

MULTITEK IP INTERCOM ROOM MONITOR INSTALLATION AND USERS MANUAL (VIP71, VIP72, VIP75, VIP102, VIP100 DELUX, GUV-IP100)



It obeys the rules of AEEE regulations.





INTERCOM ROOM MONITOR USERS MANUAL

Thank you for choosing access INTERCOM ROOM MONITOR. This user manual was prepared for using the device more efficiently.

INTERCOM ROOM MONITOR HAS WARRANTY FOR 2 YEARS AGAINST MANUFACTURING DEFECTS.

Multitek has rights to change the features of the device given in this document prior given any information.

Manufacturer/Importer: Multitek Elektronik San. Ve Tic. A. Ş.

Headquarter / Factory: Meclis Mahallesi Atatürk Cad. No: 47 34785 Sancaktepe / İSTANBUL

Tel: (0216) 420 38 38

Fax: (0216) 415 79 18

E-Mail: info@multitek.com.tr

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1. SAFETY WARNINGS

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.

MULTITEK VIP70 IP MONITOR USER MANUAL



When the device is turned on, the opening screen will be as follows.

1. DEVICE NUMBER

The number of your device consists of 5 digits, your two-digit block number followed by your 3-digit room number. If your apartment has a single block, 01 is taken as the block number and then the three-digit room number is added. 5 of a one-block apartment building, for example. If you live in his apartment, your number is 01005, 15. If you live in his apartment, your number will be 01015.

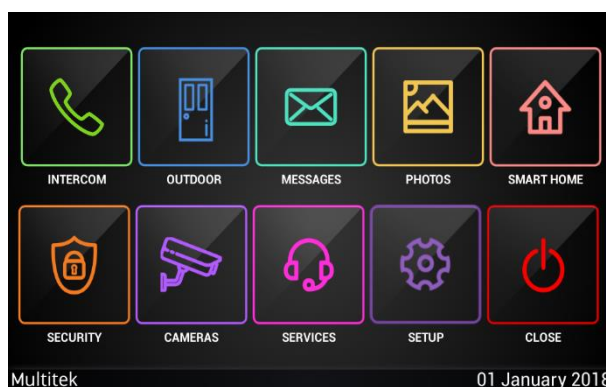
Numbering examples:

1. Block 1. Room for BLOCK NO: 01 ROOM NO: 001 DEVICE NUMBER: 01001

7. Block 10. Room for BLOCK NO: 07 ROOM NO: 010 DEVICE NUMBER: 07010

12. Block 103. Room for BLOCK NO: 12 ROOM NO: 103 DEVICE NUMBER: 12103

2. MAIN MENU SCREEN



3. INTERCOM DIVISION



Tapping the “intercom” icon in the intercom main menu displays the page for voice video dialing of devices connected to the system. This page is the area where units such as apartments, security, doorman are searched and connected to block doors in the system. The following is a view of this page.



3.1. Searching for Related Units by Touching Icons

This screen contains the icons “DOOR KEEPER”, “GUARD”, “CALLS”, “ROOM DOOR” and “OTHER CALLS”.



DOOR KEEPER: When touched, the dispatcher at 841 room of the block he belongs to calls his device. (This number can be programmed as given in the following section.)

Example: Device 2. Block 5. if the unit number is numbered, tapping the employee icon will search for the employee device number “02841” for the second block.



GUARD: 99 901 is used to call site security. (This number can be programmed as given in the following section.)



CALLS: The Caller ID feature displays the numbers that the device calls. (Show caller number) this feature is described in a separate section below.

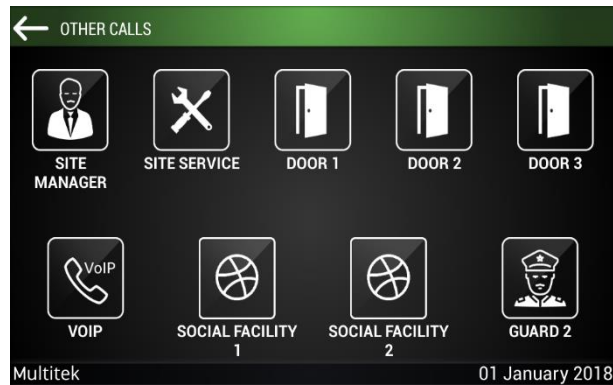


ROOM DOOR: It is used to connect to the single button door panel in front of the apartment door named “DIP01”, which was previously added to the system and introduced. When the user touches this icon, the circle is connected to the door panel with audio and video. He opens the apartment door after being sure of the person who came.



