

**CAME.COM** 

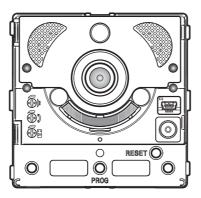


# Communication unit for X1 systems

FA14079-EN







MTMA/01 - MTMV/01

PROGRAMMING MANUAL

EN English

# **General precautions**

- · Read the instructions carefully before beginning the installation and carry out the procedures as specified by the manufacturer.
- The installation, programming, commissioning and maintenance of the product must only be carried out by technicians who are
  qualified and properly trained in compliance with the regulations in force, including as regards health and safety, and disposal of
  packaging.
- Before carrying out any cleaning or maintenance, disconnect the device from the power supply.
- The equipment must be destined solely for the use for which it was expressly designed.
- The manufacturer declines all liability for any damage as a result of improper, incorrect or unreasonable use.

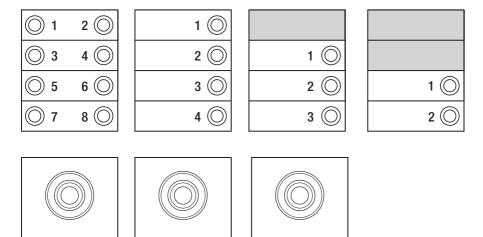
## REMOTE CONTROLLING CALL BUTTONS

# Manual configuration of terminals $\sim$ and $\bowtie$ as call inputs 1 and 2

Short circuit the terminals (—— and —), press and hold the two call buttons on the unit, and power the device. The unit will restart. This indicates that the procedure has been completed successfully.

# **BUTTON NUMBERING**

2



#### PROGRAMMING ENTRY PANELS WITHOUT VA/01 OR A/01

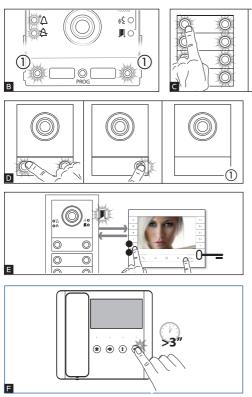
# Programming for the first time

# © PROG >3" <6"

#### Entering programming mode

Press and hold the PROG button A on the entry panel for at least 3 seconds and release within 6 seconds.

The LEDs  $\stackrel{r}{\triangle}$  and  $\stackrel{r}{\triangle}$  and the button LEDs flash to show the buttons are being programmed  $\blacksquare$ .



# Programming buttons

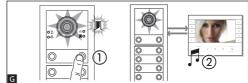
Press the first call button on each module **©** or **D**. The module stops flashing and remains on. Repeat for all the other call devices.

NOTE. For the basic module (no call buttons) ① ①, you do not need to press the buttons that are shown as flashing in figure ② ①.

Once programming is complete, you are automatically taken to "programming calls".

#### Programming calls

The LED ■ flashes. Lift the internal receiver handset (if present) and press the door lock release 0—a and AUX2 buttons ■. On the entry panel, press the call button to be associated with the internal receiver ⑤ ①. A beep confirms that the setting has been saved ⑥ ②. End the call and repeat programming for all of the other internal receivers.



# Programming the open-gate function **F**

An operator control can be connected to the module auxiliary relay and/or an operator status to the door status input.

From applicable, preconfigured internal receivers, the relay can be controlled using the open-gate command and/or the operator status shown via the relevant LED on the internal receiver itself.

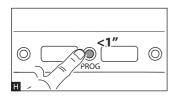
To configure the module with the open-gate function, enable the function on one of the connected internal receivers, by entering call programming (see previous paragraph), and send an open-gate command from the internal receiver (press and hold the "key" button) as an alternative to or in addition to associating the call button. The open-gate LED lights up on this internal receiver to indicate that the function has also been enabled on the module.

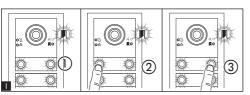
NOTE. If the module is programmed with the open-gate function, the "door contact input" terminal will function exclusively as an operator status indicator.

NOTE. This function is available from version 1.03.000 of the module software.

NOTE. You can force the switch from one programming mode to another by pressing the PROG button on the module unit for 3 seconds and releasing within 6 seconds. If you force the switch to call programming from button programming, the button units which have not been programmed will be configured to 8 calls. If the basic module is not programmed, calls are not configured.

at any time, and without notice. - Translation of the original instructions CAME S.p.A. - The contents of this manual may be changed,



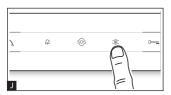


## **Exiting programming**

Press the PROG button briefly **H**. The LEDs on the entry panel switch off.

