## Multitekº

## MB-11 <br> USER MANUAL OF OUTDOOR DOOR UNIT WITH KEYBOARD



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## SAFETY WARNINGS

Thank you for choosing Multitek MB-11 video door phone. This user manual was prepared for using the device more efficiently.

For your own and the device safety, you should obey the security warnings;

1. Read the user manual carefully.
2. Read the safety warnings carefully.
3. Remarks about Transport, Shipment and Preservation

- During transport and shipment keep the product with its case. The case will protect the product against the physical damages.
- Don't put heavy weight on to the product or the product case. The product might be damaged.
- In case of falling, the product might have permanent damage which will make it non-operational.
- Deformation might be caused in case of extreme air conditions such as hot or cold weather. Life time of the electronic circuits tend to decrease in such conditions.

4. Situations that might be dangerous to human or natural environment:

- Beware of the sharp pointed edges of the case
- Recycle the product case in the proper recycling bin.

5. Maintenance of the product

- The product doesn't need periodic maintenance. For maintenance and repair please consult to the authorized services.
- By rubbing with dry cloth, you can clean the product periodically.
- You can keep the product in its case, when you are not using it.
- Before cleaning the product, unplug the connection. Be careful that the cleaning material doesn't contain any solvent such as alcohol, gasoline or thinner.

6. Place the product on a plain and stable wall.
7. To prevent any kind of electrical shock, use the product with its original cable.
8. Don't put any foreign substance in the product. And don't try to open it with devices that might cause electrical shock.
9. When maintenance and repair are practiced in places other than the authorized services, the product might be damaged.
10. Remarks about the energy consumption of the product

- The product is designed to work 24/7. Yet to prevent energy consumption, it should be unplugged when it won't be used for a long period of time. The user should be aware that each of the terminal stations that are left on use energy that is not needed. In case of malfunctioning please consult to an authorized service.


## FEATURES:

> $128 \times 64$ LCD Display
$>$ Dimensions: $142 \times 367 \times 10 \mathrm{~mm}$ ( Unprotected) $180 \times 430 \times 28 \mathrm{~mm}$ (Protected)
$>$ Illuminated and aluminum keypad
$>$ Aluminum Body
$>$ Lighting LEDs for Night Vision
$>$ Flush Mounting
> Angle adjustable Camera
> Proximity Card Reader
$>$ Raincoat Protector (Optional)
> Surface Mounted Mounting Apparatus (Optional)

## USAGE:



## A. USE OF PROPERTIES:

## 1. CALLING WITH ROOM NUMBER:

Press \# key after dialing the apartment number you want to call.
For Example: If you want to call room number 5, press:


To close the call, press *


## 2. CALLING ON THE PHONEBOOK:

Press \# for open the phonebook.

The information screen for Selection Keys appears.

| 2 | UP |
| :--- | :--- |
| 6 | NEXT PAGE |
| 4 | PREVIOUS PAGE |

Then the PHONEBOOK screen will appear.

| 00 | DOORKEEPER |
| :--- | :--- |
| 01 | ROOM 1 |
| 02 | ROOM 2 |
| 03 | ROOM 3 |
| 04 | ROOM 4 |
| 05 | ROOM 5 |
| 06 | ROOM 6 |
| 07 | ROOM 7 |

You can use 2-8-4-6 keys on the keypad to select the circle you want to search. The currently selected circle appears selected in White.

Example: For calling room 01 pressing key 2 to selected the room 01.

| 00 | DOORKEEPER |  |
| :--- | :--- | :--- |
| 01 | ROOM 1 |  |
| 02 | ROOM 2 |  |
| 03 | ROOM 3 |  |
| 04 | ROOM 4 |  |
| 05 | ROOM 5 |  |
| 06 | ROOM 6 |  |
| 07 | ROOM 7 |  |


| 00 | DOORKEEPER |  |
| :--- | :--- | :--- |
| 01 | ROOM 1 |  |
| 02 | ROOM 2 |  |
| 03 | ROOM 3 |  |
| 04 | ROOM 4 |  |
| 05 | ROOM 5 |  |
| 06 | ROOM 6 |  |
| 07 | ROOM 7 |  |



Each time the key is pressed, the selection panel will scroll up by 1 line.

| 00 | DOORKEEPER |  |
| :--- | :--- | :--- |
| 01 | ROOM 1 |  |
| 02 | ROOM 2 |  |
| 03 | ROOM 3 |  |
| 04 | ROOM 4 |  |
| 05 | ROOM 5 |  |
| 06 | ROOM 6 |  |
| 07 | ROOM 7 |  |

When the desired room to call is selected, press the button $\square$ to call the apartment.

