



K-STEEL

CALL MODULE

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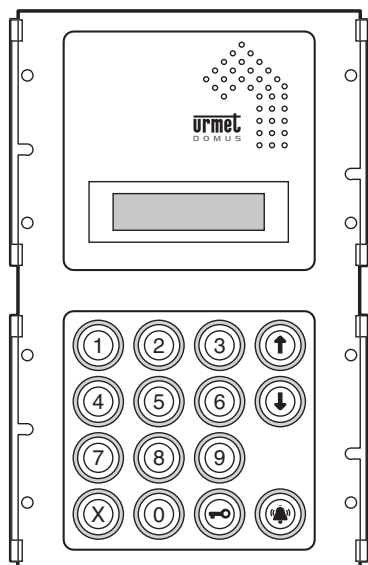


K-STEEL ENTRANCE MODULE WITH DIRECTORY Ref. 1038/16

FEATURES

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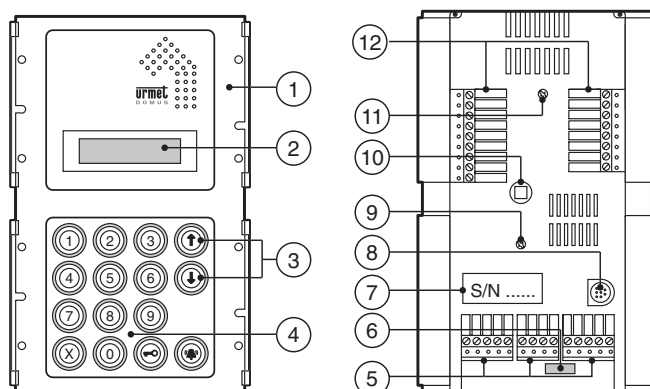


Entrance module Ref. 1038/16 employs two-module K-Steel series mechanical componentry. To complete installation, the flush mounting back box must be purchased separately together with the associated module chassis, flush mounting frame and tamper-proof screw.

FEATURES

Entrance module with directory Ref. 1038/16 provides the following features:

- Doorphone or video doorphone calling (video calling only if combined with door camera unit Ref. 1755/70).
- Automatic doorphone or video doorphone traffic management on the basis of the number of available voice lines (1 or 2).
- Name selection by means of scroll keys and 16-character two-line backlit display. Up to 740 different names can be entered in directory.
- Direct keypad selection of numeric or alphanumeric call codes (if combined with additional alphabetic keypad Ref. 1038/73). Up to 159,999 different call codes can be used.
- Provision for managing up to two direct call keys (if combined with module Ref. 1155/11 or 1155/12A) for calling specific users or the guard door switchboard station.
- Up to 980 door lock release codes, divided into two categories: 240 name-independent codes for general purpose use, plus a further 740 codes associated with specific names.
- Up to 7999 codes for special services.
- Momentary trigger type door lock release (unrestricted or protected by privacy feature) with holding current timer control (1 to 30 seconds) of low current draw electric door locks.
- Audible and visual electric door lock actuation signals.
- Ringing duration programmable from 1 to 5 seconds.
- Distinctive ringing: continuous tone for main entrance modules, intermittent tone for secondary entrance modules.
- Audible 'call routed' and 'call over' signals.
- Audible service signals adjustable in intensity.
- Door-open sensor interface.
- Name programming by means of programming terminal Ref. 1038/56. For minor changes, programming procedure can be accessed directly from the entrance module keypad without using the terminal.
- Self-activation function, with no need for dedicated wiring.
- Provision for operation in 11 languages: Italian, French, English, German, Spanish, Hebrew Russian, Dutch, Turkish, Portuguese, Polish.



The entrance module consists of the following:

- 1) Two-module K-Steel series faceplate.
- 2) Two-line 16-character backlit alphanumeric display.
- 3) Yellow backlit name selection keys.
- 4) Numeric keypad with green backlit keys, complete with yellow backlit function keys: 'X', '←' and '▲'.
- 5) Removable terminal blocks for system connections (MP1, MP2, MS).
- 6) Connector for additional alphabetic keypad (Ref. 1038/73).
- 7) Label indicating device serial number (S/N).
- 8) Connector for programming terminal Ref.1038/56.
- 9) Entrance module speaker volume control
- 10) Programming pushbutton. Used only when password is not known.
- 11) Display contrast control
- 12) Removable terminal blocks for local auxiliary services (MA) and video signals (MV).

TERMINAL DESIGNATIONS

MP1 - Main Voice Terminal Block 1

+V Power supply positive (+24V)
 0V Power supply and data line ground
 D Data line
 FA1 Outward voice conductor 1
 FB1 Return voice conductor 1

MP2 - Main Voice Terminal Block 2

FA2 Outward voice conductor 2
 FB2 Return voice conductor 2
 +F Voice power supply positive (+33V)
 0F Voice ground

MS - Secondary terminal strip

+V Power supply positive (+24V)
 0V Power supply and data line ground.
 D Data line
 FA Voice circuit to conductor
 FB Voice circuit return conductor

MA - Auxiliary Terminal Block

SE- Electric lock drive output - negative
 SE+ Electric lock drive output - positive
 0V Key/contact/pushbutton common
 T2 Direct call key 2 input
 T1 Direct call key 1 input
 SP Door sensor input
 H Door lock release code disabling contact input
 P Postal service door lock release contact input
 PH Lobby door lock release pushbutton input

MV - Video Terminal Block

+V Power supply, Ref. 1038/68 video entrance panel relay
 SC Drive output, Ref. 1038/68 video entrance panel relay - riser cable
 SL Drive output, Ref. 1038/68 video entrance panel relay - local
 S12 Drive output, Ref. 1038/68 video entrance panel relay - channels 1/2
 0V Ground, Ref. 1038/68 video entrance panel relay
 S1 Drive output, Ref. 1032/9 video entrance panel relay- channel 1
 S2 Drive output, Ref. 1032/9 video entrance panel relay- channel 2
 0V Ground, Ref. 1032/9 relays



SPECIFICATIONS

Consumption in load units:	15LU
Logic circuits	
Logic circuit supply voltage (+V/0V):	15 to 25.2Vdc
Max current draw:	~400mA
Voice circuits	
Voice circuit supply voltage (+F/0F):	30 to 36Vdc
Service temperature range:	- 10 to 50°C
Degree of protection:	IP45

OPERATION

CALLS WITH NAME SELECTION

During normal operation, the display shows the following prompt:

Select NAME
with ↑ or ↓

The name to be called can be selected using the two scroll keys (3). The call can then be sent to the selected name simply by pressing the 'CALL' button. The following message will appear:

ENTERED
CALL

NOTE: if the 'CALL' button is pressed without selecting a name while the display shows the selection prompt, a call will be sent to the door switchboard station.

Three audible beeps will confirm that the call has been forwarded. The ringer at the called apartment station will be activated for the programmed time (from 1 to 5 seconds), with a continuous ring tone (main entrance module) or an intermittent tone (secondary entrance module). The selected name will return to the display, where it will remain for approximately 30 seconds. Pressing the 'CALL' button again during this period will activate the ringer at the apartment station a second time. When the apartment station answers the call, the following prompt will appear on the display:

PLEASE
SPEAK

If the door lock is released during the call, the entrance module will emit three audible beeps and the following message will appear on the display for 3 seconds:

DOOR
OPEN

At the end of the conversation (or after approximately 30 seconds if the call was not answered), the entrance module will emit three audible beeps and the selection prompt will automatically return to the display.

