

FB00084-EN

DDVC/08 VR



DDC/08 VR



PROGRAMMING MANUAL
DDVC/08 VR - DDC/08 VR

EN

English

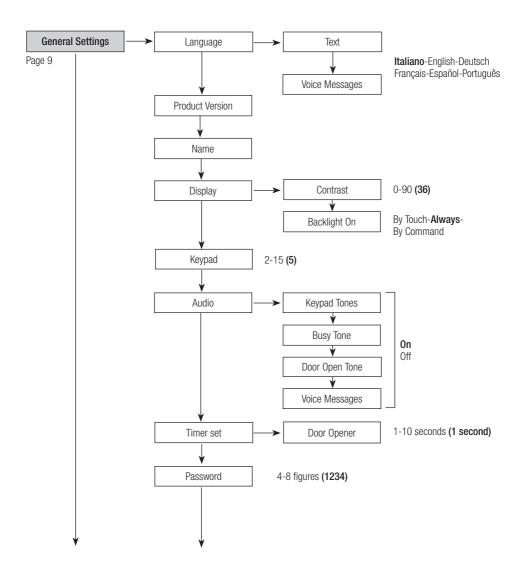
General precautions

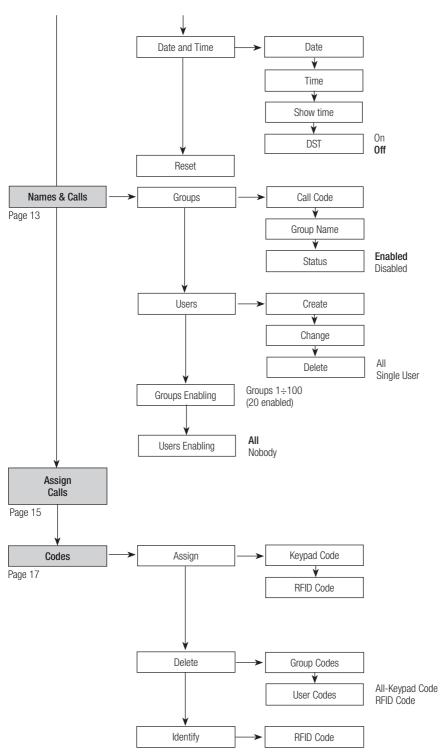
- Read the instructions carefully before beginning the installation and carry out the actions as specified by the manufacturer.
- The installation, programming, commissioning and maintenance of the product must only be carried out by qualified technicians, properly trained in compliance with the regulations in force, including health and safety measures and the disposal of packaging.
- The installer must ensure that the information for the user, where there is any, is provided and delivered.
- Before carrying out any cleaning or maintenance operation, disconnect the devices from the power supply.
- The equipment must only be used for the purpose for which it was expressly designed.
- The manufacturer declines all liability for any damage as a result of improper, incorrect or unreasonable use.

Decommissioning and disposal. Do not dispose of the packaging material and the device at the end of its life cycle in the environment, but dispose of them in compliance with the laws in effect in the country in which the product is being used. The recyclable components are marked with a symbol and the material's ID marker.

THESE INSTRUCTIONS MUST BE ATTACHED TO THE DEVICE, the data and information contained are to be considered as subject to change at any time and without the need for any advance warning.

Programming menu structure





Warning lights A

Ź

Red - Call in progress



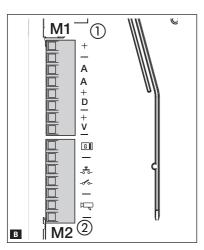
Green - Door open



Yellow - Conversation in progress



Blue - System busy







___ 12 V - 1 A max ____ Door lock release button (NA)

- Door contact input (NC)

Ground

System output (active to ground)

- Ground



Speaker audio



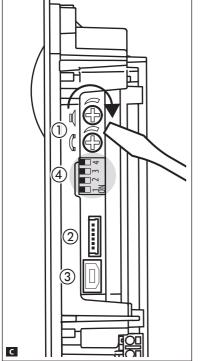
CN4 Connector (2) For future uses

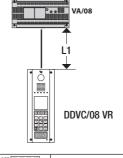
TOT TURBLE GOOD

Mini USB **(3)**Programming connector

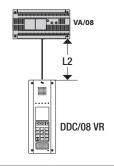
Dip-switch (4)

Adjustment of distance between power supply and entry panel.





OFF 1 2 3 4	L1<200 m
OFF 1 2 3 4	200m <l1<500 m<="" th=""></l1<500>
OFF 0N 1 2 3 4	L1>500 m



OFF 0N 1 2 3 4	L2<200 m
OFF 0N 1 2 3 4	200m <l2<500 m<="" th=""></l2<500>
OFF 0N 1 2 3 4	L2>500 m

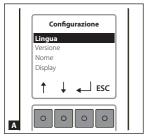
Page 4 - Manual FB00084-EN- ver. 1 - 07/2016- © Came S.p.A. - The contents of the manual are to be considered as subject to change at any time and without the need for any advance warning.