DİĞER ARAMALAR: Tap this icon to display a new page shown below.

This page provides icons for one-touch links.



MANAGER: When touched, it calls 99 921. This catalog number is initially defined on the device of the site manager. (This number can be programmed as given in the section below.)



TECHNICAL SERVICE: Dials 99 922 user. This catalog number is initially defined to the site technical service device. (This number can be programmed as given in the section below.)



VOIP: This icon is currently inactive and reserved for future features.



DOOR1: It connects to door 1 of the block to which it belongs. Example: When room 3 of block 2 touches this icon, it is connected to the first door of the second block. (This number can be programmed as given in the section below.)



DOOR2: It connects to door 2 of the block to which it belongs. (This number can be programmed as given in the section below.)




DOOR3: It connects to door 3 of the block to which it belongs. (This number can be programmed as given in the section below.)




GUARD2: It calls the device 852 of the block it belongs to. Example 4. Someone in the 5th room of the block (belonging to the block, if it wants to call the second security device), it will call the device numbered "04 852". (This the number can be programmed as given in the section below.)

3.2. Call Room Numbers by Dialing


All devices connected to the network have a two-digit block number and a three-digit room (device) catalog number.


From the keypad we see, we need to dial the two-digit block number and the three-digit apartment number of the apartment we want to call and touch  the call icon. After the other party accepts the call, a voice call will be established.

Example: 05 115 is the catalog number of one hundred and fifteen numbered apartments in the fifth block. This catalog number of the room is used to search the circle.

The five-digit catalog number is entered consecutively from the keypad on the display, and then  the call icon is touched.

Note: the number to be dialed must be 5 digits and must conform to the “BLOCKNO-ROOMNO” format.

Example: To call the 7th room of the 3rd block, 03007 must be dialed and  the call key must be pressed.

Example: To call the 10th room of the 22nd block, 10022 must be dialed and  the call key must be pressed.

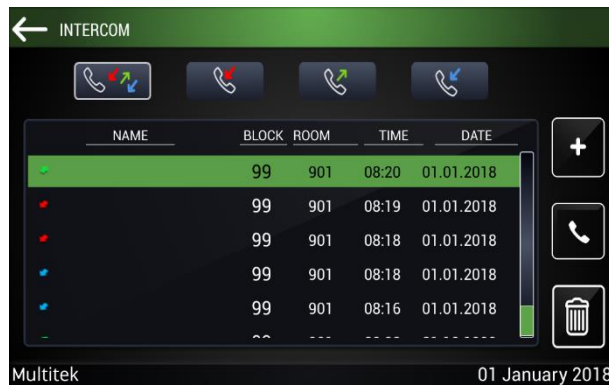
Below is an example looking for: 10022



3.3. Using the Call Icon



Tapping the **CALLS** icon on the page where the room call screen is located will reveal calls to the device. The calls log shows all the calls made by the device, received calls to the device, all missed calls received, or individually. A sample page is given below





If the icon with the red, green and blue arrows is touched, the list of all calls to the device is displayed.




Red arrow icon missed calls,





Green arrow icon calls made from the device



The blue arrow icon is used to show incoming and answered calls.

The name, block number, apartment number, call time and call date can be seen on each page, if any. After touching any of the calls in the list, this number can be called again by touching the  phone icon on the right if desired.

If the call in the list is not saved in your contacts list, you can save the number in the list to your contacts by selecting  the icon in the upper right corner, or you can delete the selected call record by tapping  the trash icon in the lower right corner.


The up and down arrows on the right side of the list move the call list. The arrow key in the upper left corner returns to the intercom search page.

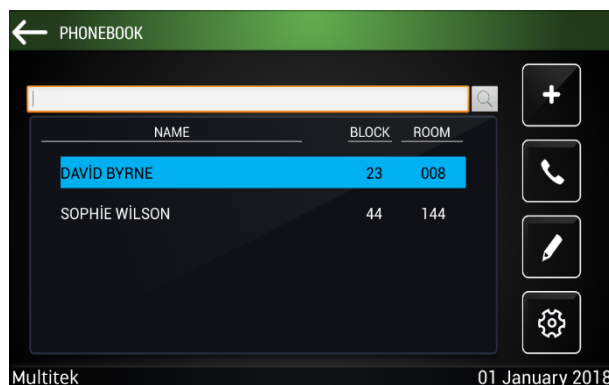
The arrow colors at the far left of the lines on the Total Call page determine the type of call.

