

Configuring a Entry Monitor

Overview

The Entry monitor is an audio/video monitor used to remotely communicate with visitors. It is powered using power over Ethernet (PoE) and communicates with the other elements of the system using IPv6, providing 'plug and play' installation. The only configuration required is the allocation of a monitor ID which the system uses to identify the correct monitor.

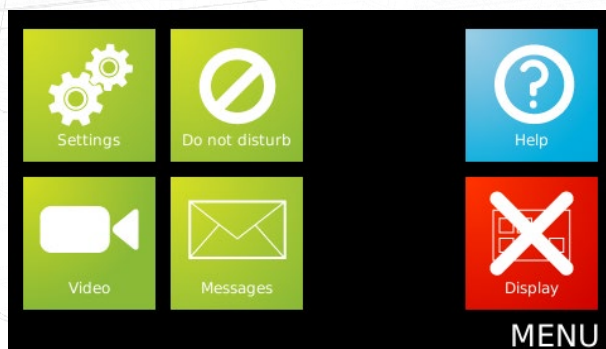
If used in conjunction with Net2 access control software, this must be version 4.25 or later.

If used in conjunction with Paxton10 software, this must be version 2.9 or higher

To ensure the best user experience and lifetime of your product we recommend your system is using the latest version of the Entry Configuration Utility. We do not recommend using any less than v2.17 of the Entry Configuration Utility.



Default Menu



If the display is blank, touching the screen will display the Menu.

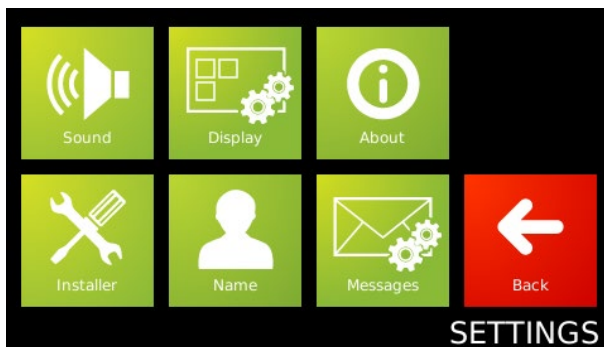
Monitor settings - Displays the 'Monitor settings' menu.

Do not disturb - See 'Operation - Do not disturb mode'.

View video - Displays the 'Viewing a camera' option.

Display off - Turns off the display screen.

Monitor settings



Touch 'Monitor settings' to display the menu.

Sound settings - Displays the Sound settings.

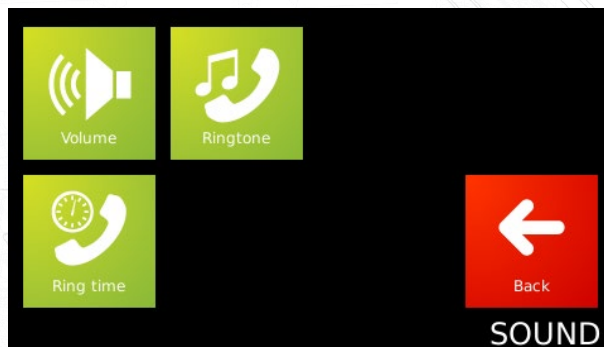
Display settings - Displays the Language, Alarm and 'Easy read' settings.

About - Displays the Software version in use on this monitor.

Installer settings - Displays the Installer settings for this monitor.

Name - Allows the user to edit the name of this monitor. This option may be restricted in software by the installer.

Sound Settings

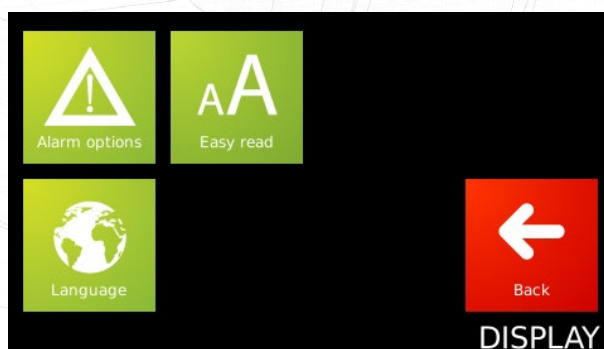


Volume settings - Allows the volume of the speaker and ringtone to be adjusted.

