



# **G**olmar



Art 7 LITE/G2+ monitor
Hands-free
2-wire installation

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#### **SET-UP WARNINGS**

- Always disconnect the power supply before installing or marking modifications to the devices.
- The fitting and handling of these devices must be carried out by authorised personnel.
- The wiring must run at least 40cm away from any other wiring.
- Do not overtighten the screws of the monitor connector.
- Install the monitor in adry protected location free from the risk of dripping or splashing water.
- Do not place in humid, dusty or smoky locations, or near sources of heat.
- Before connecting the device to the mains, check the connections between the door panel, power supply unit, distributors and monitors,
- Use the Golmar **RAP-GTWIN/HF** cable (2x1mm<sup>2</sup>).
- Always follow the instructions contained in this manual.

#### **CHARACTERISTICS**

- Hands-free monitor.
- -7"TFT colour screen
- Function push button and Hidden push button for access and selection of menu function.
- Monitor with simple installation (non-polarised 2 wires bus).
- User menu.
- Installer menu.
- Image and communication settings menu.
- Output to auxiliary call repeater (maximum 50mA/12Vdc).
- "HZ" input for calls from apartment front door. <u>Important:</u> Up to 6 monitors/ apartments with push button "HZ" activated at the same time (with system and monitors in standby).
- Push button for door release 1 and hidden push button for Door release 2.
- Notification leds.
- Configuration switches to assign the call address (1 to 128) and end of line.
- Function codes to define whether the monitor is master or slave (default: master).
- ART 7/LITE monitor with V04 & later (with new user and installer menu).

#### SYSTEM OPERATION

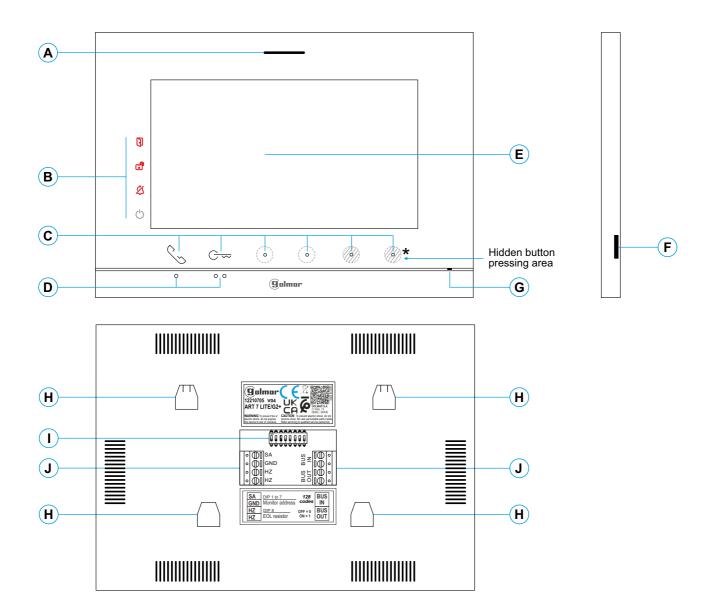
- To make a call, the visitor must press the button of the apartment; an audible sound indicates that the call is being made and the door panel LED will turn on. If vocal synthesis is enabled, a 'Call is in progress' message appears indicating that a call is being made. At this moment, the apartment's monitors receive the call. If another apartment is called by mistake, press the button for the correct apartment and the first call will be cancelled.
- Upon receiving the call, the image will appear on the screen of the master monitor (and slave 1, if it exists) without the visitor knowing and icon displayed on the screen (green color). To view the image from slave monitors 2 or 3, press the one of the buttons (located above the raised dots for the visually impaired) of the monitor to display the image. If the call is not answered within 45 seconds, the door panel LED will turn off and the system will become free.
- To establish communication, press the push button below off-the-hook icon shown on the screen. Door panel LED  $\overset{\sim}{C}$  will turn off and the led  $\overset{\sim}{C}$  will turn on.
- Connection will last for 90 seconds or until the push button below on-the-hook icon shown on the screen is pressed. When communication ends, door panel LED (2) will turn off and the system will become free. If vocal synthesis is enabled, a 'Communication is finished' message will indicate that the call is over.
- To open door or or of the door panel, press the push button/ hidden push button below of corresponding icon displayed on the screen during the call or communication processes: one press will activate the lock release for 3 seconds and the door panel LED will also turn on for 3 seconds. If vocal synthesis is enabled, a 'Door is open' message will be indicated on the door panel.
- Detailed operation of the monitor is described on pp. 6 to 21

## **VERY IMPORTANT (VILLA KIT: S5110 ART 7 LITE)**

If you have the "S5110 ART 7 LITE" villa kit with Soul door panel, download "TS5110 ART 7 LITE (cód. 50122676)" user manual from the next QR or in the link Golmar web: https://www.golmar.es/productos/s5110-art-7-lite#product



## **DESCRIPTION**



- A. Speaker.
- B. Notification icons:
  - O Power on indicator.
  - Do not disturb.
  - Auxiliary relay activated.
  - Door opening.
- **C.** Hidden button indicator LEDs\*

To access the main menu (monitor in standby), press either of the 2 buttons \( \frac{1}{100} \) /  $\text{C}_{700} = 1000$  located above the raised dots for the visually impaired (see page 6).

- In call/ communication: press button to start or end the communication.
- G→In call/ communication: one press will activate the lock release 1 for 3 seconds.

In call/ communication: an LED shows the location of each of the hidden buttons.

The function of each button/hidden button is shown on the monitor screen with an icon located just above each button (see pp. 6 to 21).

**D.** Raised dots for the visually impaired.

#### In standby:

Above the raised dots for the visually impaired ●/●● are the push buttons that access the main menu.