Page 5 - Manual FB00084-EN ver. 1 - 07/2016 - © Came S.p.A. - The contents of the manual are to be considered as subject to change at any time and without the need for any advance warning.

Technical features

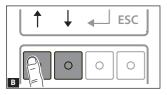
Туре	DDVC/08 VR	DDC/08 VR	DDVC/08 VR IP65
Power supply [V DC]	14-18		
Current consumption [mA]	220		
Consumption in stand-by mode [mA]	370		150
Dimensions of wall-mounted version [mm]	140x380x47		
Dimensions of recessed version [mm]	140x380x2		
Storage temperature [°C]	-25 /+70		
Operating temperature [°C]	-30 /	/ + 50	-15 /+50
IP Rating	IP	54	IP 65
DDSI recessed box IP rating	IP 54		
Video standard	PAL/NTSC		
Resolution [pixel]	680x512		
Minimum lighting [LUX]	1		

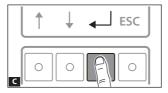
Use of keys during programming

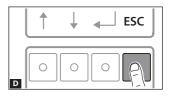


This part of the Programming Manual is useful for understanding how to use the function keys.

The buttons available for navigating in each menu are as follows







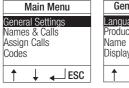
Scroll arrows

Enter selected window

Back to previous window

Navigation examples

Function selection screens





With the $\uparrow \downarrow$ keys you can scroll (in turn) through the available functions; the function selected is highlighted white on black.

Error messages

Password	i
ERROR!	
	ESC

Keypad Cod	de
ERROR!	
Lintorn	
	ESC

Press the **[ESC]** key to exit the error screens. It is also possible to exit by being timed out (10 seconds).

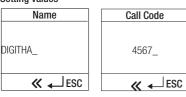
PB00084-EN ver. 1 - 072016- © Came S.p.A. - The contents of the manual are to be considered as subject to change at any time and without the need for any advance warning.

Setting values

Backlight On

By touch

YYYY/DD/MM



Keypad

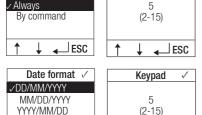
JESC

On all screens where alphanumeric characters have to be entered, the first screen displays the current value with the cursor placed on the last character. Using the **≪** key you can delete the values entered by placing the cursor on the last character.

To confirm press ← J. To exit press **[ESC]** or wait for the time to run out (10) seconds).

The values required can be increased, decreased or selected on the screen with the ↑ \ kevs.

To confirm press ← I. To exit press **[ESC]** or wait for the time to run out (10 seconds).

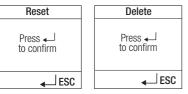


The last selection made is marked with a tick (/) on the left of one of the possible choices.

Once the selection has been made, the setting chosen will be marked with a tick $(\ensuremath{\checkmark})$ in the top right of the screen.

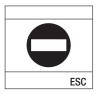
Confirmation to carry out a function

■ESC



From these screens you can continue/confirm with \leftsup while it is possible to exit by pressing [ESC].

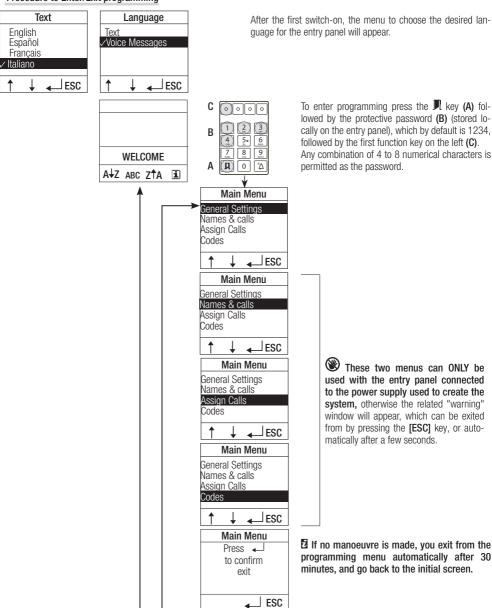
Programming with PCS/XIP



If the entry panel has been programmed using PCS/XIP software, for safety reasons only some parameters can be changed.

In all other cases the symbol shown on the left will appear on the display.

Procedure to Enter/Exit programming



Language







Use this menu to choose the language you want the entry panel to operate in.



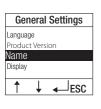


Product Version





Via this menu you can check the entry panel version and its serial number.