Call ring tone - Allows a choice of ringtone.

Ring time - Sets the period the monitor will ring unless the call is answered.

Display Settings

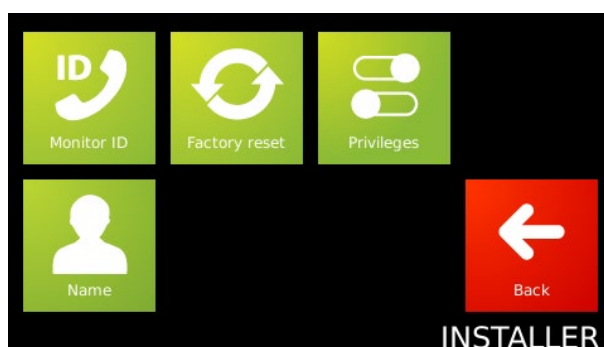


Alarm options - Selects if Alarms will be displayed on this Monitor.

Easy read - Displays the Easy read options.

Language - Sets the language that this monitor will display.

Installer Settings

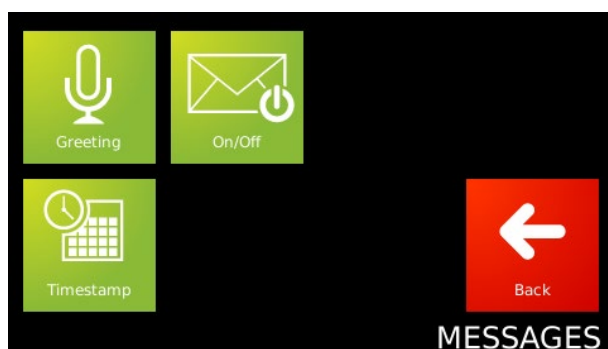


Enter monitor ID - This option is used to set up the Monitor ID. See Configuration.

Factory reset - Returns the monitor settings to factory defaults.

Privileges - Select if the user can use messaging and unlock doors from this monitor.

Message Settings



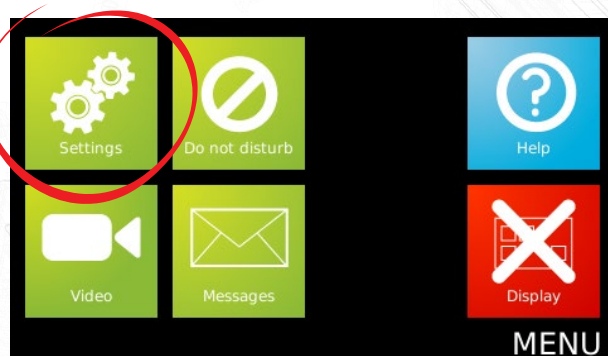
Greeting - Record a greeting to be played at the panel when not answered.

On/Off - Turn video voicemail on and off at this monitor.

Timestamp - Once set, new messages will be identified by the time and date left.

See [AN1136](#) for more information on setting up video voicemail.

Configuration - Setting the monitor ID



When the monitor is first connected to the network it will not have a Monitor ID number.

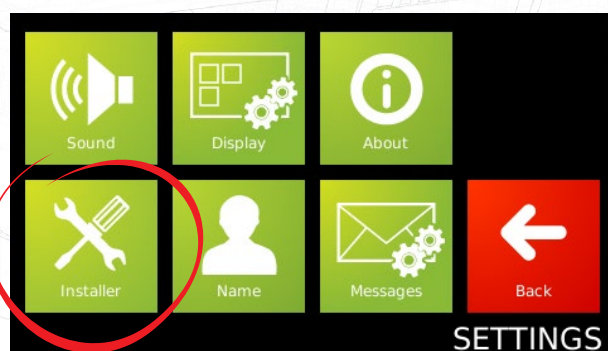
The monitor ID is the number that a visitor will call to request entry (unless they are using a text only list) so it should relate to the location of the monitor where possible e.g. Flat Number.

- Touch the 'Monitor settings' option.
- Touch the 'Installer settings' option.