#### In call

- ullet Above this raised dot is the 'Start/end communication' button  $\mathsection$  .
- Above this raised dot is the 'Door opening' button c...
- E. 7"TFT colour screen.
- F. Golmaruse.
- G. Microphone.
- **H.** Wall mounting connector fixing (x4).
- I. Configuration switches.
- J. Installation terminals.

#### **INSTALLATION**

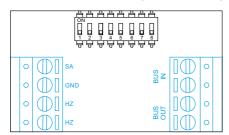
Avoid dusty or smoky environments or locations near sources of heat.

For proper installation, use the template supplied with the product.

- 1. Position the top of the template at a height of 1.65m.
- 2. If you are going to use an embedding box to pass the wiring through, make sure that it is in line with the holes corresponding to the box model chosen and fix the connector. If you prefer to fix the connector directly to the wall, make four 6mm holes at the points indicated (A), insert the wall plugs supplied and screw in the connector.
- 3. Pass the installation wires through the middle hole and connect them to the removable terminals as shown in the wiring diagrams. Before connecting the removable terminals to the monitor, configure the switch as indicated below.
- 4. Connect the removable terminals to the monitor and place the monitor in front of the connector, making sure the fixings line up. Move the monitor downwards to secure it.

## **INSTALLATION TERMINALS (J)**

For ease of installation, the installation terminals are removable and supplied in a separate bag. Once the terminals are wired, place them in position.



BUS IN: Communication bus input to monitor (non-polarised).

BUS OUT: Communication bus output to additional monitor (non-polarised).

SA, GND: Auxiliary call repeater output (max 50mA/12V), relay SAR-12/24.

HZ, HZ: Apartment front door button input:

Connect only on the master monitor. The signal received is then transmitted to the slave monitors in the same apartment through the BUS.

**Note: HZ push button function mode:** When HZ push button is pressed will be call tone and activate the output of auxiliary call repeater with standby monitor, call process, communication process (HZ tone with lower audio level), intercom process and "Do not disturb" mode. **Important:** Up to 6 monitors/ apartments with push button "HZ" activated at the same time (with system and monitors in standby).

## **CONFIGURATION SWITCHES (I)**

#### **Building / Villa (Nexa Door Panel)**

Switches 1 to 7: Sets the monitor address (addresses 1 to 128).

The switches set to OFF have a zero value. The values of the switches set to ON are shown in the table below. The monitor code is the sum of the values of the switches set to ON.

Important: Apartment 1 (Dip1 to ON & Dip2-Dip7 to OFF)

Important: Apartment 128 (Dip1 - Dip7 to OFF).

Table of values

Switch number: 1 2 3 4 5 6 7 Value when ON: 1 2 4 8 16 32 64



**Switch 8:** This activates the end-of-line resistance in the ON position. Activate it in monitors where the bus cable ends. Deactivate it only in intermediate monitors.

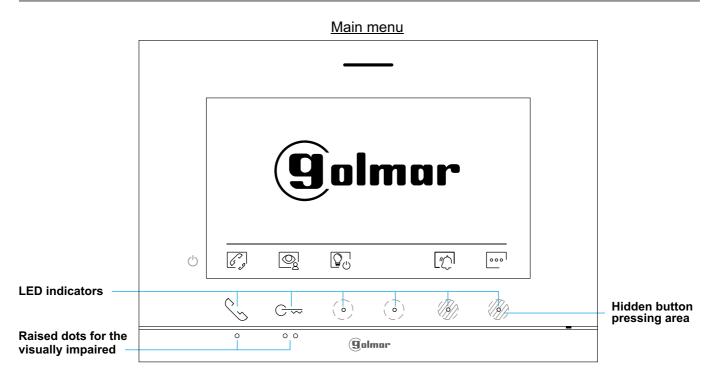


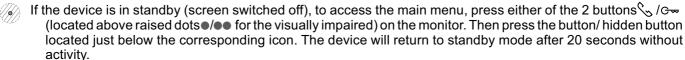


#### To define whether the monitor is master or slave:

To define whether the monitor is master or slave (see special codes page 22 to 25). Each apartment must have one master monitor, and only one.

#### **MAIN MENU**







Press the hidden button below icon below icon to access the menu of the intercom between other monitors in the same apartment or other apartments (see pp. 15-17).



Press the button below icon to display the image from the door panels and cameras connected to the system. Note: This enables the door panel camera to be changed, the audio on the corresponding door panel to be activated and the door to be opened (see p. 11).



If there is a monitor configured as "guard" in the building, the icon  $\frac{|\mathcal{L}|}{|\mathcal{L}|}$  will appear on the apartment's monitors. Press the button below the icon  $\frac{|\mathcal{L}|}{|\mathcal{L}|}$  to make a call to the guard monitor, (see page 21).



Press the hidden button below icon to "staircase light" activation (SAR-G2+ & SAR-12/24 modules required).





Press the hidden button below icon for 3 seconds to enable and for 1 second to disable the 'Do not disturb' function: If the monitor is in 'Do not disturb' mode, the ringtone on the monitor does not sound when a call is received (see note "HZ" in page 5) and the notification icon will illuminate.

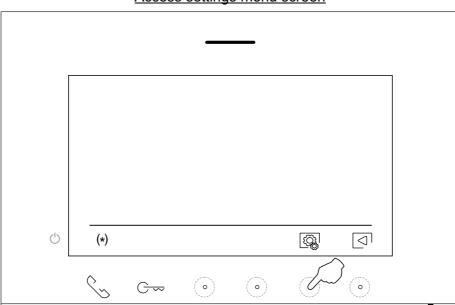
With the "Do not disturb" mode deactivated, a one-second press accesses the menu, allowing you to set a "Do not disturb" mode time period (see page 18), activate/deactivate the intercom between apartments (see page 19) and set an "Automatic door opening" mode time (see pages 19 to 20).



Press the hidden button below icon on to make changes to the system settings (see pp. 7-10).