To close the call, press * $\square$

## 3. OPENING THE OUTDOOR WITH PASSWORD

Enter $99+4$ digit number password with keypad of the door panel.
Example: If the password (of any room) is 2486 you enter the following digits to the door panel:


## 4. OPENING OUTDOOR WITH CARD

The door can be opened using the previously saved Proximity Card or Keychain.

B. USER AND SYSTEM SETTINGS:

## CREATING THE DOOR OPENING PASSWORD:

Special Door Release Password can be created for each apartment.

- The number of the circle to determine the password from the outer door panel is calling.
For example, for room number 5: Press 5
- Called room answer and press Doorkeeper calling button on the monitor.
- Press 99 buttons before outdoor panel, then a 4-digit password is defined.

For example, setting 2486 password to apartment 5.
Press,


On the outdoor.

Note: Consecutive digits like 1234 or 5678 may not be assigned as password. If the door panel gives an error tone it means the password is not accepted.

## ENTER TO SETTING MENUS:

Press \# 99 on the standby screens to enter the Setup Menu.


## White Color Arrow indicates

 the currently selected option. 2 and 8 keys are used for Up - Down. \# Is used to confirm the selection.

There are 2 options in the Main Menu Screen.
VERSION: The version information of the software and the Door and Block number of the Panel are displayed.


PROGRAM: All settings and program changes are made with this menu.
Press 2-8 to select PROGRAM and press \#.


You will be prompted to enter the PROGRAMMING PASSWORD.

THE "PROGRAMMING PASSWORD" IS REQUIRED TO ACCESS THE SETTING MENUS.

Factory Setting Programming Password: 7447

PROG.S IFRE?


PROGRAM Screen:

## CHANGE PASSWORD DOOR NO INPUT NAME DELETE PHONEBOOK BLOCK NO DOOR AUTOMATIC TIME DELETE ROOM PASSWORD how MANY BLOCS ARE THERE

A. CHANGING THE PROGRAMMING PASSWORD:


Press \#, while White Color Arrow on the CHANGE PASSWORD.

You are prompted to enter NEW PASSWORD in the incoming screen.

## NEW PASSWORD

The password must be 4 digits. Key in the new password via the keypad.
Note: Consecutive digits like 1234 or 5678 may not be assigned as password. If the door panel gives an error tone it means the password is not accepted.
The following confirmation screen appears at the end of the operation.


## B. CHANGING THE DOOR PANEL NUMBER:

For blocks with more than one Door Panel, the number of each door panel must be defined separately. In factory default settings, DOOR NO is set to 1.

This defining operation is done by selecting DOOR NO in the programming screen.


Press \# , while White Color Arrow on the DOOR NUMBER.

The current Door Number is displayed on the incoming screen.


You can set the DOOR NUMBER 1 to 4 using the 2-8 buttons. Use the 2 key to increase the No and decrease with the 8 key.

Press \# after setting.
Example: To set the Door Number to 4, you have to press 2 button for 3 times.

## C. NAME ENTERING THE DOOR PANEL GUIDE:

In order to use the Door Panel Phonebook, the name of the residents must be entered in advance.

This operation is done via the "NAME INPUT" option on the Programming screen.


Use 2-8 button to select NAME Input and then press \#.
You are asked to enter the Room No and the Room Name in the incoming screen.

NO:
NAME:

Example: For room number is 4 First press 4 and Then press \#.

You are asked to enter the Room No and the Room Name in the incoming screen.

NO: 4 NAME: YUSUF ALI

NO:
NAME:

The keypad is used for Name Entry. Input name and then press \#

If there is a new entry, enter the Apartment Number and Name again. For Exit press *

## USING THE KEYPAD FOR NAME INPUT

At the name entry, press the key with the letter to be pressed until the desired letter is. Each press will display the next letter.
Write cursor moves aside after 2 seconds when the desired letter arrives.

The room name can be up to 10 letters.
Use the $\boldsymbol{*}$ key for deletion in case of incorrect writing.
Use the \# to confirm the entry of Apartment Number and Apartment Name.

D. DELETE DOOR PANEL PHONEBOOK:

When the Door Panel Guide is cleared, the saved Proximity Card Records and Door Open Passwords are not deleted.

This operation is done via the DELETE GUIDE option in the Programming screen.


Use 2-8 button to select NAME Input and then press \#.

The Operation Screen appears.

## PLEASE WAIT

The Device Home screen appears when the Delete Phonebook is finished.

## E. CHANGE BLOCK NUMBER:

For systems with more than one block, the door panels of each block must be defined separately. The factory default setting is BLOCK NO 1.

This operation is done by selecting BLOCK NO in the programming screen.

|  | CHANGE PASSWORD |
| :--- | :---: |
| DOOR NO |  |
| INPUT NAME | $\square$ |
| DELETE PHONEBOOK |  |
| BLOCK NO |  |
| DOOR AUTOMATIC TIME |  |
| DELETE ROOM PASSWORD |  |
| HOW MANY BLOCS ARE THERE |  |

Use 2-8 button to select BLOCK NO and then press \#.