CALLS WITH CODE ENTRY

The code entered on the entrance module keypad (and, optionally, on the additional alphabetic keypad 1038/73) is shown on the display. An acoustic signal is generated each time a key is depressed:

CALL TO:
23

When the 'CALL' button is pressed, the call will be sent to the station whose code was entered. The ringer at the called apartment station will be activated for the programmed time (from 1 to 5 seconds), with a continuous ring tone (main entrance module) or an intermittent tone (secondary entrance module). Three audible beeps will confirm that the call has been forwarded. Pressing the call button again will extend the ringer activation time.

If an error is made when entering the code, pressing the delete button 'X' will cancel the number shown on the display.

If the door lock is released during the call, the entrance module will emit three audible beeps and the following message will appear on the display for 3 seconds:

DOOR
OPEN

At the end of the conversation (or after approximately 30 seconds if the call was not answered), the entrance module will emit three audible beeps and the selection prompt will automatically return to the display.

DIRECT CALLS

Calls can be made to two designated users by pressing the direct call keys on module 1155/12A, where provided. In addition, the guard door switchboard station 1038/40 (where provided) can be called simply by pressing the 'CALL' button without entering a code or selecting a name. Alternatively, if the system is equipped with module 1155/12A, one of the two direct call keys can be programmed for the switchboard station.

ADDITIONAL CODES AND FUNCTIONS

The entrance module with directory can manage three separate code sets:

- **Call codes (1- JJJJ)**
These codes identify doorphone or video doorphone apartment stations. When entering codes, those consisting of fewer than four numbers or letters must NOT be preceded by zeros (e.g., enter "12A", rather than "012A"). After entering the call code, press the 'CALL' button to send the call.
- **Door lock release codes (ONLY numeric codes: 1-99999999)**
Door lock release codes enable residents or other persons to open the door directly. The 'LOCK REL.' button must be pressed before and after entering a door lock release code. Pressing the 'LOCK REL.' button before entering the door lock release code ensures that it does not appear on the display, which will show asterisks instead of the code digits:

LOCK REL. CODE

Door lock release codes can be disabled during certain selected time periods by means of a timer-controlled external switch operating across terminals 'H' and '0V'.

- **Special codes (1- JJJ)**
Special codes can be used to activate and deactivate auxiliary services such as stair lights, outdoor lighting, etc. Special codes



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must always be preceded by a '0' (which prevents the code from appearing on the display), and followed by pressing the 'X' button:

SPECIAL CODE:
0***

Special codes are also used to view the status of an input, which will be shown on the display as 'On' or 'OFF':

TERMINAL STATE:
ON

For further information, see the instruction manual provided for special decoder Ref. 1038/80.

NOTE: *if an error is made when entering a code of any kind, press the delete button 'X': this will clear the code from the display.*

DECODER PROGRAMMING

The installer can use entrance module with directory 1038/16 to program the decoders. Programming parameters and methods are described in the decoder instruction manual.

When a parameter has been successfully programmed, the module display will show:

Programming
OK

If programming is unsuccessful, the display will show:

Programming
KO

PROGRAMMING

PROGRAMMING METHODS

The entrance module with directory can be programmed in three different ways (programming is only possible when the module is supplied with power):

- 1) By means of programming terminal Ref. 1038/56. This is the recommended method, as the terminal's display simplifies programming operations. The terminal can be connected either:
 - Locally, to programming connector (8) located at the rear of the entrance module to be programmed.
 - To any other entrance module or guard door switchboard station in the system.
 - To any passive wiring block (Ref. 1038/90) connected to the system.
- 2) Locally by means of the keypad, without opening the entrance module chassis. This method can only be used if the configuration access password is known.
- 3) Locally by means of the keypad, after opening the entrance module chassis to gain access to the rear programming pushbutton (10).

PARAMETERS

The following parameters must be programmed:

A) Operating language

One of the languages listed in several consecutive screen pages can be selected.

B) Installation site

This is a 15-character string which must be used to assign an easily remembered name to the entrance module, e.g., 'Main Road Entrance', 'Riverside Drive', 'Stair A', 'Stair B', etc. In reality, up to 30 characters can be entered, but the terminal display will show only the first 15 in fast find mode. It is thus advisable to limit the entrance module name to 15 characters, and use the remaining characters for any additional information which may be necessary.

C) Eleven configuration parameters

1) Type of entrance panel

The module can be configured as a main entrance panel, i.e., one from which calls can be made to all apartment stations or to the guard door switchboard station, or as a secondary entrance panel, from which calls can be made only to the apartment stations on the module's own riser cable.

2) Entrance panel code

Whether configured as main or secondary, each entrance panel is identified by a code. However, the codes that can be assigned to an entrance panel will depend on the latter's type as follows.

- Main entrance panels can be assigned codes from '1' to 'JJJ';
- Secondary entrance panels can be assigned codes from '1' to 'JJ'. The code indicates the associated riser cable.

3) Engaged time

The programmed engaged time establishes the minimum duration of a call (including the time lapsing between the moment the call is sent from the entrance panel and the moment it is answered at the indoor station). To guarantee this minimum duration in situations where several calls are being made at the same time, the system can put one or more entrance panels in 'Busy' status. In such cases, the display will show:

LINES BUSY
Please wait

When an entrance module is in busy status, it cannot be used to make calls, though door lock release codes can still be entered.

Engaged time can be programmed as 10, 20, 30 or 40 seconds.

4) Electric lock management

Door lock release from apartment stations may be unrestricted (UNR) or protected by privacy feature (PPF): in the first case, the door lock can be released at any time, while in the second case it can be released only while a call is in progress.

The criteria selected for electric lock management is essential to correct system operation.

**STRICTLY ADHERE TO THE INSTRUCTIONS BELOW:
CONFIGURATIONS OTHER THAN THOSE DESCRIBED
CANNOT BE USED.**

- In installations with a single main entrance panel and no secondary entrance panels, the entrance panel may be configured either for UNRESTRICTED DOOR LOCK RELEASE or for DOOR LOCK RELEASE PROTECTED BY PRIVACY FEATURE.
- In installations with two or more main entrance panels with automatic switching between them, it is essential that all call modules be configured for DOOR LOCK RELEASE PROTECTED BY PRIVACY FEATURE.
- In installations with at least one secondary entrance panel, it is essential that the main entrance panel or panels be programmed for DOOR LOCK RELEASE PROTECTED BY PRIVACY FEATURE.
The secondary entrance panel(s) can be programmed either for UNRESTRICTED DOOR LOCK RELEASE or for DOOR LOCK RELEASE PROTECTED BY PRIVACY FEATURE.



In the first case, pressing the apartment station door lock release button in response to a call from a main entrance panel will release the lock connected to the main entrance panel from which the call was made, as well as the lock connected to the secondary entrance panel associated with the apartment station concerned.

In the second case, pressing the apartment station door lock release button in response to a call from a main entrance panel will release only the lock connected to the main entrance panel from which the call was made: a second call will have to be made from the secondary entrance panel before the lock connected to it can be released.

5) Door lock release time

The programmed door lock release time establishes the duration in seconds of the electric lock holding current.

NOTE: for electric strike locks, ALWAYS set door lock release time to 0.

ONLY for low current consumption locks, door lock release time may be set between 1 and 30.

6) Ring duration

Indicates the length of time that the apartment station doorphone will ring.