3.4. Phonebook Features and Phonebook Settings





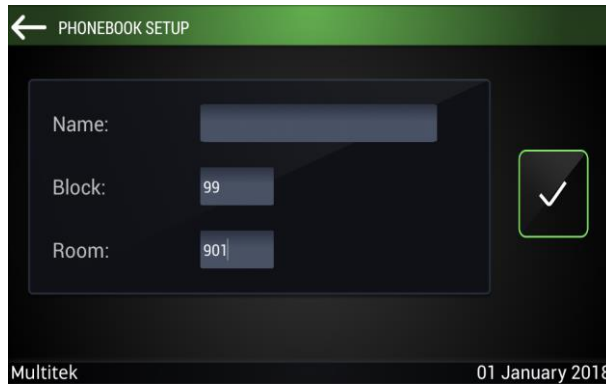
All flat monitor devices have the feature of phonebook (showing caller number and name) in which the names of the called and caller numbers can be recorded. Before all calls are answered, they appear on the screen with their numbers and identified names. The user can answer the call by looking at them. When the user calls himself, he can determine the name that will appear on the other side or enter the names that he has assigned to the numbers. All calls are stored in memory with their numbers and names.

On the page with the keypad, the screen that opens when the guide icon  in the lower left corner of the keypad panel is pressed will be as follows.



3.4.1. Adding New Register to the Phonebook

In the following screen, the name of the circle, the block number of the circle and the circle number are entered, respectively. The keyboard appears to enter names and numbers at the touch of each field, and the person selects letters and enters the desired names and numbers. Tapping  the ok icon or other area on the keyboard will destroy the keyboard. After the process is completed, the new record is added to the directory by tapping the icon on the right of the screen. Similarly, a number (and name) in the list can be added directly to the phone  book by tapping the icon on the **CALLS** page.

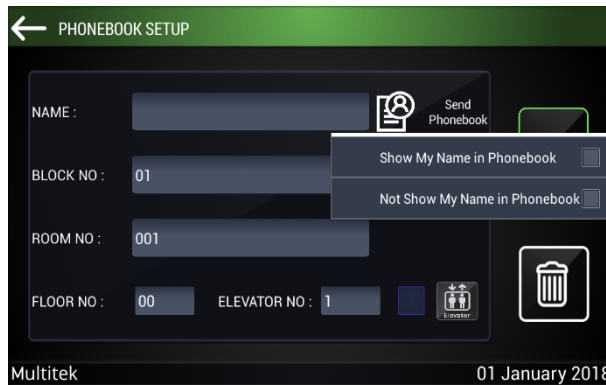


3.4.2. Editing Records in Phonebook

Then, the records that we want to make changes can be changed with the "EDIT" icon in the lower right corner.

3.4.3. Defining Your Own Name in the Phonebook

When the device searches for a place, the name of the caller can be determined along with the number on the screen of the searched device. For this purpose, by touching the **SETTINGS** icon in the lower left corner of the contacts page, the **PHONEBOOK SETTINGS** page appears.



3.4.3.1. Apartment Information Entry

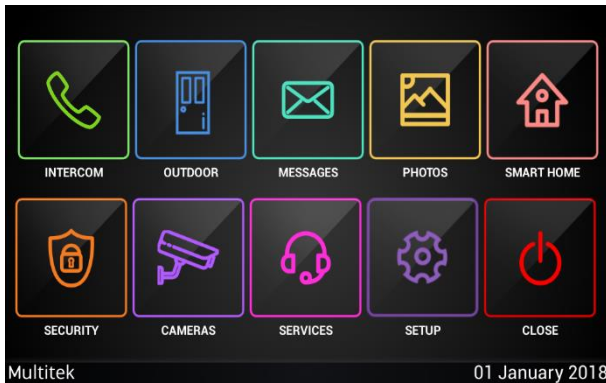
On the **PHONEBOOK SETTINGS** screen, the room and block number of the flat resident appear constantly and cannot be changed. However, when searching for a flat, the name of the flat will appear on the opposite side. After entering the name of the flat resident, you can make your name appear or not in other flats, security and at the door of the block with the guide sending icon next to it.