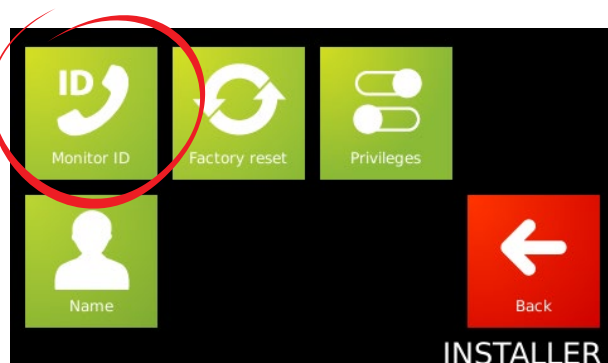
Next, if the system has an Engineer code it must be entered.

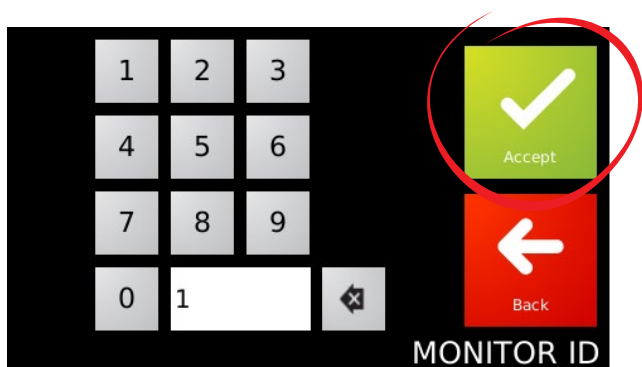
'Language' and 'Easy read' options may be selected during the configuration process.

Touch the 'Display settings' option to change these if required. Return to the 'Settings' screen once this has been completed.



- Touch the 'Enter monitor ID' option.

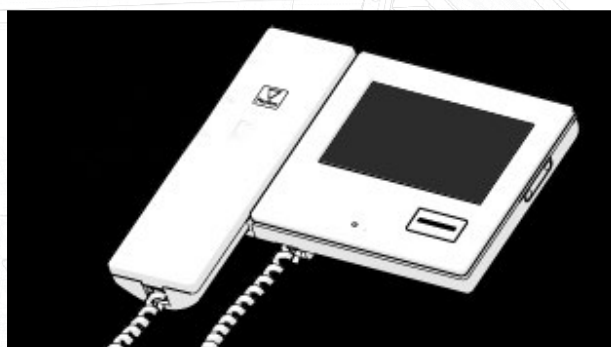




- Enter the Monitor ID number.

Use the on-screen keypad and press 'Accept'.

Operation - Answering a call



- Default state

The monitor will normally have no display. The button is not illuminated.



- Incoming call

When a visitor calls a monitor, it will sound its ring tone until it is answered or it times out.

The 'open door' button will illuminate green and the video image will be displayed.



- Answering a call

Touch the 'Answer' option to talk handsfree to the visitor or lift the handset.

You can press the 'open door' button at any time to unlock the door.

You can terminate the call at any time by touching the 'Hang up' option or replacing the handset.

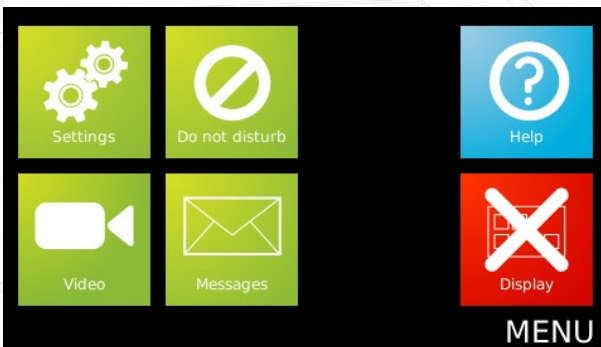


- Unlock the door

Pressing the 'open door' button will unlock the door and cause the button to flash green.

If the door has a contact switch, the door icon will show the actual position of the door. If not, a padlock icon will display the condition of the lock.