It is advisable to program all entrance panels for the same ring duration. Ring duration can be 1 to 5 seconds.

7) Number of voice lines

The number of voice lines between the system's main and secondary panels must be specified.

This parameter can be set to either '1' or '2'.

8) Buzzer volume

Sound intensity of the audible signals produced by the module (key pressed, call routed, call over, etc.) can be set to three levels: Minimum (1), Medium (2), and Maximum (3).

9) Code associated with direct call key T1

Where module Ref. 1155/11 or 1155/12A is installed, the code associated with the first direct call key must be specified.

If the key is to send calls to a specific guard door switchboard station – in both day service and night service modes, but not when the station is inactive - program the desired guard door switchboard station's code.

Conversely, if the key is to send calls to any of the system's guard door switchboard stations which are in 'day A' status, program '0000'.

Codes between '0000' and 'JJJJ' can be assigned.

10) Code associated with direct call key T2

This is the code assigned to the second direct call key on module Ref. 1155/12A (where provided).

Codes between '0000' and 'JJJJ' can be assigned.

11) Configuration access password and door lock release code programming password.

ONLY four-digit numeric passwords can be used.

Once programmed, the password can be used to access the module configuration procedure without having to open the K-Steel chassis.

Programming the configuration access password automatically enables a second password which can be used to program door lock release codes. This second password will be the same as the first password plus 1. For example, if the programmed configuration password is '1234', the door lock release code programming password will thus be '1235'.

In this way, the installer can disclose ONLY the door lock release code programming password to the building manager, concierge, etc., thus ensuring that there is no risk of access to configuration parameters. Passwords between 0001 and 9998 can be programmed.

PROGRAMMING WITH TERMINAL 1038/56

Programming by means of the terminal must be performed with the system on.

- Turn on the terminal, holding down the 'ON' key for at least 3 seconds.

- Plug the programming cord into the associated socket (8) or, alternatively, into another entrance module, guard door switchboard station or passive wiring block. The terminal will automatically be connected to the data line, and the display will show the following message for 3 seconds:

Programming

This will be followed by:

Search for:
<Serial Number>
<Type>
<Acquisition>

- Select the option <Serial Number >. The display will show:

Serial number:
000000

Type in the entrance module serial number shown on the rear label (7) alongside the designation S/N and press ↵. The display will show:

DIR SN: uvwxyz

Road.....

At this point, the terminal is logically connected to the entrance module with directory (DIR) which has the selected serial number ('uvwxyz'). To indicate that the entrance module is in 'Maintenance' status, the display will show:

MAINTENANCE
Please wait

NOTE: in 'Maintenance' status, the entrance module will continue to control the electric lock when the lobby pushbutton or postal service door lock release contact is actuated.

- The installation site, the 11 entrance module configuration parameters and the operation language can now be programmed. These parameters are shown on four screen pages:

(Page 1: Device detected (DIR) and Serial Number, neither of which can be changed; Installation site)

DIR SN: uvwxyz

Road.....



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(Page 2: Type, Code, Engaged Time, Lock Management)

Type: P Code: 001

Busy: 10 s

Lock rel.: S-00 s

(Page 3: Ring Duration, Number of Lines, Buzzer Volume)

Call: 03 s

Lines: 1

Buzzer: 2

(Page 4: Direct Call Key T1 and T2 codes, Password)

Button 1: 0000

Button 2: 0000

Password: 9998

Lang.: English

- Use the ← and → keys to move to the desired parameters, select options using the 'sp' key, program by means of the alphanumeric keys, and press ↵ to confirm.
- Press → (or ←) several times in succession to view the next page.

<Names>
<Lock Rel.>
<Program>
<Cancel><Exit>

- Move the cursor to 'Program' and press ↵. The terminal will write programmed data in the entrance module memory and display the outcome of the write operation.
- Go on to the page with the <Exit> option, move the cursor to the option and press ↵. At this point (and ONLY at this point), the entrance module will exit from the maintenance status and return to normal operation.
- Disconnect the programming cord and turn off the terminal by holding down the 'OFF' key for at least 3 seconds, or, if further entrance modules connected to the system are to be connected, repeat the steps described above.

LOCAL PROGRAMMING FROM KEYPAD

The programming sequence can be accessed in two ways:

- a) **If the configuration access password is known** (all units are programmed at the factory with the password '9998'), enter '00' followed by the 4-digit password and press the '🔔' button. If the password is incorrect, the display will show:

INCORRECT
PASSWORD

After the third unsuccessful attempt, password entry will be blocked for a period whose length will increase with the number of unsuccessful attempts as shown below:

Nr. of unsuccessful attempts

Delay before another password can be entered

1	-
2	-
3	-
4	1 minute
5	2 minutes
6	3 minutes
.	.
.	.
255	252 minutes (over 4 hours)

- b) **If the password is not known** open the K-Steel chassis and press the red pushbutton (10) at rear.

After the correct password is entered – or after the red pushbutton (10) is pressed – the following information will appear on the display for a few seconds:

v1.0B ↵ 23/03/99
N.S.uvwxyz

The first line indicates the software release (1.0 in the example shown) and the maximum number of door lock release codes that can be programmed, which here is 240 as designated by the letter 'B'. This is followed by the data of the release and the device's serial number ('uvwxyz'), which is the same as the number shown on the rear label alongside the designation S/N (this makes it possible to identify the serial number WITHOUT opening the K-Steel chassis).

The main menu will then appear:

<LANGUAGE><CONF>
<ID><TEST><ESC>

- a) Using the arrow keys, move the cursor to <LANGUAGE> and press the '🔔' button to view the menu used to select the operation language:

<ITA> <FRA> <ENG>
<DEU> <ESP> <עברית>

Move the cursor to the desired language and press the '🔔' button.

- b) To program the installation site, move the cursor to <ID> and press the '🔔' button.

The display will show:

<Esc><End>A

Use the ↑ and ↓ keys to scroll through the characters that can be entered.

Press the '🔔' button to enter the desired character in the top line of the display. Though up to 30 characters can be entered (starting from the time the 16th character is entered, the top line will shift progressively towards the left), it is strongly recommended that only 15 be entered, as this is the number of characters that will be displayed during the search procedure.

After entering data, the cursor must be moved to the abbreviated menu: <Esc><End>. To do so, hold down the ↓ key until the cursor is positioned over the 'E' in <Esc>. To confirm the name of the installation site, select <End> using the ↑ key and press the '🔔' button.

- c) To program the 11 configuration parameters, move the cursor to <CONFIG> and press the '🔔' button. Programming is performed on sequential screen pages as follows.



<p>MOD. TYPE: <MAIN> <SECOND></p>
<p>MODULE CODE: JJJ JJJ</p>
<p>BUSY T.: 10s <10><20><30><40></p>
<p>LOCK REL. TYPE: P <FREE> <SEC></p>
<p>LOCK REL. T.: 0s <-> <+> <OK></p>
<p>CALL T.: 3s <1><2><3><4><5></p>
<p>VOICE LINES: 1 <1> <2></p>
<p>BUZZER LEV.: MED <MIN><MED><MAX></p>
<p>KEY 1: 0000 0000</p>
<p>KEY 2: 0000 0000</p>
<p>PASSWORD: 9998 9998</p>

The programming procedure is the same in all screen pages:

- Using the arrow keys, move the cursor to the desired option. Then press the 'Enter' button to confirm the selections and go on to the next page.
- In the pages where a code must be entered, use the numeric keys (and the alphabetic keys, if the entrance module is provided with additional alphabetic keypad Ref. 1038/73). To correct errors and restore the former setting, press the 'X' key.