The current Block No is displayed on the incoming screen.


NOTE: To change the block number, you must enter the total number of blocks in the system from the TOTAL BLOCK option on the Program Screen.

You can set the BLOCK NUMBER 1 to 16 using the 2-8 buttons. Use the 2 key to increase the No and decrease with the 8 key.

Press \#, after settings.
Example: To set Block number to 5 , you need to press 2 button for 4 times.

## F. REPLACING THE DOOR AUTOMATIC PULL TIME:

Depending on the type of Door Automatic used, it may be necessary to change the time of the Door Automatic Relay in the Door Panel. In factory default settings, Door Automatic Relay Time is set to 1.

This operation is in the programming screen "DOOR AUTOMATIC TIME" is done via.


Use 2-8 button to select DOOR AUTOMATIC TIME and then press \#.

The Door Automatic Pull Time, which is set on the incoming display, is displayed.


You can set the TIME 1 to 99 using the $2-8$ buttons. Use the 2 key to increase the No and decrease with the 8 key.

Press \#, after settings.

## G. DELETING BLOCK DOOR OPENING PASSWORDS:

When the Door Open Passwords stored in the Door Panel are deleted, the saved Proximity Card Entries and Phonebook are not deleted.

This is done in the Programming screen via the "DELETING ROOM PASSWORDS" option.


Use 2-8 button to select DELETING ROOM PASSWORDS and then press \#.

The Operation Screen appears.


When the delete operation is finished, the device returns to the Home Screen.

## H. ENTERING OF TOTAL NUMBER OF BLOCKS IN THE SYSTEM:

For systems with more than one block, the total number of blocks in the system must be entered in each door panel. In factory default settings, TOTAL BLOCK NO is set to 1.

This operation is done by selecting "HOW MANY BLOCKS ARE THERE" in the programming screen.


Use 2-8 button to select "HOW MANY BLOCKS ARE THERE" and then press \#.

The current Total Block No is displayed on the incoming screen.


Use the 2 key to increase the No and decrease with the 8 key.
Press \#, after settings.
Example: To set the Block Count to 4, you need to press 2 button 3 times.

## PROXIMITY CARD TRANSACTIONS:

Proximity cards to be used to open the door are introduced via the Door Panel.
Registration of cards, deleting separately or all cards operations are performed in the PROXIMITY CARD OPERATIONS menu.

The PROXIMITY CARD OPERATIONS menu is entered via the Programming Screen

CHANGE PASSWORD
DOOR NO
INPUT NAME
DELETE PHONEBOOK
BLOCK NO
DOOR AUTOMATIC TIME
DELETE ROOM PASSWORD HOW MANY BLOCS ARE THERE

Press the button 6 on the programming screen.
The Proximity Card Operations Menu appears.


CARD REGISTRATION: For each apartment you can registration maximum 5 Proximity Cards.
DELETE CARDS: If the card or cards of a room have disappeared, you can delete the cards of that room. And by re-recording the existing cards of the circle, you can delete the lost card in the system.
DELETE ALL CARDS: You can delete all Proximity Cards registration on the door panel.

## I. REGISTRATION PROXIMITY CARDS:

You can save the Proximity cards by Door Number to be used to open the Door Automatic on the Door Panel.
This operation is done by selecting "CARD RECORD" in the Proximity Card Operations menu.


Use 2-8 button to select "CARD RECORD" and then press \#.
You are asked to enter the Apartment Number to save the cards. For each apartment you can registration maximum 5 Proximity Cards.


Example: For room number is 4 First press 4 and Then press \#.

Closer the Proximity card to card reader


The message OK appears when the card is saved. You will then be asked to read the other card.

To end the process when all cards of the corresponding room are recorded Press *

The Proximity Card Operations Menu appears again.

- REGISTRATION CARD

DELETING CARDS
DELETING ALL CARDS

Press $\boldsymbol{*}$ to exit the programming screen.

## I. DELETING THE PROXIMITY CARDS FOR THE ROOM::

You can delete the saved proximity cards according to the Apartment Numbers. This operation is done by selecting "DELETING THE PROXIMITY CARDS" in the Proximity Card Operations menu.


Use 2-8 button to select "DELETING CARDS" and then press \#.
You are asked to enter the Apartment Number to delete the cards.


Example: For room number is 4 First press 4 and Then press \#.

When finished, OK message followed by Proximity Card Operations Menu appears..

## I. DELETING ALL RECORDED PROXIMITY CARDS:

You can delete all saved proximity cards at once.
This operation is done by selecting "DELETING ALL PROXIMITY CARDS" in the Proximity Card Operations menü.