Operation - Viewing a camera

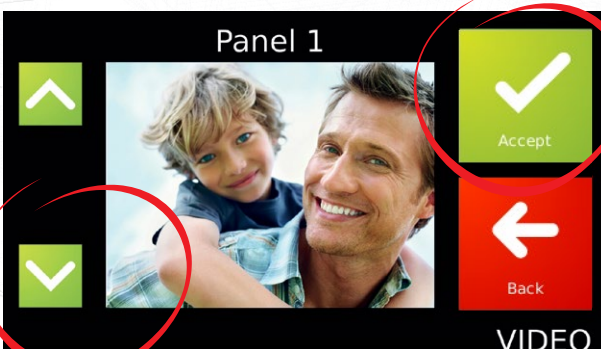


- Select 'View video' mode

Where this function is permitted, the 'View video' option will display. This allows the camera to be used for an external view at any time.

Touch the screen to display the default menu.

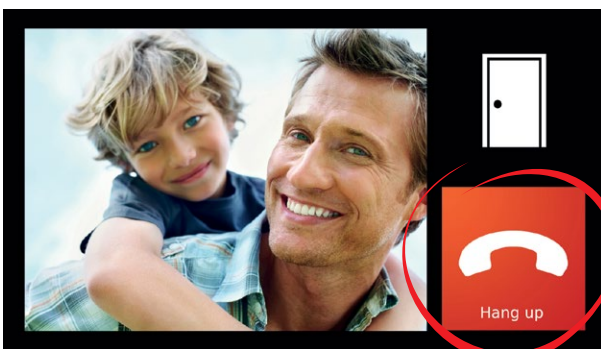
Touch the 'View video' option.



- Select the camera (if more than one)

If more than one panel is installed, this screen will display. Use the up and down arrows to select the required camera and touch 'Accept'.

Each camera may have the 'View video' option enabled/disabled. The audio and open door functions may also be enabled/disabled by the panel.



- Viewing with the camera

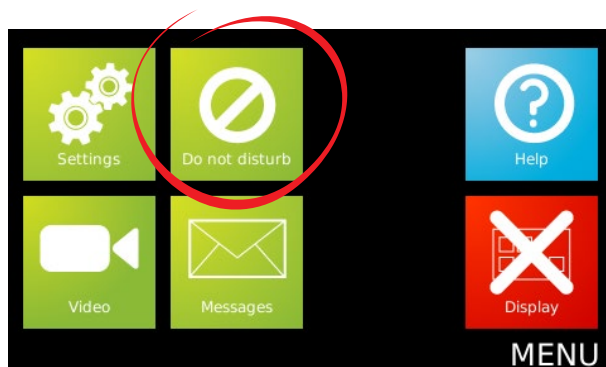
The camera view will display on the monitor.

Touch the 'Hang up' option to terminate the session.

At the end of the permitted viewing time a 'Continue to view' option will display. At this point a timer must be reset or viewing will be ended.

See [AN1135](#) if you wish to setup a secondary camera.

Operation - Do not disturb mode



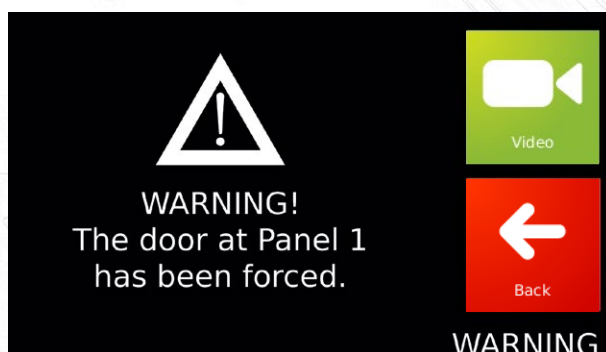
Visitors can be stopped from calling the monitor by putting it into 'Do not disturb' mode.

If the screen is blank, touch the screen to display the menu.

Touch the 'Do not disturb' option. The 'open door' button will illuminate red.

Touch the button again to exit this mode.

Alarm display



Alarm messages will display to the user at the monitor if the option has been set in the local Installer screen.

The user may view the camera to investigate the alarm.

Note: Door left open alarms will only be available if Entry is connected to a Net2 or Paxton10 system. The Net2 system must be running v4.25 software or later. The Paxton10 system must be running v2.9 software or later.