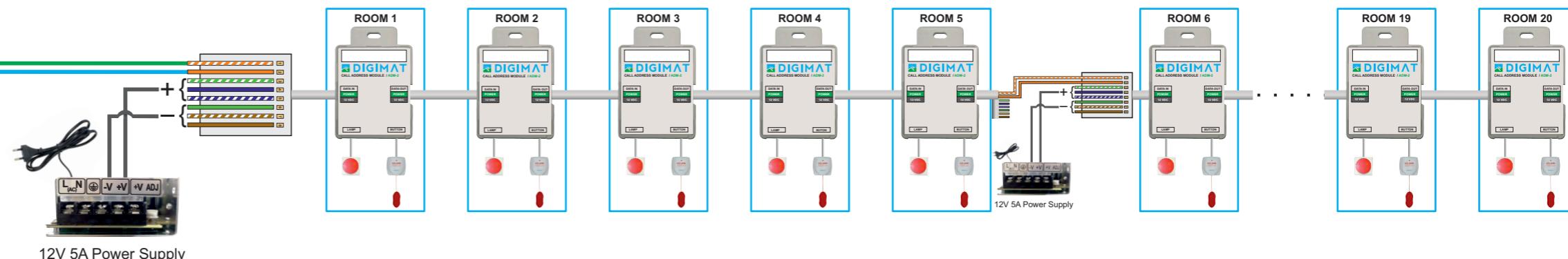


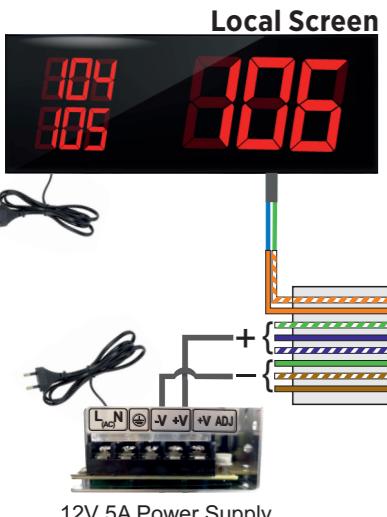
Figure 1



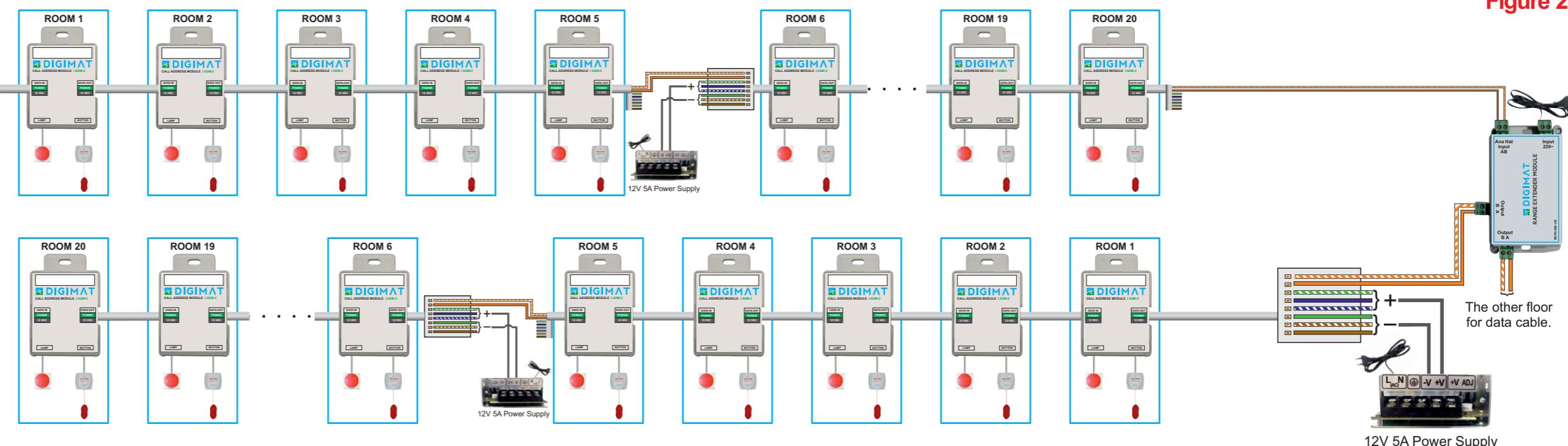
If the system has less than 20 address modules, It must be connected as it shown on Figure-1.



12V 5A Power Supply



If the system has more than 20 address modules, It must be connected as it shown on Figure-2



The other floor for data cable.

The Address module runs with a binary number system. Each address module have dip switch. Varies according to the figure below.

Addressing Method:



The wired call system uses RJ-45 B type.