## **SETTINGS MENU**

If the device is in standby (screen switched off), to access the main menu, press either of the 2 buttons \( \frac{\lambda}{\subset} \) (located above the raised dots \( \lambda / \llocated \) for the visually impaired) on the monitor. Then press the hidden button located just below the icon \( \frac{\llocated}{\circleon} \) to access to the "access settings menu screen", see page 6.



### Access settings menu screen

(\*) **Note:** Icon to intercom menu will be placed in <u>"Access settings menu screen"</u>, if there is a guard monitor or guard unit in the building, see page 6.

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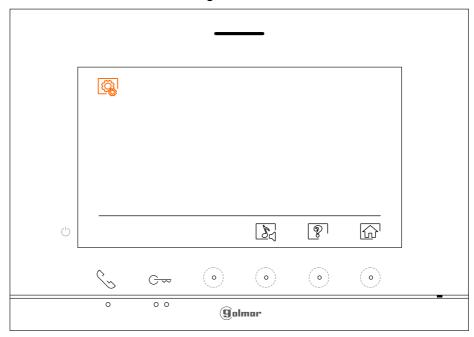
Returning to the main menu: Press the button below icon or to return to the main menu.



To access the settings menu screen:

Press the button below icon to access the settings menu screen.



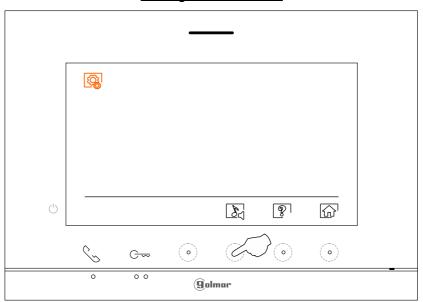


## **SETTINGS MENU**



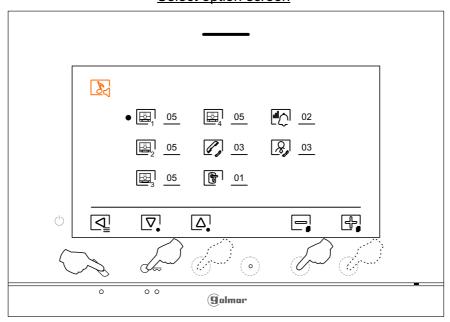
Selecting the melody and call volume: Press the hidden button below icon to access the settings screen.

## Settings menu screen



In order to identify the origin of the calls when you are not in front of the monitor, select different melodies and the desired call volume. Go to the option to be modified by pressing the button/hidden button below corresponding icons of the melodies and desired call volume. Press the button below icon to validate the changes made and return to the settings menu.

## Select option screen

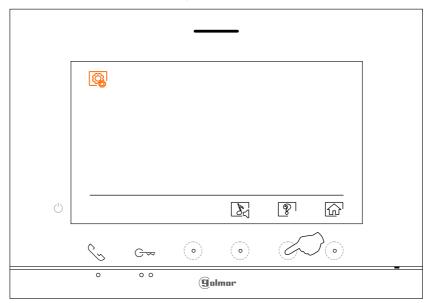


#### **SETTINGS MENU**



Select the "About" screen: Press the hidden button below icon pto access the settings screen.

### Settings menu screen

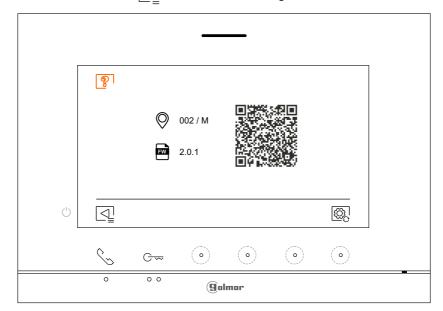


The 'About' screen provides information about the monitor, such as the software version, address and whether it is master or slave (M, S1, S2 or S3).

It enables updated versions of the manual to be downloaded to a mobile or tablet, for which it is necessary to have a QR code scanner app installed.

It enables the monitor to be restored to factory settings, such as melodies, call volume, etc.

Press the button below icon to return to the settings menu.





To restore the monitor to factory settings, press the hidden button below icon to access the factory reset menu, then press the hidden button below icon to perform this function. Press the button below icon to return to the 'About' screen. Press the button below icon to return to the settings menu.

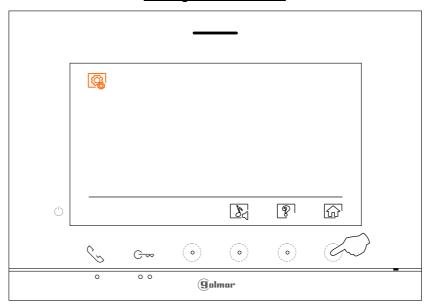


Press the button below icon or to return to the settings menu.

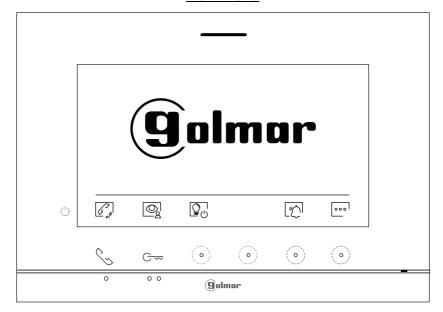
## **SETTINGS MENU**



## Settings menu screen



## Main menu



### **DOOR PANEL CALL SCREEN**



This screen is displayed when you receive a call or when you press the button below icon During a call, icon simple displayed on the screen green color (during the call process). On the left, the source of the image is displayed (door panel 1 to door panel 4, camera 1 to camera 4). The call has a duration of 45 seconds.



Only if you have pressed the hidden button below the icon on the main menu (see page 6), the icon will appear on the screen, to end the current display and return to the main menu.



Press the hidden button below icon to change the source of the image as long as the system has more than one door panel or has an external camera connected and display has been activated (see pp. 22-25). It is possible to make the change during display, call and communication processes.