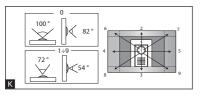
# Adjusting the brightness and colour of the module backlight

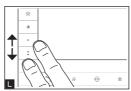
During call programming  $\blacksquare$  ①, you can adjust the brightness and colour of the module backlight. Press the left call button to select white  $\blacksquare$  ②, and the right call button to select blue  $\blacksquare$  ③. Press the same button repeatedly to select one of the five brightness levels (off, 25%, 50%, 75%, 100%).

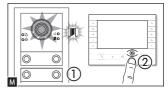


# Programming the entry panel video camera

While programming the calls, the video camera's field of view can be adjusted from any receiver. To do this, lift the handset (where present) and press the "auto-connection ⊚" button ■. From the default configuration, scroll through the subsequent configurations ★ pressing the AUX1 ● button or go back to the previous configurations by pressing the AUX2 ● button ■. Settings are saved automatically.









#### Adjusting the brightness level of the light on the entry panel

While programming calls **M** ①, the brightness level of the entry panel light can be adjusted from any receiver. Press the "auto-connection ©" button on the internal receiver **M** ② to activate the video camera on the entry panel for which you want to adjust the brightness level. Use a previously assigned call button to increase/decrease brightness **N**.

# Reprogramming

When reprogramming a system which has already been programmed, you are taken directly to call programming. To access button reprogramming, follow the process for forcing the mode switch described above.

If you add, replace or remove an entry panel, you must follow the "programming buttons" procedure so that the system recognises the changes.

# Programming an intercommunicating group

NOTE: Leave the function disabled if the entry panel is connected to a VA/01, A/01 or VSE/301.01.

Before programming an intercommunicating group, enable the intercommunicating function. This function is disabled by default.

#### Enabling/disabling

Press the PROG button on the entry panel and hold for at least 20 seconds A.

The red "△ and yellow ( \$ LEDs flash quickly for 3 seconds ■

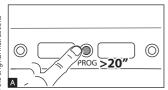
NOTE: If the intercommunicating function is disabled, follow this procedure to enable it, and vice versa.

The yellow LED  $_{\it w}\xi$  comes on for 2 seconds to show the function has been enabled, or the red LED  $''\!\Delta$  comes on for 2 seconds to show the function has been disabled.

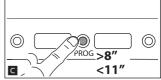
NOTE. Program the intercommunicating group after assigning calls to all indoor receivers.

## Programming an intercommunicating group

Press and hold the PROG button on the entry panel for at least 8 seconds and release within 11 seconds  $\blacksquare$ . The red  $^{\prime\prime}\Lambda$  and vellow  $_{6}$  LEDs flash to show intercom programming is in progress  $\blacksquare$ .

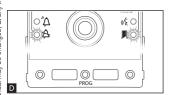


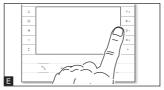


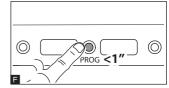


To enable the intercommunicating function, press the intercommunicating call button you want to call with on the internal receiver you want to program **I**. A beep indicates that the function has been programmed successfully. Repeat for all of the other internal receivers to be included in the intercommunicating group. To conclude programming, press the PROG button on the entry panel briefly **I**.

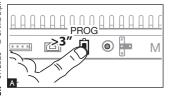
NOTE. Once an internal receiver has been included in a group by assigning the intercommunicating call button, it cannot be excluded from this group. If you want to change the call button on an internal receiver which has already been programmed as an intercommunicating receiver, or you want to add new internal receivers to the group, repeat the operations detailed under "Programming an intercommunicating group".







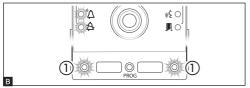
#### PROGRAMMING ENTRY PANELS WITH VA/01 OR A/01

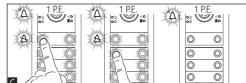


# Programming for the first time

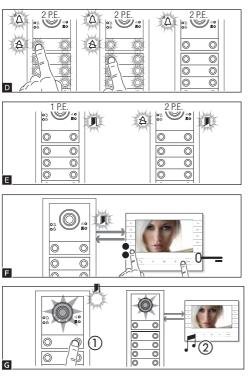
#### Entering programming mode

Press the PROG button on the power supply  $\blacktriangle$  until the PROG LED lights up. The LEDs  $\H$ A and  $\maltese$  and the button LEDs flash to show the buttons are being programmed  $\blacksquare$ .