The main menu will return to the display at the end of the programming procedure:

<p><LANGUAGE><CONF.> <ID><TEST><ESC></p>
--

To return to normal entrance module operation, select <ESC> and confirm by pressing the 'Enter' button.

NOTE: to exit from the programming procedure at any time and return directly to normal operation, simply hold down the 'X' key for more than 3 seconds. All data entered up to this point will remain in memory.

DOOR LOCK RELEASE CODE ENTRY

The entrance module can be programmed for maximum of 240 name-independent door lock release codes for general purpose use. Door lock release codes must be numeric. Each code may consist of any desired number of digits between 1 and 8. The possible range is thus 1 to 99999999.

CODE ENTRY METHODS

Door lock release codes can be programmed in two different ways:

- 1) By means of programming terminal Ref. 1038/56 connected either locally or at any other point of the system.
- 2) Locally by means of the keypad. This method can only be used if the name and door lock release code programming password (which is DIFFERENT from the configuration access password) is known.

CODE ENTRY WITH TERMINAL 1038/56

After establishing a logic connection with the entrance module in question (see the description provided in the paragraph headed 'PROGRAMMING WITH TERMINAL 1038/56'), go to the page:

<p><Names> <Lock Rel.> <Program> <Cancel><Exit></p>

- Select <Lock. Rel. Codes> and press ↵. The first three door lock release codes will appear:

<p>LrI001:00000000 LrI002:00000000 LrI003:00000000 <P><N><OK><ESC></p>
--

- Enter the desired code(s), use the ← and → keys to move to the <OK> command, and press ↵.
- WARNING: THE THREE CODES WILL BE STORED IN ENTRANCE PANEL MEMORY ONLY AFTER THEY HAVE BEEN CONFIRMED BY MEANS OF THE <OK> COMMAND.** A display message will appear when the codes have been stored.
- To access the next three codes, select <N> and press ↵. To go back to the three previous codes, select and press ↵.
- After programming all codes, select <ESC> and press ↵. Then use the ← key to return to the previous page, select <Exit > and press ↵.
- Disconnect the programming cord and turn off the terminal by holding down the 'OFF' key for at least 3 seconds, or, if the same door lock release codes are to be programmed in another entrance module connected to the system, repeat the steps described above.

NOTE: a door lock release code can only be deleted by reprogramming it to '00000000'.

CODE ENTRY FROM KEYPAD

- Enter '00' followed by the 4-digit password and press the 'Enter' button. If the password is incorrect, the display will show:

<p>INCORRECT PASSWORD</p>



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NAME MANAGEMENT

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After the third unsuccessful attempt, password entry will be blocked for a period whose length will increase with the number of unsuccessful attempts as shown below:

Nr. of unsuccessful attempts	Delay before another password can be entered
1	-
2	-
3	-
4	1 minute
5	2 minutes
6	3 minutes
•	•
•	•
255	252 minutes (over 4 hours)

After the correct password is entered, the display will show:

<Names>
<Lock Rel.><ESC>

- Select <Lock Rel.> and press the '▲' button. The first page showing the first two door lock release codes will appear:

Lr1001:00000000
Lr1002:00000000

- Enter the desired door lock release code and press the '▲' button to confirm.
- Use the arrow keys to check codes stored in memory and to move to new codes.
- To exit from the door lock release code entry procedure and return to normal entrance module operation, hold down the 'X' key for at least 3 seconds.

NOTE 1: as an alternative to scrolling through all codes with the arrow keys, hold down the '▲' button for at least 3 seconds to skip to the first free space.

NOTE 2: a door lock release code can only be deleted by reprogramming it to '00000000'.

ERASING ALL CODES

In certain cases (as when the entrance module is to be moved to another building), it may be necessary to erase all door lock release codes from memory.

This can be only be done from the keypad. Proceed as follows:

- Enter '00' followed by the four-digit configuration access password (NOT the door lock release code programming password).

The main menu will appear:

<LANGUAGE><CONF>
<ID><TEST><ESC>

- Press the '→' button and key '5' on the keypad simultaneously. The display will show the following prompt:

ELIMINATE ALL?
<Y> <N>

- Answering 'Yes' will erase ALL door lock release codes and ALL names (see below) stored in the entrance module's memory. If 'No' is selected, two further prompts will appear to ask confirmation before erasing ONLY the names or ONLY the door lock release codes:

Erase names?
<Y> <N>

Erase lock rel?
<Y> <N>

Answering 'No' to the first prompt and 'Yes' to the second will cause ONLY the door lock release codes to be erased.

NAME MANAGEMENT

Up to 740 names can be entered in memory.

Each name includes the following information:

- User name (maximum of 32 alphanumeric characters on two 16-character lines).
- User code (alphanumeric, between '1' and 'JJJJ').
- Door lock release code (numeric only, between '1' and '99999999').

The same call code can be assigned to several different names (e.g., in cases where a single apartment is occupied by several residents).

The call code can be shown alongside the name in the directory simply by including it in the 32 characters used to indicate user name.

NAME MANAGEMENT METHODS

Names can be managed in three different ways:

- By means of a personal computer and programming terminal Ref. 1038/56.
- By means of programming terminal Ref. 1038/56 connected either locally or at any other point of the system. This method is chiefly used for changes, deletions and minor additions.
- Locally by means of the keypad. This method is chiefly used for changes, deletions and minor additions. It can only be employed if the name and door lock release code programming password (which is DIFFERENT from the configuration access password) is known).

MANAGEMENT WITH PERSONAL COMPUTER AND TERMINAL 1038/56

The best way to manage names is to use the DVOICE personal computer program, which is specially designed to simplify the operations involved in entering and managing names at one or more sites. The DVOICE program can be downloaded free of charge from the Urmet Domus Internet site at <http://www.urmetdomus.com>

With this program, the installer (or building manager) can:

- Store the names for a site on PC.
- Transfer the name database from the PC to programming terminal Ref. 1038/56.
- Inject the name database into one or more entrance modules at the site by connecting the programming terminal at any point of the system.

These operations are described in detail below.

Storing the database on PC

Using the DVOICE program, create a new site on your PC and store names of residents in it together with all other relevant information (e.g., door lock release codes). Further details are provided by the DVOICE program.



Transferring the database from PC to terminal 1038/56

- Connect the programming terminal to the PC serial port using the cord supplied with the terminal.
- Prepare the DVOICE program to download the database for the site on the terminal.
- Turn on the terminal. The following message will appear on the display:

```
To program
Connect cable
<Configuration>
<Database> <PC>
```

- Select <PC> and press ↵. The display will show:

```
<PC-PT>
<PT-PC>
<Exit>
```

- Select the option <PC-PT>, press ↵ and answer 'Yes' when the prompt asks you to confirm: database transfer from the PC to the terminal will begin.
- Once transfer has been completed, return to the main screen page, turn off the terminal and disconnect the programming cord from the PC.