Press the hidden button below icon to access the image settings menu. Go to the option to be modified by pressing the button/ hidden button below corresponding icons \( \subseteq / \( \subseteq \), change to the desired level by pressing the hidden buttons below corresponding icons \( \subseteq / \( \subseteq \), and validate the changes made by pressing the button below icon \( \subseteq \), (see p. 13)





Press the button below icon \( \subseteq \) / \( \subseteq \) to start or end audio communication with the door panel displayed respectively. Communication has a maximum duration of 90 seconds. Once communication has ended, the screen will turn off.



Press the button below icon [em] to activate the lock release (or device connected to the relay 1 output of the door panel) for 3 seconds (factory setting, see pp. 22 to 25). During activation, indicator illuminate.

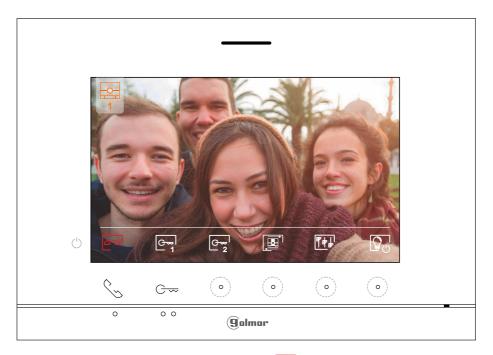


Press the hidden button below icon output of the door panel) for 3 seconds (factory setting, see pp. 22 to 25). During activation, indicator will illuminate.



Press the hidden button below icon  $\lfloor \psi \rfloor$  to end the call tone on the monitor.

### **COMMUNICATION SCREEN**



This screen is displayed during communication process. icon is displayed on the screen red color (during the communication process), on the left, the source of the image is displayed (door panel 1 to door panel 4, camera 1 to camera 4).



Press the hidden button below icon to change the source of the image as long as the system has more than one door panel or has an external camera connected and display has been activated (see pp. 22-25). It is possible to make the change during display, call and communication processes.



Press the hidden button below icon to access the image and monitor in communication volume settings menu. Go to the option to be modified by pressing the button/ hidden button below corresponding icons \( \subseteq\_{\begin{subset}{0}{0}} \) / \( \subseteq\_{\begin{subset}{0}{0}} \) , change to the desired level by pressing the hidden buttons below corresponding icons \( \subseteq\_{\begin{subset}{0}{0}} \) / \( \subseteq\_{\begin{subset}{0}{0}} \) and validate the changes made by pressing the button below icon \( \subseteq\_{\begin{subset}{0}{0}} \) (see p. 14)





Press the button below icon below



Press the button below icon [ to activate the lock release (or device connected to the relay 1 output of the door panel) for 3 seconds (factory setting, see pp. 22-25). During activation, indicator | will illuminate.



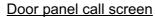
Press the hidden button below icon output of the door panel) for 3 seconds (factory setting, see pp. 22-25). During activation, indicator will illuminate.



Press the hidden button below icon (SAR-G2+ & SAR-12/24 modules required).

## **IMAGE AND COMMUNICATION SETTINGS**

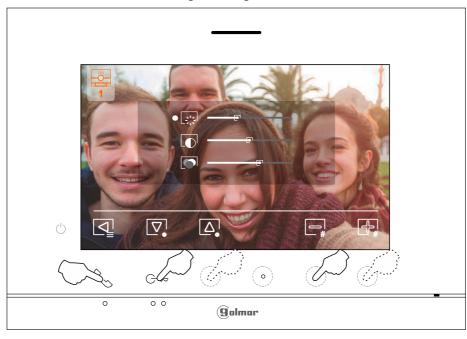
During a call process, press the hidden button below icon to access the image menu.





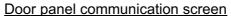
The following settings menu will then appear (brightness, contrast, and colour). Go to the option to be modified by pressing the button/ hidden button below corresponding icons  $\boxed{\nabla}_{\bullet}/\boxed{\triangle}_{\bullet}$  and change to the desired level by pressing the hidden buttons below corresponding icons  $\boxed{-}_{\bullet}/\boxed{-}_{\bullet}$ . To exit the screen settings and monitor volume menu and validate the changes made, press the button below icon  $\boxed{\triangleleft}$ .

Image settings screen



## **IMAGE AND COMMUNICATION SETTINGS**

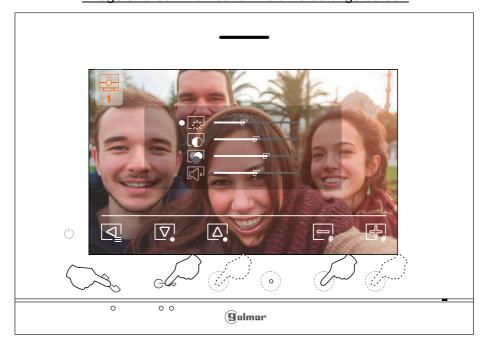
During a communication process, press the hidden button below icon to access the image and monitor in communication volume settings menu.





The following settings menu will then appear (brightness, contrast, colour and monitor in communication volume). Go to the option to be modified by pressing the button/ hidden button below corresponding icons  $\boxed{\nabla}_{\bullet}/\boxed{\triangle}_{\bullet}$  and change to the desired level by pressing the hidden buttons below corresponding icons  $\boxed{-}_{\bullet}/\boxed{+}_{\bullet}$ . To exit the screen settings and monitor volume menu and validate the changes made, press the button below icon  $\boxed{\triangleleft}$ .

Image and communication volume settings screen



### **INTERCOM MENU**

Access the intercom menu as described on p. 6. From this menu, you can contact another monitor(s) in your apartment (internal intercom) or other apartments (external intercom). For external intercom, the monitor of the apartment that makes the call and the monitor(s) of the apartment that receives the call must have the intercom function enabled (see page 19).