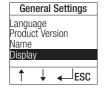


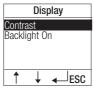


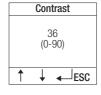
Name

Use the alphanumeric keypad to enter the name (max. of 12 alphanumeric characters) that will be shown on the entry panel's start-up screen.

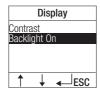
Display

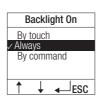






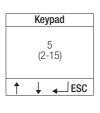
Using this menu you can set the display contrast and whether backlighting of the display should be turned on (as well as the keypad lighting) as soon as the keypad is actually in use [By Touch],[Always] or [By command], when its activation should be commanded by a system input (set only by tool).





Keypad





Keypad
Release
the buttons
and
Hold on
ESC

Using this menu you can set the sensitivity of the keypad keys to the touch.

The degree of sensitivity can be increased or reduced using the $1 \downarrow$ arrows.

A value of 2 means that the keypad is very sensitive; a value of 15 means that the keypad is not very sensitive at all.

Once the value has been selected, press —I to confirm and wait for the instructions on the screen shown on the left, then continue with programming.

Using this menu you can choose whether or not to

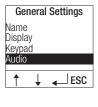
- activation of solenoid lock [Door Open Tone].

activate a beep in the event of:

- system busy [Busy Tone],

- pressing keys [Keypad Tones]

Audio





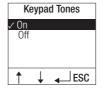
Audio

SC

Keypad Tones Busy Tone

Door Open Tone

Voice Messages











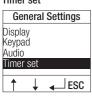


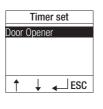
It is also possible to choose whether or not to activate voice messages.

The messages available are:

- "System busy";
- "Door Open",
- "Call forwarded".

Timer set

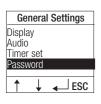






Using the **[Timer set]** menu, you can set the duration of the door open command.

Password









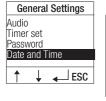
Using this menu you can change the protective password (stored locally on the entry panel), which by default is 1234. The password can be made up of 4 to 8 numerical characters.



If an incorrect password is entered, the related error window will appear, which can be exited from by pressing the **[ESC]** key or by being timed out (10 seconds).

Date and Time

Date







Date

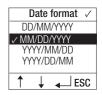
Date set











Using this menu you can set the date and desired format.

Once in the [Date set] menu, set the year (in 4 figures) and press — to confirm, then go on to set the month and the day (in 2 figures), pressing — each time to confirm.

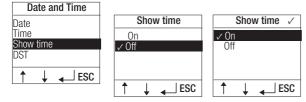
If a value that is not permitted is set (e.g. 16 in the [Month] field), the data will not be accepted.

Using this menu you can set the time and desired format.

Once in the [Time] menu, set the hour (in 2 figures) and press — to confirm; then go on to set the minutes and seconds (in 2 figures), pressing \(\lefta \) each time to confirm.

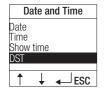
If a value that is not permitted is set (e.g. 67 in the seconds field), the data will not be accepted.

Show time



Using this menu you can choose whether or not to enable the display of the time and date on the first screen.

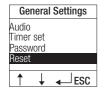
DST





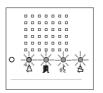
Using this menu you can choose whether or not to enable DST.

Reset











Using this menu you can revert to the factory settings for all the parameters that can be set for the entry panel.

Names & Calls

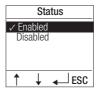
Groups













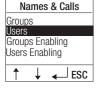
Using the [Groups] menu it is possible to:

- set the call code that activates the call to the internal receiver that corresponds to the **[Group]**; it can be a maximum of 8 numerical characters long.
- set the name associated with the group, which will be the one used to be displayed during the groups/users search; it can be a maximum of 12 alphanumeric characters long.
- enable or not the displaying of this group during the groups/users search stage. This function is useful for ensuring that unused groups are not displayed during searches.



If an incorrect value is entered, the related error window will appear, which can be exited from by pressing the **[ESC]** key or, by being timed out (10 seconds).

Users





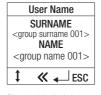


The **[Users]** menu lets you create, change and delete users.

First the group to which the user belongs must be selected.

Create





Using this menu you can associate the name and surname with which each user will be identified.

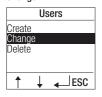
Each group can have a maximum of 5 users.

Use the $\overline{\downarrow}$ key to move the cursor between the lines of the window; using the $\langle\!\langle$ key delete the values entered by placing the cursor on the last character and entering the **[name]** and **[surname]** desired.



Should this limit have already been reached, when you try to create more of them, the window shown on the left will appear.

Change







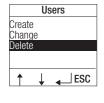
Using this menu you can change the name and surname with which each user will be identified. Selecting the desired user.