Checking and editing the database

Once it has been loaded on the programming terminal, the name database can be examined and edited. To do so, access <Database> from the main screen page and then select one of the three possible options:

```
<Display>
<Insert>
<Modify>
<Delete><Esc>
```

Transferring the database from terminal 1038/56 to one or more entrance modules 1038/16

- After establishing a logic connection with the entrance module in question (see the description provided in the paragraph headed 'PROGRAMMING WITH TERMINAL 1038/56'), go to the page:

```
<Names>
<Lock Rel.>
<Program>
<Cancel><Exit>
```

- Select <Names> and press ↵. The name management menu will appear:

```
<Insert>
<Modify>
<Delete><Esc>
<REP-PT><PT-REP>
```

- Select <PT-REP>, press ↵ and answer 'Yes' when the prompt asks you to confirm: database transfer from the terminal to the selected entrance module will begin.
- Once transfer has been completed, disconnect the programming cord and turn off the terminal by holding down the 'OFF' key for at least 3 seconds, or, if the same database is to be programmed in another entrance module connected to the system, repeat the steps described above.

NOTE: if the database contains a large number of names, transfer may take a few minutes. Transfer progress will be indicated by a horizontal bar.

Transferring a name database from one entrance module to another (or to PC)

The names in one entrance module can be copied to another module using the programming terminal. Establish a logic connection with the first module (the one whose names are to be copied) and select <Names> followed by <REP-PT>: the name database will be copied onto the terminal. At this point, it can be downloaded onto another entrance module or, by changing the terminal's programming cord, onto PC.

NAME MANAGEMENT WITH TERMINAL 1038/56

After establishing a logic connection with the entrance module in question (see the description provided in the paragraph headed 'PROGRAMMING WITH TERMINAL 1038/56'), go to the page:

```
<Names>
<Lock Rel.>
<Program>
<Cancel><Exit>
```

- Select <Names> and press ↵. The name management menu will appear:

```
<Enter>
<Edit>
<Delete><Exit>
<DIR-PT><PT-DIR>
```

Entering a name

- Select <Enter>. The display will show:

```
—
Cod:0000
Door Rel.:00000000
```

Enter the name, which may consist of a maximum of 32 characters on two 16-character lines, and press ↵. Enter the call code (between '1' and 'JJJJ') and the numeric door lock release code (between 1 and 9999999) associated with the name. Answer 'Yes' when the prompt asks you whether to proceed with entry. Continue as directed until all names have been entered. Then press <Exit> to return to the name management menu.

Deleting/editing a name

When <Delete> or <Edit> is selected on the name management menu, the following prompt will appear on the display:



K-STEEL ENTRANCE MODULE WITH DIRECTORY Ref. 1038/16

NAME MANAGEMENT

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Select name
with ← and →
keys

Scroll through the names to find the entry to be deleted or edited.

WARNING: Only the first 16 characters of each name are displayed while scrolling. Once the desired name has been found, stop without pressing any keys: the remaining 16 characters in the name and the other parameters associated with it will appear after approximately 3 seconds. To delete the name, press ↵ and confirm. If the name is to be edited, make the necessary changes, press ↵ and confirm.

NOTE: if a name is deleted, any door lock release code associated with the name will automatically be deleted together with it.

MANAGEMENT FROM KEYPAD

This type of programming is an alternative to the method described above, and should be used only for minor operations such as entering, editing or deleting a single name.

Enter '00' followed by the 4-digit password and press the '🔑' button. If the password is incorrect, the display will show an error message (for further details, see the paragraph covering door lock release code entry from keypad). After the correct password is entered, the display will show:

<Names>
<Lock Rel.><Esc>

Select <Names> and press the '🔑' button. The name management menu providing access to the following functions will appear:

<ADD> <CANC>
<MODIFY> <ESC>

Entering a name

When <ADD> is selected, the display will show:

<Esc><End>A

Use the ↑ and ↓ keys to scroll through the characters that can be entered.

Press the '🔑' button to enter the desired character in the top line of the display. Starting from the time the 16th character is entered, the top line will shift progressively towards the left. Names consisting of a maximum of 32 characters can thus be entered.

After entering data, the cursor must be moved to the abbreviated menu: <Esc><End>. To do so, hold down the ↓ key until the cursor is positioned over the 'E' in <Esc>.

To confirm the entered name, select <End> using the ↑ key and press the '🔑' button.

Use the same procedure to enter the call code (between '1' and 'JJJJ') and the door lock release code associated with the name (lock code must be a number between 1 and 99999999):

Code:
<Esc><End>0

Lock RE:00000000
<Esc><End>0

Errors can be corrected by selecting <Canc>, which deletes the character entered. To abandon the procedure without entering changes in memory, select <Esc>.

NOTE 1: an error message will appear if a name is entered which is already in memory.

NOTE 2: if a code is entered which is already in memory, the user will be asked to confirm:

Code present
Confirm? <Y><N>

Deleting/editing a name

When <Canc> or <Modify> is selected on the name management menu, the following prompt will appear on the display:

FIND NAME
WITH ↑ OR ↓

Using the ↑ or ↓ keys, scroll the names to find the entry to be deleted or edited. Press the '🔑' button to delete (following confirmation) or edit, proceeding in the same way as described above for entering a name.

NOTE 1: if a name is deleted, any door lock release code associated with the name will automatically be deleted together with it.

ERASING ALL NAMES

In certain cases (as when the entrance module is to be moved to another building), it may be necessary to erase all names from memory.

This can be done either with the programming terminal or from the keypad.

Erasing all names with the programming terminal

- After establishing a logic connection with the entrance module in question (see the description provided in the paragraph headed 'PROGRAMMING WITH TERMINAL 1038/56'), go to the page:

<Names>
<Lock Rel.>
<Program>
<Cancel>< Exit>

- Select <Names> and press ↵. The name management menu will appear:

<Insert>
<Modify>
<Delete><Esc>
<REP-PT><PT-REP>

- Hold down ← for 3 seconds. The display will show the following prompt:

Complete
cancellation
of repertory?
<No> <Yes>

ONLY the names will be deleted, while the door lock release codes will remain. Select 'Yes' and confirm with the ↵ key to erase all names.



Erasing all names from the keypad

- Enter '00' followed by the four-digit configuration access password (NOT the door lock release code programming password). The main menu will appear:

<LANGUAGE><CONF>
 <ID><TEST><ESC>

- Press the '←○' button and key '5' on the keypad simultaneously. The display will show the following prompt:

Eliminate ALL?
 <Y> <N>

- Answering 'Yes' will erase ALL names and ALL door lock release codes stored in the entrance module's memory. If 'No' is selected, two further prompts will appear to ask confirmation before erasing ONLY the names or ONLY the door lock release codes:

Elimin. names?
 <Y> <N>

Elimin. lock rel.?
 <Y> <N>

Answering 'Yes' to the first prompt will cause ONLY the names to be erased.

SPEAKER VOLUME ADJUSTMENT

Voice level to apartment stations is set at the factory, and requires no adjustment. Speaker volume at entrance panel is set to medium at the factory. If volume requires adjustment, do so using a screwdriver applied to volume control (9).

DISPLAY CONTRAST ADJUSTMENT

Display contrast is set at the factory to an optimal level. If contrast requires adjustment, do so using a screwdriver applied to contrast control (11).

ERROR CODES

Several types of error can be shown on the display.

ERRORS DURING NORMAL OPERATION

Call to a nonexistent station:

ERROR:
 NON-EXIST.

Call from a secondary entrance module to a station on another riser cable:

ERROR
 COLUMN

One or more keys jammed:

KEYBOARD
 LOCKED

Door lock release code incorrect or disabled:

LOCK REL.
 NON-EXIST.