Select option ( to perform an external intercom call.

If during an intercom process with another monitor a call is received from the door panel, the intercom process will be terminated, and the door panel call will be received on the corresponding monitor.

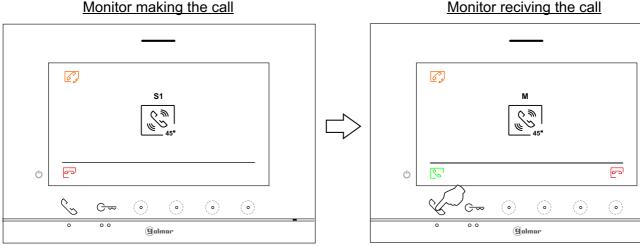
Use icon from to return to the main menu.

To make an internal intercom call (to another monitor(s) in the same apartment). To select the monitor to call, press the button/hidden button below icon \(\sigma\_1\)/ \(\bigsigma\_1\), then press the push button below the icon to make the call. Note: You will find information about the monitor itself with the address, Master, Slave 1 to Slave 3 of the monitor in the 'About' menu, (see p. 9).

#### Intercom menu Intercom menu 60 • 🖳 8 S1 • [8] 82 S2 B € S2 83 83 8 833 $\nabla$ 命 $abla_{ullet}$

The monitor making the call will play a confirmation melody and show on the screen the called monitor. To cancel the call, press the button below icon and the monitor return to the intercom menu. The monitor receiving the call will play a confirmation melody showing on screen the monitor making the call. Press the hidden button below icon to establish communication and press the hidden button below icon to end communication.

#### Monitor making the call



**Note:** New menu available with V.04 of ART 7 LITE/G2+ monitor.

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Continued overleaf

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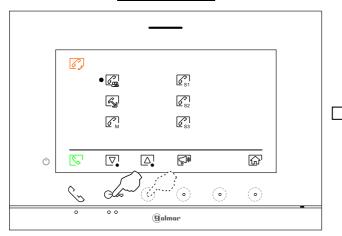
(°)

## **INTERCOM MENU**

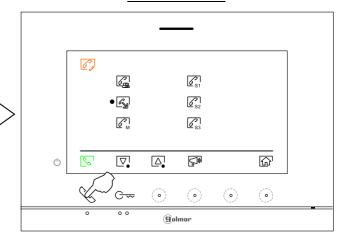


To make an external intercom call (to other apartments), go to the option with icon 🔊 by pressing the button/hidden button below corresponding icons \( \tilde{\sigma} \) / \( \tilde{\sigma} \) and press the hidden button below icon \( \tilde{\sigma} \) to access the code selection menu of the apartment with which you wish to communicate. (Intercom calls to other apartments are disabled by default, see p. 19).

#### Intercom menu

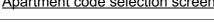


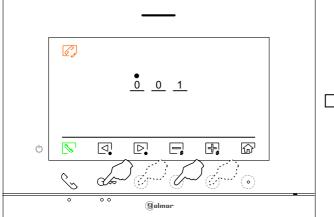
#### Intercom menu



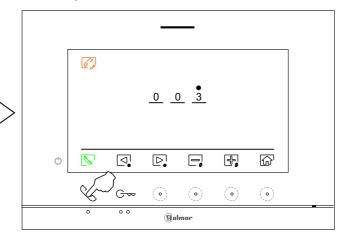
Press the button/ hidden button below icons []/[] to select the apartment code field to be modified, then press the hidden buttons below icons 📑 / 🚭 to be modified with the apartment code to be called and press the hidden button below icon Sto make the call.

#### Apartment code selection screen





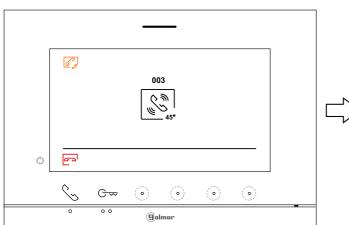
#### Apartment code selection screen



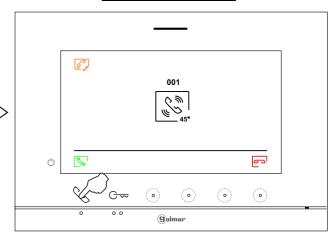
## **INTERCOM MENU**

The monitor making the call will sound a confirmation melody and will indicate the code of the apartment called and available call time, if you wish to cancel the call press the button below icon returning to the intercom menu. The apartment receiving the call will sound a confirmation melody showing on the main monitor screen (and slave 1, if it exists) the code of the apartment making the call and the time available to answer the call. If you wish to establish communication from the secondary monitors S2 or S3, press one of the push buttons on the monitor to display the intercommunication image. Press the push button below icon to establish communication and press the push button below icon to end communication.

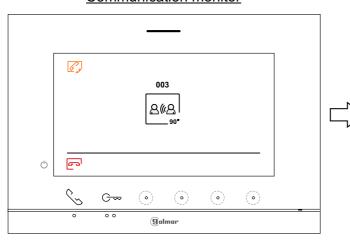
## Monitor makes the call



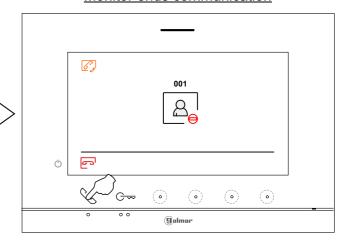
## Monitor receives call



## Communication monitor



## Monitor ends communication



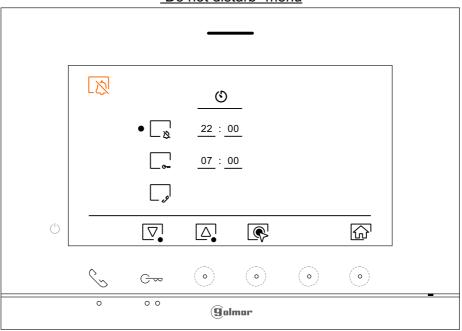
## PERIOD OF TIME FOR 'DO NOT DISTURB' MODE MENÚ



<u>"Do not disturb" mode settings, "automatic door opening" function and activate/deactivate "intercom between apartments":</u>

Access the do not disturb menu as described on page 6.