5 - Manual FA 01479 - FN - 07/2020 - 🕲 CAME S. D. A. - The contents of this manual may be changed, at any time, and without notice. - Translation of the original instructions



#### Programming buttons

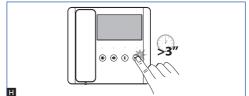
Press the first call button on each unit **D** (see "call number" section) until the blue LED **A** and the button LEDs stop flashing.

NOTE. The LED lights on the unit remain on to show that the buttons have been programmed correctly.

NOTE. For the basic unit (no call buttons), you do not need to press the buttons that are shown as flashing in figure  $\blacksquare$  ①.

Repeat for all entry panels to be programmed. Once programming is complete, configuration **I** is implemented and you are automatically taken to "programming calls".

#### Programming calls



#### Programming the open-gate function

An operator control can be connected to the module relay and/or an operator status to the door status input.

From applicable, preconfigured internal receivers, the relay can be controlled using the open-gate command and/or the operator status shown via the relevant LED on the internal receiver itself.

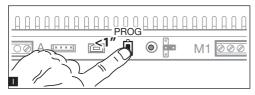
To configure the module with the open-gate function, enable the function on one of the connected internal receivers, by entering call programming (see previous paragraph), and send an open-gate command from the internal receiver (press and hold the "key" button) as an alternative to or in addition to associating the call button. The open-gate LED lights up on this internal receiver to indicate that the function has also been enabled on the module.

NOTE. The open-gate function can only be enabled on a module connected to BIN1 on the power supply.

NOTE. If the module is programmed with the open-gate function, the "door contact input" terminal will function exclusively as an operator status indicator.

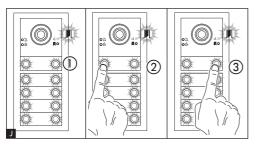
NOTE. This function is available from version 1.03.000 of the module software and version 1.08.000 of the power supply software.

NOTE. You can force the switch from one programming mode to another by pressing the PROG button on the power supply unit for 3 seconds and releasing within 6 seconds. If you force the switch to call programming from button programming, the button units which have not been programmed are configured to 8 calls. If the basic module is not programmed, calls are not configured.



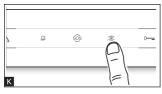
#### Exiting programming

Press the PROG button briefly . The LEDs on the entry panel switch off.



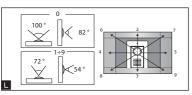
# Adjusting the brightness and colour of the module backlight

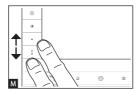
During call programming ①, you can control the brightness and colour of the unit backlight. Press the left call button to select white ② ②, and the right call button to select blue ③ ③. Press the same button repeatedly to select one of the five brightness levels (off, 25%, 50%, 75%, 100%).

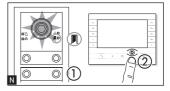


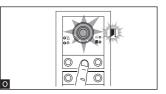
## Programming the entry panel video camera

While programming the calls, the video camera's field of view can be adjusted from any receiver. To do this, lift the handset (where present) and press the "auto-connection ⊚" button ■. From the default configuration, scroll through the subsequent configurations ■ pressing the AUX1 ● button or go back to the previous configurations by pressing the AUX2 ♣ button ■. Settings are saved automatically.









#### Adjusting the brightness level of the light on the entry panel

While programming calls  $\overline{\mathbf{N}}$  ①, the brightness level of the entry panel light can be adjusted from any receiver. Press the "auto-connection s" button on the internal receiver  $\overline{\mathbf{N}}$  ② to activate the video camera on the entry panel for which you want to adjust the brightness level. Use a previously assigned call button to increase/decrease brightness of the light  $\overline{\mathbf{O}}$ .

# Reprogramming

When reprogramming a system which has already been programmed, you are taken directly to call programming. To access button reprogramming, follow the process for forcing the mode switch described above.

If you add, replace or remove an entry panel, you must follow the "programming buttons" procedure so that the system recognises the changes.

# **RESTORING FACTORY SETTINGS**

After 5 seconds the entry panel restarts.

NOTE: if the entry panel does not restart, it has not been restored to factory settings.

The product complies with the relevant directives in force.

**Dismantling and disposal.** Dispose of the packaging and the device responsibly at the end of its life cycle, in compliance with the laws in force in the country where the product is used. The recyclable components are marked with a symbol and the material ID marker.

THE DATA PRESENTED IN THIS MANUAL MAY BE CHANGED, AT ANY TIME, AND WITHOUT NOTICE.

MEASUREMENTS, UNLESS OTHERWISE STATED, ARE IN MILLIMETRES.

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**CAME S.P.A.** 

Via Martiri Della Libertà, 15 31030 Dosson di Casier - Treviso - Italy tel. (+39) 0422 4940 - fax. (+39) 0422 4941