ERRORS DURING INSTALLATION /PROGRAMMING

No signal on data line (terminal 'D' not connected or signal absent):

DATA LINE
 ERROR

Incorrect password entered:

INCORR.
 PASSWORD

Attempt to enter a name which is already in memory:

ERROR:
 NAME PRESENT

Attempt to enter a name with memory full:

ERROR:
 MEMORY FULL

Attempt to edit or delete a name with memory empty:

ERROR:
 MEMORY EMPTY

SELF-DIAGNOSTICS

No configuration memory:

ERROR:
 EEPROM MISSING

Configuration memory fault:

EEPROM
 ERROR

Name memory fault:

ERROR
 FLASH



K-STEEL ENTRANCE MODULE WITH DIRECTORY Ref. 1038/16

TROUBLESHOOTING AND REPLACEMENT - ADDITIONAL ALPHABETIC KEYPAD
Ref. 1038/73 - INSTALLATION

urmet
DOMUS

TROUBLESHOOTING AND REPLACEMENT

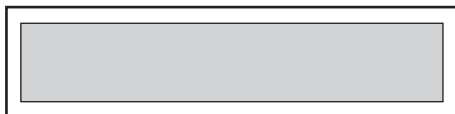
DISPLAY

If problems occur with the display, first check that contrast is correctly adjusted by means of control (11) at the rear of the unit.

If problems persist, enter the configuration password or press the programming pushbutton at the rear of the unit to access the main menu:

<LANGUAGE><CONF>
 <ID><TEST><ESC>

Select <TEST> and press the "▲" button. Check that the following test pattern appears:



At this point., press each key and check that the corresponding character is displayed. The press the "▲" button to go back to the previous menu and select <ESC> to return to normal entrance module operation.

ELECTRIC LOCK

If the electric lock fails to open, the cause can be readily identified as follows:

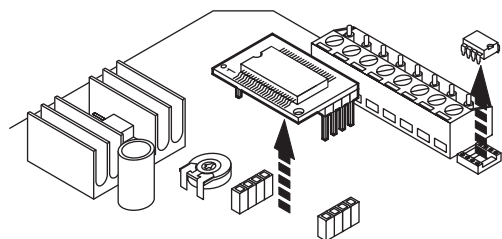
- If the entrance module emits an audible signal but the electric lock does not open, the problem is in the line between the module and the electric lock, or in the module control circuitry.
- If the entrance module does not open the electric lock and also fails to emit an audible signal, the door lock release command does not reach the module: the problem is on the apartment station side.

REPLACEMENT PROCEDURE

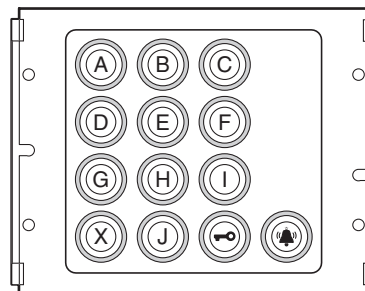
Replace the entire entrance module in the event of malfunction. If a large number of door lock release codes have been programmed, the integrated circuit in which the codes are stored can be removed and installed in the new module.

This can also be done with the name memory.

- Turn off power supply to the old entrance module 1038/16.
- Back off the four captive fasteners retaining the rear cover and take off the cover.
- Remove integrated circuits U3 and U4.
- Take the rear cover off the new module and replace integrated circuit U3, taking care to orient it in the right direction (i.e., aligning the locating lugs provided on the component body and on the socket). Then replace integrated circuit U4, ensuring that the chamfered corner of circuit U4 is on the side towards circuit U3.
- Reinstall cover and tighten the four captive fasteners.
- **NOTICE: After replacing the memory chip, the serial number of the new entrance module will automatically become that of the old module. Change the serial number shown on the rear label (7) by hand.**
- Supply power to the new entrance module.



ADDITIONAL ALPHABETIC KEYPAD Ref. 1038/73



The additional alphabetic keypad Ref. 1038/73 makes it possible to enter letters of the alphabet when using call codes and special codes. The keypad can only be used in combination with a Ref. 1038/16 entrance panel, to which it is connected by means of the cable supplied together with the unit. The additional alphanumeric keypad must be placed BELOW (or if this is not possible, ALONGSIDE) entrance module 1038/16.

SPECIFICATIONS

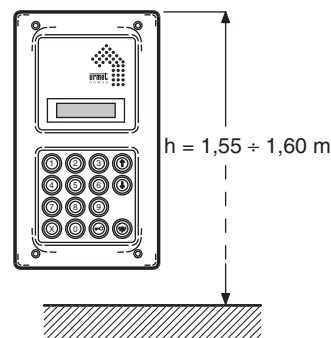
Consumption in load units:	3LU
Logic circuit	
Supply voltage:	15 to 25.2 Vdc
Stand-by intake:	~27mA
Service temperature range:	-10 to 50°C
Degree of protection:	IP45

INSTALLATION

Calling module with repertory Ref. 1038/16 can be used alone or in combination with a camera unit and/or alphabet keyboard add-on Ref. 1038/73.

Examples of modular constructions using 2 or 3 module holder frames with respective flush-mounting boxes are shown below.

The door unit module should be installed at a height of approximately 1.55 ÷ 1.60 metres.



Important

The module should not be illuminated from behind to make the calling module display easier to read. Never direct the module towards strong sources of light (e.g. the sun, lampposts, light bulbs, flashes or glare).

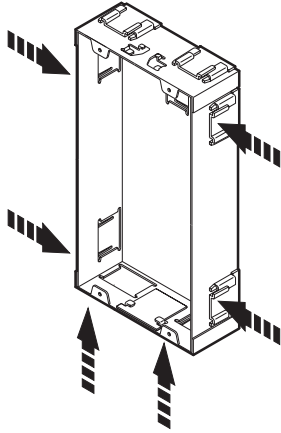
FLUSH-MOUNTED VERSION

The flush-mounting box and respective frame must be used for flush-mounted installation.

The available models, dimensions and box and frame installation procedures are shown in Technical product manual - door phone and video door phone systems - section "Modular Vandal-Proof Panel K-Steel".

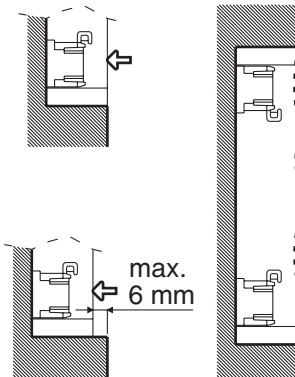


1. Refer the protections from the hole to be used to pass the wires only from the flush-mounting box.



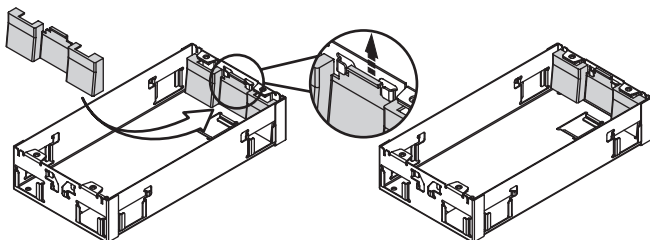
NOTE: the holes in the upper part must only be used for introducing the cables if overlapped to other boxes.

2. Flush the box and the required height considering the direction and the indications provided for video systems.
Warning: During installation, protect all parts which will be exposed to view from mortar, plaster and cement. Never use abrasive detergents to clean units.
3. Fit the flush mounting box in line with the wall: it must not project.