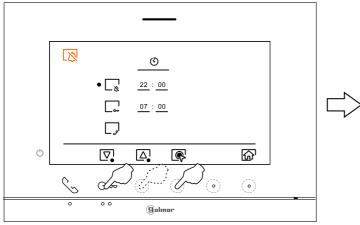
## "Do not disturb" menu



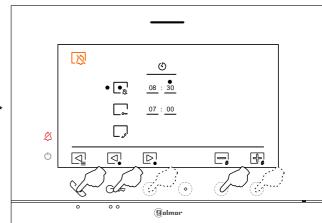
To set a period of time during which the monitor will not sound when receiving calls (see note "HZ" in page 5), go to the option with icon by pressing the button/hidden button below corresponding icons \( \subseteq \int \) as select the option to be modified by pressing the hidden button below icon \( \mathbb{C} \), then select the field to be modified by pressing corresponding buttons \( \supseteq \supseteq \int \) and modify the desired period of time by pressing the hidden buttons below corresponding icons \( \supseteq \supseteq \int \), and finally validate the changes made by pressing the hidden button below icon \( \supseteq \supseteq \) to return to the settings menu.

Note: From the main menu, you can enable and disable the 'Do not disturb' function regardless of the timer status (see page 6).

#### Option selection screen



## Time period setting screen

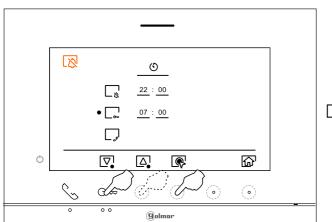


## PERIOD OF TIME FOR 'DO NOT DISTURB' MODE MENÚ

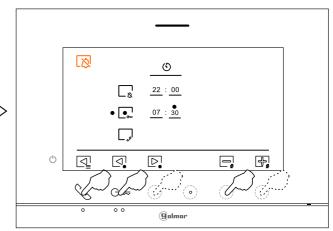
To activate and set a period of time for the automatic door opening  $\boxed{\square}$  (after 3 seconds of receiving a call from the door panel), go to the option with icon  $\boxed{\square}$  by pressing the button/hidden button below corresponding icons  $\boxed{\square}$ ,  $\boxed{\square}$  and select the automatic door opening function activation option by pressing the hidden button below icon  $\boxed{\square}$ . Then, if you wish to set a period of time for opening the door, select the field to be modified by pressing corresponding buttons  $\boxed{\square}$ ,  $\boxed{\square}$ , modify the desired period of time by pressing the hidden buttons below corresponding icons  $\boxed{\square}$ , and validate the changes made by pressing the hidden button below icon  $\boxed{\square}$ . Press the button below icon  $\boxed{\square}$  to return to the settings menu.

(This function is disabled by default. To enable it, see pp. 22-25).

#### Option selection screen



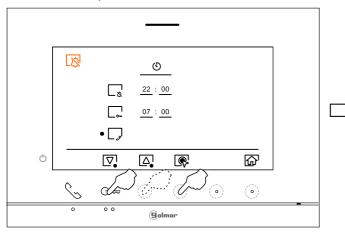
#### Time period setting screen



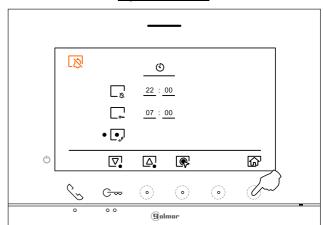
For external intercom, the monitor of the apartment that makes the call and the monitor of the apartment that receives the call must have the intercom function enabled:

To enable/disable the intercom function between apartments, go to the option with icon by pressing the button/ hidden button below corresponding icons \( \subseteq \s

#### Option selection screen



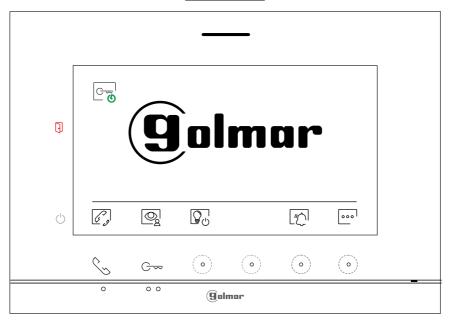
#### Option enable



## PERIOD OF TIME FOR 'DO NOT DISTURB' MODE MENÚ

If the "automatic door opening" mode has been activated (see page 19), the eigenicon will be displayed at the top left of the main menu screen and the notification led icon will blink.

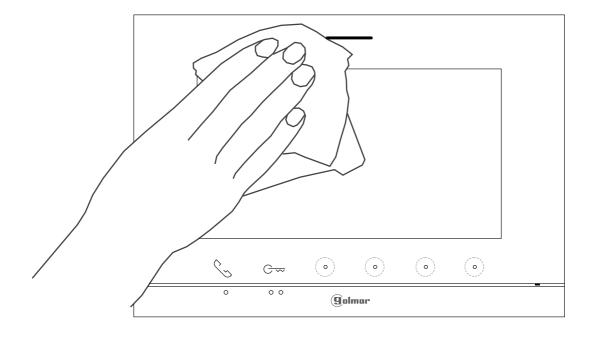
## Main menu



Note: New menu available with V.04 of ART 7 LITE/G2+ monitor.

## **CLEANING THE MONITOR**

- Do not use solvents, detergents or cleaning products that contain acids, vinegar or abrasive components.
- Use a soft damp cloth (not wet) that sheds no fibres..
- Always wipe the monitor in the same direction, from top to bottom.
- After cleaning the monitor, remove any moisture with a soft dry cloth that sheds no fibres.