System wiring uses CAT-6 cables

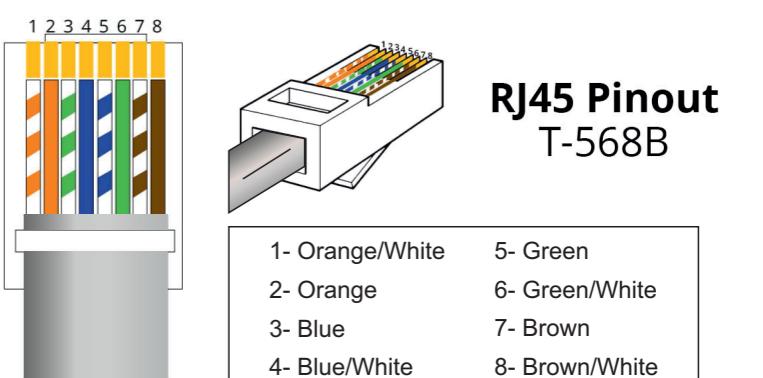
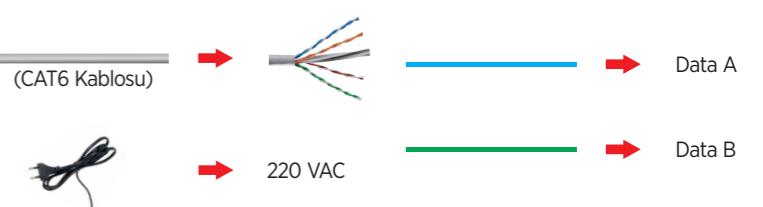
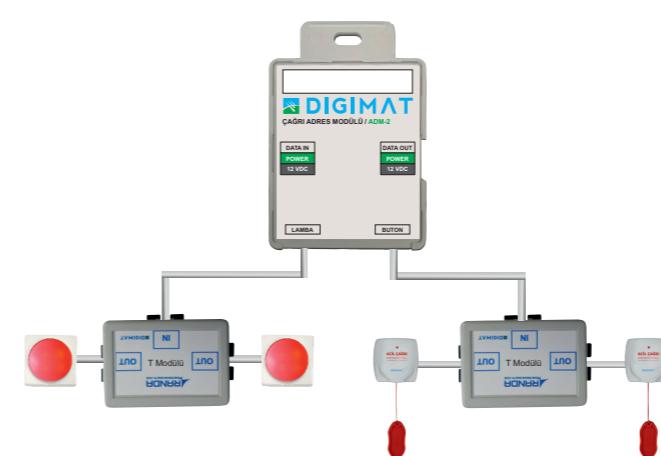
Each 5 address modules must be connected by one single 12V 5A power supply.

Range extender boost your network range through the walls, or in case you have more than 20 address modules in your system. It uses 220 VAC mains.

One Floor Distribution Module support 20 address module.

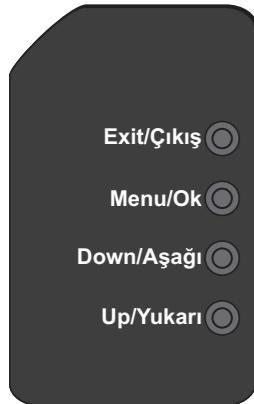
In case you want to setup two lamps and two buttons in the same room you need to add T module in the system T module in the Calls sent from the buttons show a single ID.

As shown below.



RJ45 Pinout
T-568B

1- Orange/White	5- Green
2- Orange	6- Green/White
3- Blue	7- Brown
4- Blue/White	8- Brown/White



- 1- Exit / Back
- 2- Menu / Select
- 3- Down
- 4- Up

When you press on the Menu button you will see the following options:



Connection protocol type **t.Y.P**



Setting up New Calling Unit ID number, change Calling Unit ID number or delete Calling Unit ID number **S.E.t**



Allows you to clear all data on Local Panel **C.l.r**



Rests Call System to factory setting, all data will be lost **r.S.t**



Pager wireless telecommunication device that receives and display the digital messages and/or receives the voice message. You may as many pagers as you may need. Each pager supports up to 8 Local Panel **P.9.r**



Gives you the ability to turn on/off the ring, as well as editing it based on facility preference I.d.S. Shows the total number of identified Calling Units in the system **b.E.P**

How to identify a calling Unit

- 1 ➤ Press Menu button
- 2 ➤ Select T.Y.P
- 3 ➤ Select C.b.L as your Connection Protocol
- 4 ➤ Go back and select S.E.t
- 5 ➤ As you are in S.E.t press the calling button in the calling unit
- 6 ➤ This character will display on the local Panel, you identify the calling unit with a certain ID number and you confirm it.
- 7 ➤ In this example we identify the Calling Unit with Number 1

NOTE 1

In case there is a need to change or delete Calling Unit's ID number, you may follow the instruction below:

Select S.E.t, then press on the calling Button you will see these options CHANGE/DELETE, select your option and confirm it, a calling Unit must be identified in the system to have those options.

NOTE 2

If you have pager system on your project follow these steps

- 1 ➤ Select P.9.r as your channel, Give number 001 like below Picture after confirm.



Press any button to turn on the pager



- 1 - UP
- 2 - Down
- 3 - Menu
- 4 - Read



Press on 1st and 4th buttons together and hold them for a few seconds



The interface will appear, 0000 is the default password, keep pressing 2st button until you see the next interface



Use buttons 1,2 to navigate, and 3,4 to change



Channel switch
Channel number



Turn on the channel you wanna use



First digit in channel number has to be number 1



Programme the channel number using the first 3 digits then from right to left, you may use 1st button to go to the following interface



Click on press on program to confirm