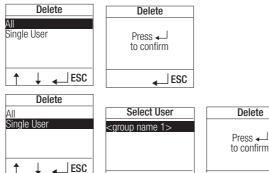
Use the \(\bar{\psi} \) kev to move the cursor between the lines of the window: using the Kev delete the values entered by placing the cursor on the last character and entering the **[name]** and **[surname]** desired.



If users have not been created and you try to change them, the window shown on the left will appear.

Delete





Using this menu you can delete a [Single User] or [All] users belonging to the selected group. In the event of a single deletion it is necessary to select to user to be deleted.

In all cases, for the sake of safety, confirmation is required before the operation is carried out.



If users have not been created and you try to delete them, the window shown on the left will appear.

ESC

Groups Enabling





Using this menu you can guickly update the list of groups that you want to be displayed during the groups/users search.

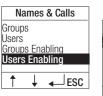
Delete

ESC

The groups enabled for being displayed are marked with a tick (\checkmark).

To enable/disable a group use the \leftarrow key.

Users Enabling





Using this menu you can enable whether or not the names of users are displayed during the groups/users search.

The selection made is marked with a tick (\checkmark).

Assigning call code

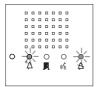
Manual programming is only possible in the case of a single entry panel (DDVC/08 VR-DDC/08 VR). Where a DC/08-DVC/08 is present, manual system programming must be started from the DDVC/08 VR-DDC/08 VR plate as described below. In this event it is not necessary to go into programming mode from the VA/08 power supply; the other DC/08-DVC/08s are programmed as shown in the relative manuals.



Using this menu it is possible to assign to each internal receiver the corresponding call code.

To go into programming press the ← key.





Once in programming the system will start autorecognition.





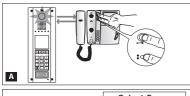
When it finishes, the entry panel's LEDs will turn on as shown in the figure on the left.

To continue programming press the ← key.





Once the screen shown on the left is displayed, follow the procedure described below in order to be able to assign the call code to the internal receiver.



Lift the handset (if present) of the receiver that you want to programme and then press the door lock release — and Aux 2 buttons A.



To assign the call code, select the desired group using the ↑ ↓ arrows and confirm by pressing ← J.

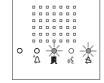
A beep will confirm that programming has taken place **B**.





」ESC

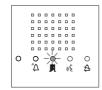
ESC



 \blacksquare If the window and configuration of LEDs shown on the left should appear, programming cannot be carried out from this entry panel: to make the operation possible press \leftarrow .

Assign Calls

Set the receiver in programming mode

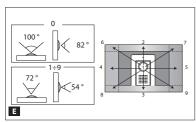


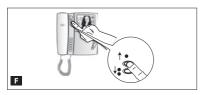
You will then be taken back to the configuration shown on the left and will be able to proceed with assigning the calls as shown on the previous page.

Programming entry panel surveillance camera

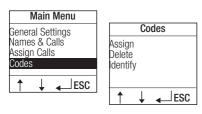


During system programming, with the monitor turned off, press the "Self-connection \(\subseteq \subseteq \) to adjust the "visual field" of the surveillance camera. From the default settings it is possible to scroll through the following ones \(\mathbb{E} \) and press the AUX1 \(\infty \) key or go back to the previous settings with the AUX2 \(\infty \) key \(\mathbb{F} \): the setting is automatically saved.



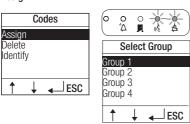


Codes



The [Codes] menu lets you assign, delete or identify a code for each device available (keypad, RFID code).

Assign

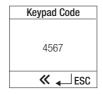




∟ESC











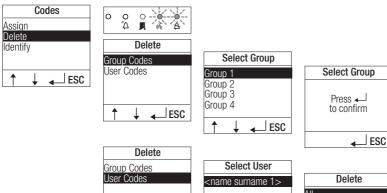


Assign Keypad Code RFID Code RFID Code ERROR! **ESC** Using this menu you can associate a single Keypad Code and an RFID Code, to each user of each

The keypad codes can be 4-8 characters long.

If codes that already exist or codes that are not valid are assigned, the relative error window will

An already assigned code cannot be changed without first being deleted with the relevant function.



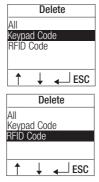






Using this menu it is possible to delete:

- all the codes of the users belonging to a particular group,
- all the codes assigned to a particular user
- a particular code assigned for that user (keypad code, RFID code).



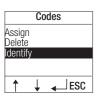


In all cases, for the sake of safety, confirmation is required before the operation is carried out.

Identify

Using this menu it is possible to check which user a badge with unknown owner belongs to. If this is identified the option to delete the code is still suggested.

In all cases, for the sake of safety, confirmation is required before the operation is carried out.













If the badge or proximity card is not recognised, or has not been stored in the entry panel, the screen shown on the left will appear.

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safety&comfort



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