## SETTINGS AND OPERATION OF THE GUARD MONITOR



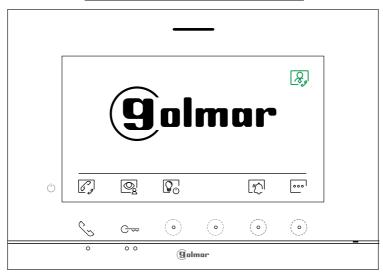
#### Settings "guard monitor" mode:

The monitor/s to be configured as a guard monitor/s (up to 4 monitors) in the building, must be configured with <u>address 1</u> and as <u>master</u>, <u>slave 1</u>, <u>slave 2</u> or <u>slave 3</u>. Then enter the special code '<u>5001</u>' in a master monitor (see special codes on pages 22 to 25), the monitor/s with address 1 will be now a guard monitor/s with <u>address 129</u> and displaying the symbol  $\bigcirc$  at the top right of the main menu screen. <u>Note:</u> The access door panel will auto-configure the <u>button P1</u> on the sound module with the *call address 129*.

#### Operation of the "guard monitor":

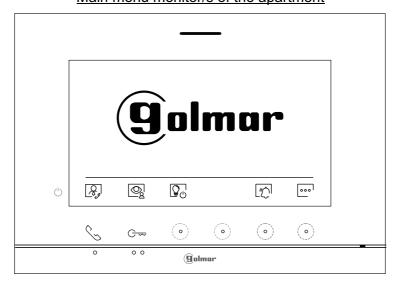
- -The master and slave monitor(s) receive the call from the access door panel (by pressing button P1 on the sound module).
- -The master and slave guard monitor(s) can be autoswitch-on with the access door panel.
- Master & slaves guard monitors receives calls from the apartments (by pressing the button below icon  $\bigcirc$  on the main menu of the apartment monitor).
- -The master and slave guard monitor(s) can be used to call the apartmets (intercom menu).
- -It allows internal intercommunication between the guard monitors.

#### Guard monitor main menu screen



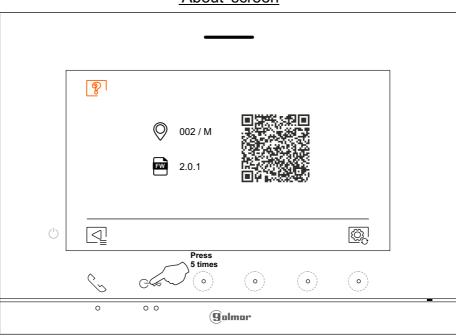
In the main menu monitor/s of the apartments, the icon  $\mathcal{R}_{\mathfrak{p}}$  of call to guard monitor will be displayed. Press the button below the icon  $\mathcal{R}_{\mathfrak{p}}$  to make a call to the guard monitor/s.

## Main menu monitor/s of the apartment



## **SPECIAL CODES**

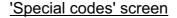
The enabling of some functions, as well as the modification of some factory parameters, can be carried out by entering special codes. To do so, the installer menu must be accessed from the monitor. Go to the 'About' screen in the Settings menu (p. 9) and press five times on the button located above the raised dot for the visually impaired • • .

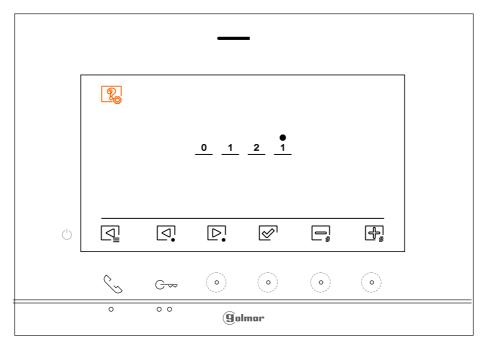


## 'About' screen

The 'special codes' screen will then be displayed. Press the button/ hidden button below icons <a>[]</a>/ <a>[]</a> to select the field to be modified and press the hidden buttons below icons <a>[]</a>/ <a>[]</a> to enter the desired code. Once the code has been entered, press the hidden button below icon</a> <a>[]</a> to validate it. If the code entered is valid, icon <a>[]</a> will be displayed; if it is not, icon <a>[]</a> will be shown.

Use icon or to return to the 'About' screen.





## **SPECIAL CODES**

Video sources available on a moi	<u>nitor (configure onl</u>	y on the master monitor).

	<u>Visible</u>	<u>Not visible</u>	Factory setting
Door panel 1	0111	0110	0111
(*) Door panel 2	0121	0120	0120
(*) Door panel 3	0131	0130	0130
(*) Door panel 4	0151	0150	0150
Camera 1	0141	0140	0140
(*) Camera 2	0181	0180	0180
(*) Camera 3	0171	0170	0170
(*) Camera 4	0191	0190	0190

(\*) Important: Only available with EL632-G2 + SE video module with 'V03' or later.

General door panels installations, available with EL632-G2+ SE with 'V04' or later.

To define whether the monitor is master or slave:

 Master
 Slave 1
 Slave 2
 Slave 3
 Factory default

 0550
 0551
 0552
 0553
 0550 (master)

Automatic door opening upon reception of a call on a monitor (configure only on the master monitor).

Activated Deactivated Factory setting 0441 0440 0440

Activate/deactivate the ('power on indicator' notification icon) and (LEDs of the hidden buttons above raised dots ● /●● for the visually impaired) on a monitor.

Activate Deactivate Factory setting 0471 0470 0471 (activated)

<u>Do not show the image on the monitor when receiving a call from the door panel when the monitor is in 'Do not</u> disturb' mode.

<u>aisturb mode.</u>

Do not showShowFactory setting048104800480 (show image)

Enable/ disable the icon of the main menu in all monitors (building).

