Enter the personal door opener code and press **OK** to confirm. The general code programmed during the "Door opener code" phase cannot be entered. Press **OK** without entering a code to skip assigning a door opener code to the user.

EDIT DATA

The data related to the entered users can be edited in this sub-menu. The following search criteria can be applied:

- Search by position in table (1-250).
- Search by name.

The following message will appear on the display:

Modify data	
Search by pos.	↓
Modify data	
Search by name	↑

Use the arrows to select the search criteria and press **OK** to confirm.

SEARCH BY POSITION

This sub-menu can be used either to edit the user code, name or door opener code in a certain position in the table or to delete the record. The following message will appear on the display:

Position: 1
Code: 1001

Use the arrows to select the position and press **OK** to confirm.

At this point, you can:

- Delete the record by pressing **X** (or bs button on keyboard 1032/65 to delete the code); a confirmation window will appear before the record is deleted from the table.
- Change the user code: enter a new code and press **OK** to confirm



then change the name.

- Change the name: after changing the user code, a form similar to the name enter form will appear. Edit the name and press **OK** to confirm.
- Change the user door opener code: a form similar to that for entering door opener codes will appear after editing the name. Edit the code and press **OK** to confirm the operation.

SEARCH BY NAME

This sub-menu can be used to edit a name or door opener code associated to a record.

The following message will appear on the display:

John Doe	
Code:	1001

Use the arrows to select the name and press **OK** to confirm.

At this point, you can:

- Change the name: edit the name and press **OK** to confirm.
- Change the user door opener code: a form similar to that for entering door opener codes will appear after editing the name. Edit the code and press **OK** to confirm the operation.

CLEAR ALL

This sub-menu can be used to clear the name table with respective user codes and personal door opener code.

The following message will appear on the display:

Are you sure?
<YES> <NO>

Use the arrows to select the answer and press **OK** to confirm.

ASSOCIATION PROCEDURE

The door phone programming procedure consists of two steps:

- Door phone booking procedure (to be made on a calling station)
- Door phone programming procedure (to be made in the apartments).

A: Door phone booking procedure

Select the Association menu. The following message will appear on the display:

Position:	1
C:1001	Associate?

- 1 Scroll the record list with the scroll arrows. Press **OK** to confirm the records to be added to the booking list (a **|** symbol will appear next to the position). To delete a record from the booking list, press **DEL** instead of **OK** (the **|** symbol will disappear).
- 2 The door phones can be programmed in the same order after creating the booking list. Press **X**. The following will appear on the display:

MODULE BEING PROGRAMMED

Proceed by programming the door phones.

B: Door phone programming procedure

- 1 Go to the first booked user, hold the button pressed and lift the door phone handset. Two confirmation beeps will be heard and

- the LED will flash to indicate that it has been programmed.
- 2 Go to the other booked users and repeat the operations.

Refer to the supplied sheet to remember the code/button association sequence.

**SEQUENZA DI ASSOCIAZIONE
ASSOCIATION SEQUENCE**

N° DELLA POSTAZIONE (ID):
CALL MODULE NUMBER (ID):

SEQ.	NOMINATIVO USER NAME	PULSANTE / CODICE PUSHBUTTON / CODE	PIANO FLOOR	VARIE VARIOUS
1				
2				
3				
4				
5				

The entire operation (booking and programming) must be repeated for each module in the system in 1st edition systems, unless the "Clone" function (see below) is used. The door phone programming procedure does not need to be repeated on all calling systems in 2nd edition systems.

The module will quit programming mode for the following events:

- End of door phone programming.
- 10 minute time-out after the last operation.
- Pressing the red programming button.
- Pressing any module key and entering the programming password.

How to associate 2/3 door phones in parallel in 2nd edition systems

To install two or three door phones in the same apartment and make them all ring when called, press the **OK** button corresponding to the user with parallel door phones twice or three times during the door phone booking procedure.

When you reach the apartment where the parallel door phones are installed according to the programming sequence, repeat the programming sequence on both door phones.

How to associate 2 door phones in parallel in 2nd edition systems

To install two door phones in one apartment and make them both ring when a call is received, press **OK** corresponding to the user twice with the door phones in parallel when booking the door phones.

When you reach the apartment where the parallel door phones are installed according to the programming sequence, repeat the programming sequence on both door phones.

Using the "clone" function in 1st edition systems

A single association between calling station codes and respective door phones can be made in systems without switchboard and without door open signal function.

The remaining call stations can be clones of the first station (the master station) and copy the codes associated to the single users.

To enable this function:

- Define the master station as address "1" (where to make the association).
- Define all other stations as address "15".

Obviously, all names, user codes and door opener codes must be programmed in "clone" stations.

EDIT PASSWORD

This menu can be used to edit the password for accessing module programming.

The following message will appear on the display:

Password:	9999
New:	

Enter the new 4-digit password and press **OK** to confirm.

SWITCHBOARD CALL ENABLE

This menu is used to enable direct concierge switchboard calls simply



CALLING MODULE PROGRAMMING PROCEDURE

PROGRAMMING VIA PC ADDITIONAL INFORMATION

by pressing . The function is only active when the switchboard is in day mode.

The following message will appear on the display:

Call key

<YES> <NO>

Use the arrows to select and press to confirm.

PROGRAMMING VIA PC

The calling module can be programmed and configured rapidly by means of a PC connected to the serial port (2) of the calling module by means of a special wire Ref. 1072/57 (optional, not provided with the product).

The B-BUS 2nd edition PC program can be used for simple and fast module programming.

The B-BUS 2nd edition program can be downloaded free of charge from the Urmet web site (<http://www.urmetdomus.com>).

Minimum PC requirements are:

- 486 processor or above
- Windows 95 or 98 operating system
- Use of a mouse is recommended.

The signals on the 9-pin female D-sub connector are:

- Pin 1 n.c.
- Pin 2 PC data RX
- Pin 3 PC data TX
- Pin 4 n.c.
- Pin 5 Ground
- Pin 6 n.c.
- Pin 7 n.c.
- Pin 8 n.c.
- Pin 9 n.c.

Connect wire Ref. 1072/57 between module and PC serial port to carry out the following operations:

- 1) Upload data from PC (refer to the B-BUS 2nd edition program for additional information). The following will appear on the module.

Data reception
in course...

The module will become operative again at the end of the operation.

- 2) Download data to PC: (refer to the B-BUS 2nd edition program for additional information). The following will appear on the module.

PLEASE
WAIT

The module will become operative again at the end of the operation.

ADDITIONAL INFORMATION

The following message will appear if the "Bus" is down:

NO CONNECTION

A door opener code can be entered in this situation.

The firmware version and the revision date will appear for approximately one second when the display is switched on, e.g.:

Bibus System
V1.0 10/10/01