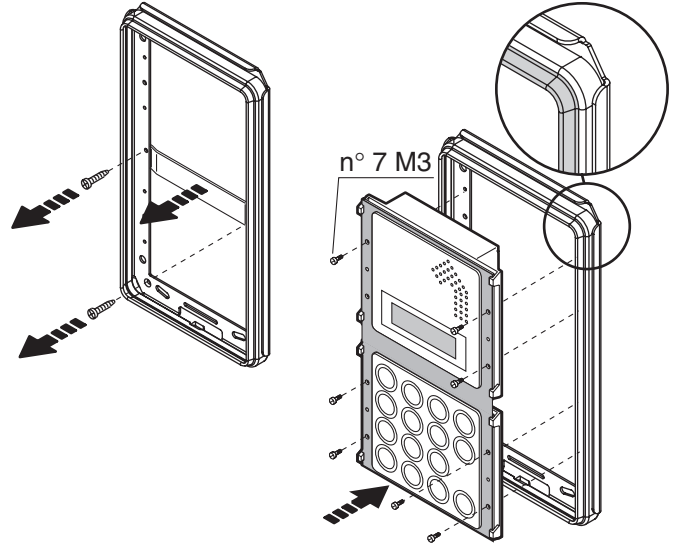
NOTE: the wall surface on which the front rests must be as smooth as possible (max. tolerance 1.5mm).

4. If the internal production has been removed from the box for any reason, insert it as shown in the figure. Fix it in the upper part not used for fixing the module holder frame.

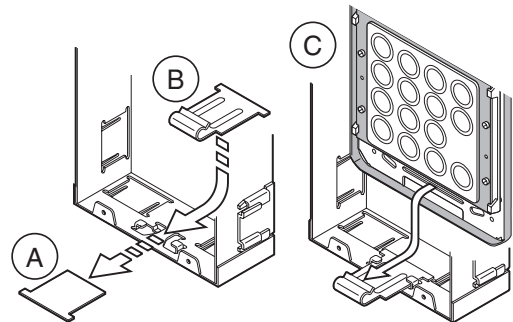


⚠ IMPORTANT: the warranty conditions will be forfeited if the protection is either not installed or installed incorrectly.

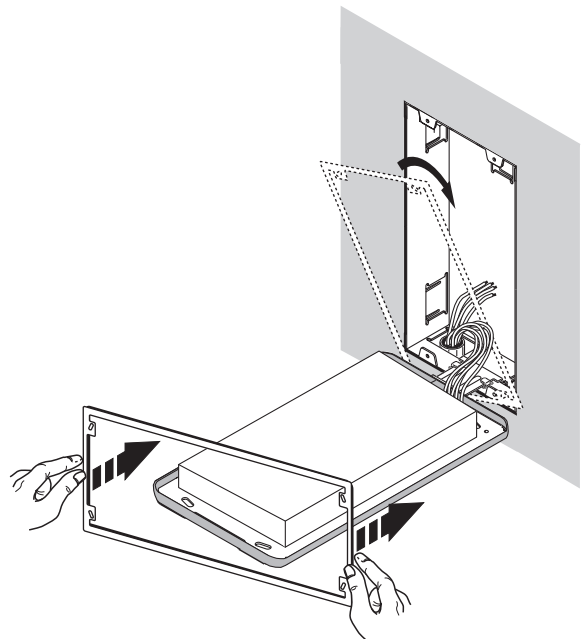
5. For fitting, loosen the two tap screws and remove the crossbar from the embedding box frame. Fit the modules in the frame.



6. Fasten the module holder frame to the flush mounting boxes by means of the specific hinged attachment.



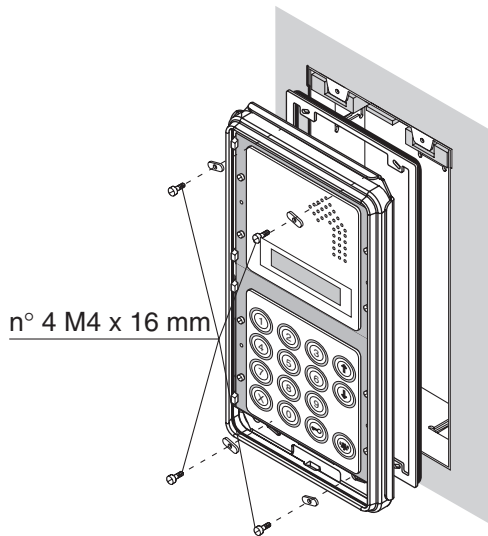
7. Fit the seal and close the frame.



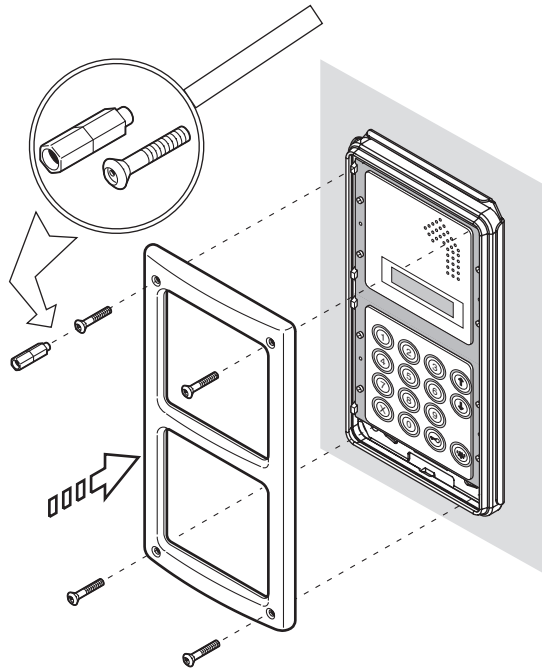


K-STEEL ENTRANCE MODULE WITH DIRECTORY Ref. 1038/16

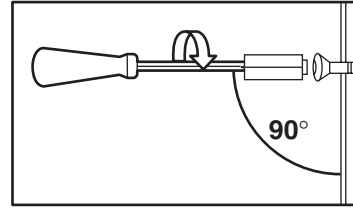
INSTALLATION



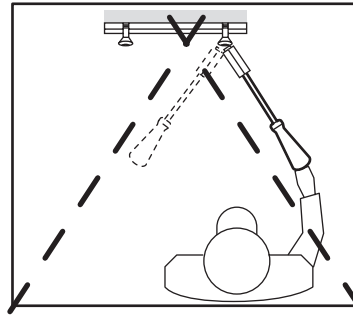
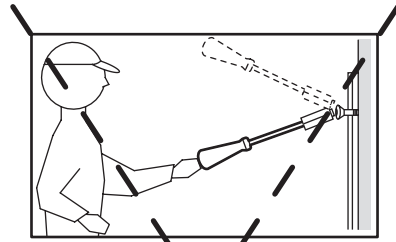
8. Fasten the frame with the three screws provided.



The tool must only be used manually, and not fitted on electrical screwdrivers, to prevent damaging the screws and/or the tool.