Use 2-8 button to select DELETING ALL CARDS and then press \#.

The Operation Screen appears.

## PLEASE WAIT

The Device Home screen appears when the Delete Phonebook is finished.

## RESETTING THE PANEL WHEN THE PROGRAMMING PASSWORD IS FORGOTTEN

When you forget the Program Password used to enter the setup menus, you must reset the Door Panel.

FOR RESET:

- The Door Panel supply voltage must be connected when performing a RESET operation.
- Press hold the RESET button which right next to the connector for 5 seconds.



## O K A Y

- Your door Panel has been RESET when OK is displayed.
- After the RESET operation, the Programming Input Password will be 7447.
- In the RESET process; The Phonebook, Door Open Passwords, Proximity Card Recording and other settings are NOT DELETED.

The numbering of MULTIBUS is 0 (janitor) ,1-9,10-99,100-255
The visitor dials the room number and then press ENT(ARA) button for the digital door panels or just press the room button to call the room.
The catalogue number of the room is set by the switches located at the back side of the device.The switch is 8 poles,and therefore it is possible to address up to 256 rooms. The following table gives the switch position according to the room catalogue number.

## VIDEO DOORPHONE

DIP SWITCH GROUP


ROOM CODE LIST

|  | SWITCH No |  | SWITCH No |  | SWITCH No |  | SWITCH No |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | ROOM NO |  | ROOM No |  | ROOM NO |  |
| JANITOR |  | ROOM 25 |  | ROOM 50 |  | ROOM 75 |  |
| ROOM 1 | ambatio | ROOM 26 | Hinuma | ROOM 51 | cratind | ROOM 76 |  |
| ROOM 2 | crabara | ROOM 27 |  | ROOM 52 |  | ROOM 77 |  |
| ROOM 3 | जumbent | ROOM 28 | Haumid | ROOM 53 | cidiul | ROOM 78 |  |
| ROOM 4 | Harumb | ROOM 29 | atinuld | ROOM 54 | Haraili | ROOM 79 |  |
| ROOM 5 | amanata | ROOM 30 |  | ROOM 55 |  | ROOM $\mathrm{s}^{\text {a }}$ |  |
| ROOM 6 | crabuta | Rоом 31 |  | ROOM 56 | obuchild | ROOM 81 |  |
| ROOM 7 | ciantuta | ROOM 32 | Hatumid | ROOM 57 | mbindid | ROOM 82 | didati |
| ROOM 8 | Hobidud | ROOM 33 | ubumid | ROOM 58 | - iondial | ROOM 83 |  |
| ROOM 9 | Wmanta | ROOM 34 | Humamid | ROOM 59 | ¢!amala | ROOM 84 | Handa |
| ROOM 10 | crimath | ROOM 35 | crimuidy | ROOM 60 | mbindab | ROOM 85 | Habidy |
| ROOM 11 | andianda | ROOM 36 | Hamand | ROOM 61 | ciduma | ROOM 86 | Tindid |
| ROOM 12 | mamata | ROOM 37 | riciundid | ROOM 62 |  | ROOM 87 |  |
| ROOM 13 | Tindudy | ROOM 38 | dindidu | ROOM 63 | bigumal | ROOM 88 | dindid |
| ROOM 14 | brimbab | ROOM 39 | cindordo | ROOM 64 | matuma | ROOM 89 |  |
| ROOM 15 | marnata | ROOM 40 | mandid | ROOM 65 | bitumar | ROOM 90 | 1nama |
| ROOM 16 | cunambab | ROOM 41 | -umamb | ROOM 66 | aramara | ROOM 91 |  |
| ROOM 17 | Whatum | ROOM 42 | morado | ROOM 67 | aromad | ROOM 92 |  |
| ROOM 18 | crumbab | ROOM 43 | -rimata | ROOM 68 | bumbur | ROOM 93 |  |
| ROOM 19 | cumata | ROOM 44 | mationd | ROOM 69 | -10nda | ROOM 94 |  |
| ROOM 20 | momata | ROOM 45 | bibitub | Rоом 70 | arambia | ROOM 95 | Matima |
| ROOM 21 | cinamat | ROOM 48 | Hindida | ROOM 71 | matara | ROOM 96 |  |
| ROOM 22 | minumbid | ROOM 47 | biditiod | ROOM 72 | mbundi | ROOM 97 |  |
| ROOM 23 | mandud | ROOM 48 | matorido | ROOM 73 | combuad | ROOM 98 | matam |
| ROOM 24 | butimab | ROOM 49 | doncido | ROOM 74 | ludadal | ROOM 99 | THuma |

IMPORTANT NOTE:The blocks in a site is not defined by a switch but by programming the door panel. The system may have up to 32 blocks, each up to 4 outdoor panels.