EnableDisableFactory setting054105400541 (enable)

<u>LED lights for night viewing (Door panel 1) during a call or communication process. (Configure only on the master monitor).</u>

AutomaticAlways ONAlways OFFFactory setting0450045104520450 (automatic)

Activation times of the outputs (Door panel 1). (Configure only on the master monitor).

Relay 1 From 0200 (0,5s) to 0219 (10s) 0205 (3s)
Relay 2 From 0300 (0,5s) to 0319 (10s) 0305 (3s)

Configuration of the remote activation button Relay1 (Door panel 1). (Configure only on the master monitor).

Factory setting

Delay From 0400 (0.5s) to 0419 (10s) 0403 (2s)

Configuration of the remote activation button Relay2 (Door panel 1). (Configure only on the master monitor).

Factory setting

Delay From 0500 (0,5s) to 0519 (10s) 0503 (2s)

(\*) <u>LED lights for night viewing (Door panel 2) during a call or communication process. (Configure only on the master monitor).</u>

<u>Automatic</u> <u>Always ON</u> <u>Always OFF</u> <u>Factory setting</u>
1450 1451 1452 1450 (automatic)

#### **SPECIAL CODES**

(\*) Activation times of the outputs (Door panel 2). (Configure only on the master monitor).

Factory setting

Relay 1 From 1200 (0,5s) to 1219 (10s) 1205 (3s) Relay 2 From 1300 (0,5s) to 1319 (10s) 1305 (3s)

(\*) Configuration of the remote activation button Relay1 (Door panel 2). (Configure only on the master monitor).

Factory setting

Delay From 1400 (0,5s) to 1419 (10s) 1403 (2s)

(\*) Configuration of the remote activation button Relay2 (Door panel 2). (Configure only on the master monitor).

Factory setting

Delay From 1500 (0,5s) to 1519 (10s) 1503 (2s)

(\*) LED lights for night viewing (Door panel 3) during a call or communication process. (Configure only on the

<u>master monitor).</u>

AutomaticAlways ONAlways OFFFactory setting2450245124522450 (automatic)

(\*) Activation times of the outputs (Door panel 3). (Configure only on the master monitor).

Factory setting

Relay 1 From 2200 (0,5s) to 2219 (10s) 2205 (3s) Relay 2 From 2300 (0,5s) to 2319 (10s) 2305 (3s)

(\*) Configuration of the remote activation button Relay1 (Door panel 3). (Configure only on the master monitor).

Factory setting

Delay From 2400 (0,5s) to 2419 (10s) 2403 (2s)

(\*) Configuration of the remote activation button Relay2 (Door panel 3). (Configure only on the master monitor).

Factory setting 2503 (2s)

Delay From 2500 (0,5s) to 2519 (10s)

(\*) LED lights for night viewing (Door panel 4) during a call or communication process. (Configure only on the

master monitor).

AutomaticAlways ONAlways OFFFactory setting3450345134523450 (automatic).

(\*) Activation times of the outputs (Door panel 4). (Configure only on the master monitor).

Factory setting

Relay 1 From 3200 (0,5s) to 3219 (10s) 3205 (3s) Relay 2 From 3300 (0,5s) to 3319 (10s) 3305 (3s)

(\*) Configuration of the remote activation button Relay1 (Door panel 4). (Configure only on the master monitor).

Factory setting

Delay From 3400 (0,5s) to 3419 (10s) 3403 (2s)

(\*) Configuration of the remote activation button Relay2 (Door panel 4). (Configure only on the master monitor).

Factory setting

Delay From 3500 (0,5s) to 3519 (10s) 3503 (2s)

To define the light up duration time from 1 to 99 seconds (SAR-G2+ Relay). (Configure only on the master monitor).

Factory setting

From 1801 (1s) to 1899 (99s) 1803 (3s)

To define the light up delay time from 0 to 99 seconds (SAR-G2+ Relay). (Configure only on the master monitor).

Factory setting

From 1900 (0s) to 1999 (99s) 1900 (0s)

Configuration as a guard monitor. (Configure only on the master monitor).

End guard monitor Guard monitor Factory default

5000 5001 5000 (end guard monitor)

(1) Restore the door panel(s) SoulAccess with the master code to factory default: "1234".

 All door panels
 Door panel 1
 Door panel 2
 Door panel 3
 Door panel 4

 8000
 8001
 8002
 8003
 8004

(1) Note: Only ART 7 LITE/G2+ monitor "V.04" or later.

## **SPECIAL CODES (GENERAL DOOR PANELS)**

## General door panels video sources available on a monitor (configure only on the master monitor).

	<u>Visible</u>	<u>Not visible</u>	Factory setting
(*) General door panel 1	1111	1110	1110
(*) General door panel 2	1121	1120	1120
(*) General door panel 3	1131	1130	1130
(*) General door panel 4	1151	1150	1150
(*) General camera 1	1141	1140	1140
(*) General camera 2	1181	1180	1180
(*) General camera 3	1171	1170	1170
(*) General camera 4	1191	1190	1190

<sup>(\*)</sup> Important: Only available with EL632-G2 + SE video module with 'V04' or later.

Note: Inner door panel and general door panel must be with V04 version or later.

#### **COMPLIANCE:**

Este producto es conforme con las disposiciones de las Directivas Europeas aplicables respecto a la Compatibilidad Electromagnética **2014/30/CEE**.

This product meets the essentials requirements of applicable European Directives regarding Electromagnetic Compatibility **2014/30/ECC**.



NOTA: El funcionamiento de este equipo está sujeto a las siguientes condiciones:

(1) Este dispositivo no puede provocar interferencias dañinas, y (2) debe aceptar cualquier interferencia recibida, incluyendo las que pueden provocar un funcionamiento no deseado.

**NOTE:** Operation is subject to the following conditions:

(1) This device may not cause harmful interference, and (2) this device must accept any received interference, including the ones that may cause undesired operation.



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