OK



NO

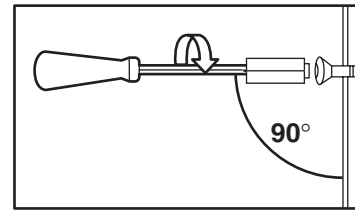


WALL-MOUNTED VERSION WITH CASE AND HOOD

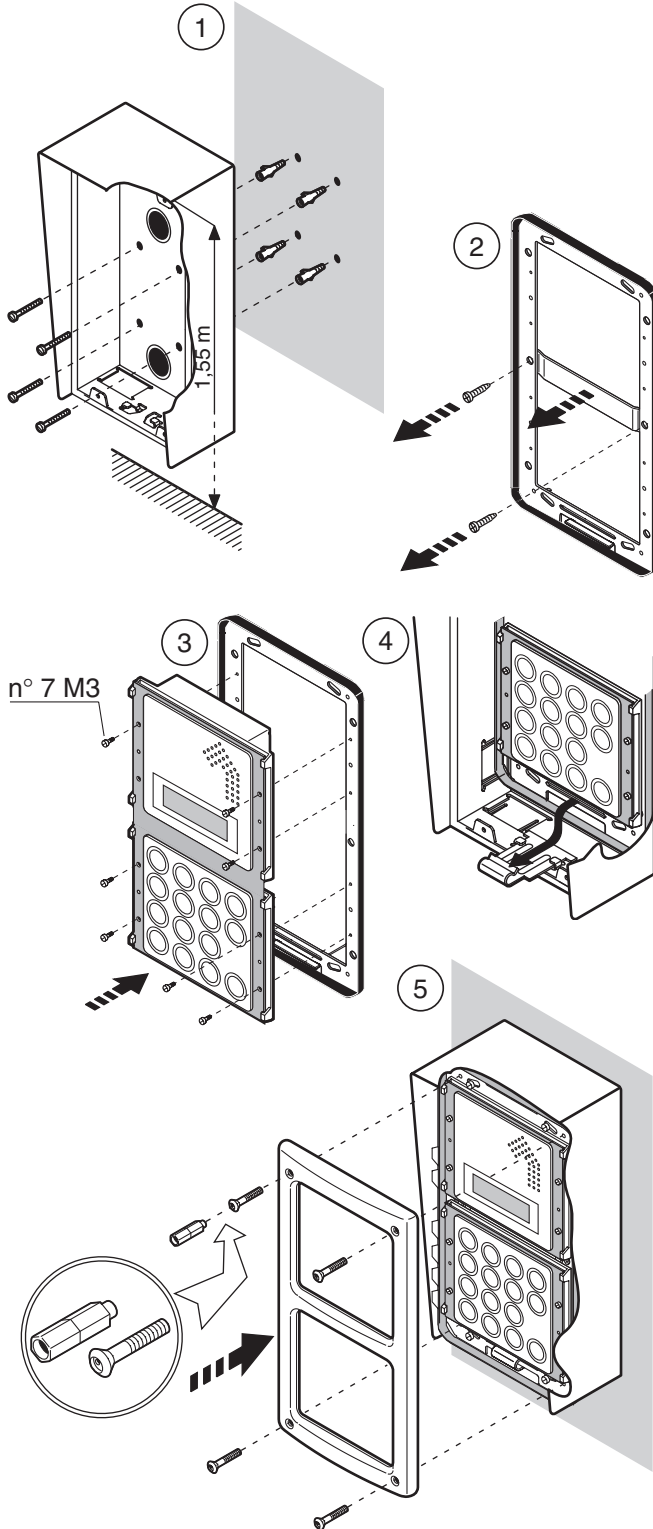
Cases and hoods protect the calling module from the weather and may be used for installation on walls without flush-mounted parts.

The case and hood is provided with frame and module holder. The available models and dimensions are shown in "Technical products manual - door phone and video door phone systems" section "K-Steel modular vandal-proof panel".

The tool must only be used manually, and not fitted on electrical crewdrivers, to prevent damaging the screw and/or tool.

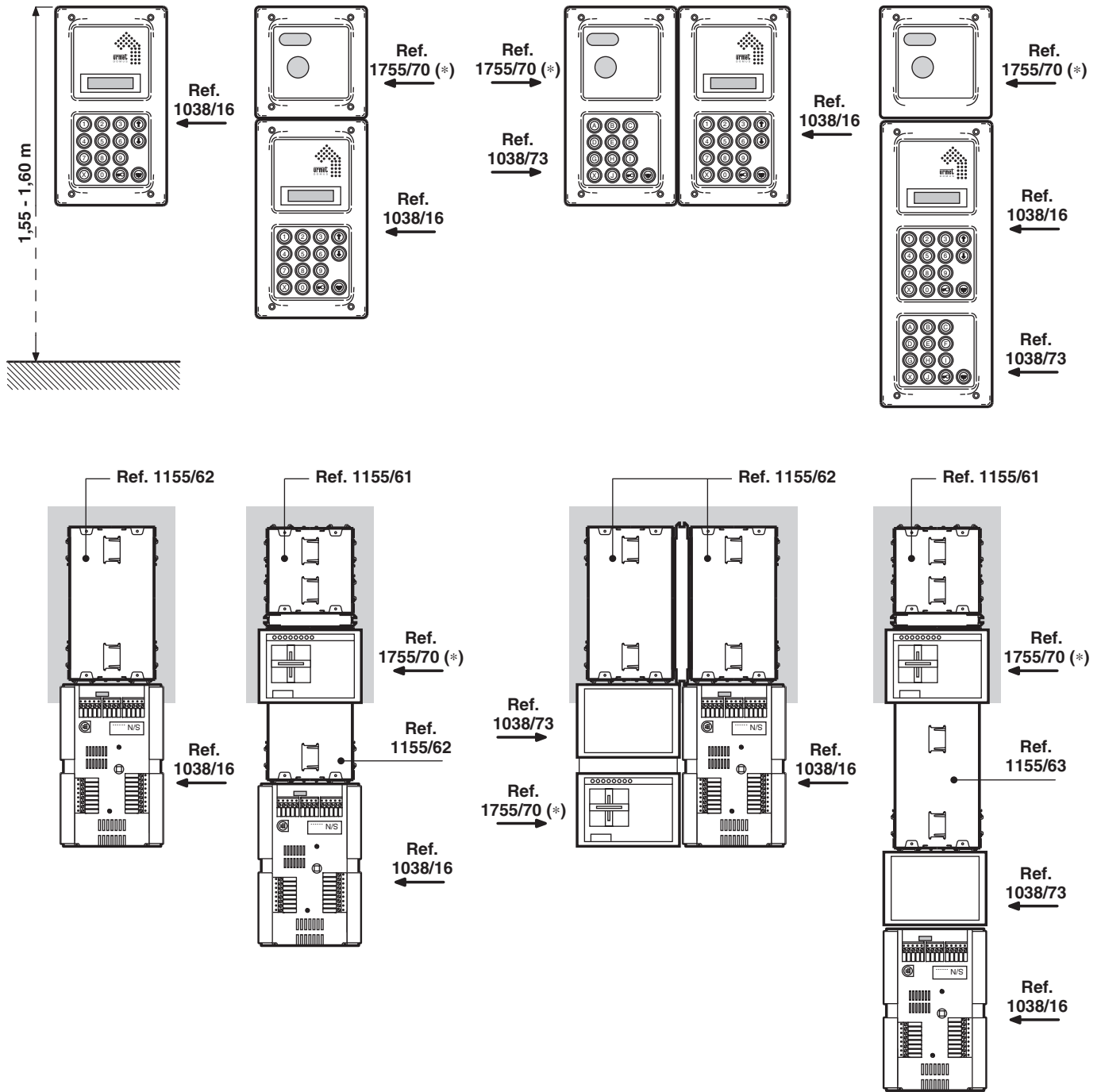


OK





EXAMPLES OF MODULAR INSTALLATION



(*) A colour camera Ref. 1755/40 can be fitted as an alternative.