3.4.3.2. Activating the Elevator Call Feature



All flat devices in IP INTERKOM network have the feature of calling block elevators to the floor where they are located, and this feature is free. However, in order to call the elevator to the floor where the apartment is located, a module called IP-AS-CALL (Elevator Call) must be connected to the IP INTERKOM network.

For this purpose, on the flat monitor, the following pages are selected in order and the floor to which the elevator is called and the elevator call feature will be activated.



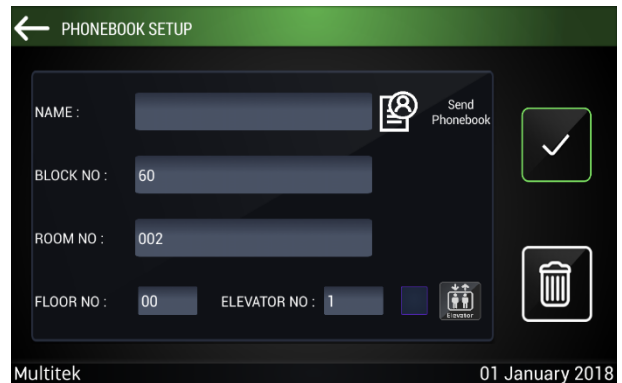
Touch the INTERCOM icon



Touch the PHONEBOOK icon



Touch the SETTINGS icon in the lower right corner



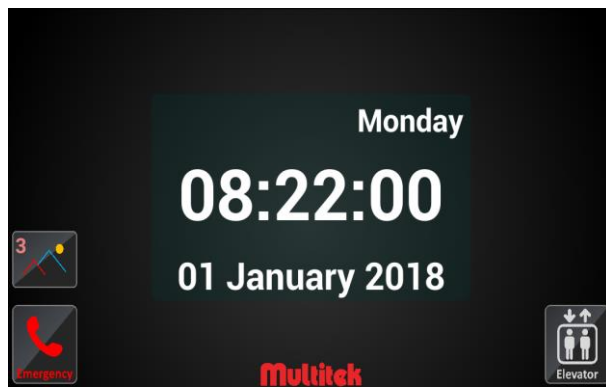
Enter floor number information on the guide settings page

When you reach the **PHONEBOOK SETTINGS** page, the floor number (where the elevator will be called) with the circle is entered as 2 digits (00-63).

Some large buildings may have more than one elevator on one floor. In this case, it is appropriate for the apartment to call the nearest elevator. For this purpose, while the information for calling the elevator to the floor is programmed, the elevator number that it wants to call "ELEVATOR NO" is entered. There can be a maximum of 8 elevators in a block.

For example, if a flat on the 15th floor wants to call the 4th lift closest to it, it must enter 15 in the FLOOR NO field and 4 in the ELEVATOR NO section.

After entering the floor information and elevator number where the elevator will be called, the box next to the floor number is checked to enable this feature. When these processes are completed, the call for elevator icon appears automatically on the monitor home page.



If an IP-AS-CALL module is installed in the system, when the user touches the ELEVATOR icon on the main screen, the elevator is called to the floor and the message "ELEVATOR IS COMING" appears on the screen. If the elevator call module is not installed, "ELEVATOR DISABLED" message appears on the screen.

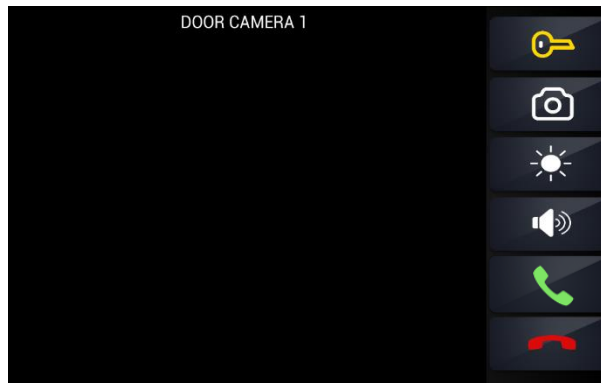
4. CONNECTING TO THE OUTDOOR









Tapping the "OUTDOOR" icon on the main menu page will take an image of the 1st Gate of the block. If you touch the icon with the image, you will start talking to the door panel. Speech and video acquisition time is 60 seconds maximum. You can end the connection by touching the icon. If you touch the icon during connection, you will have the door lock pulled

Note: You can do the same by pressing Block number + Door number on the keypad in the intercom section.

Example: You should call 01 801 for Gate 1 of Block 1 by dialing.



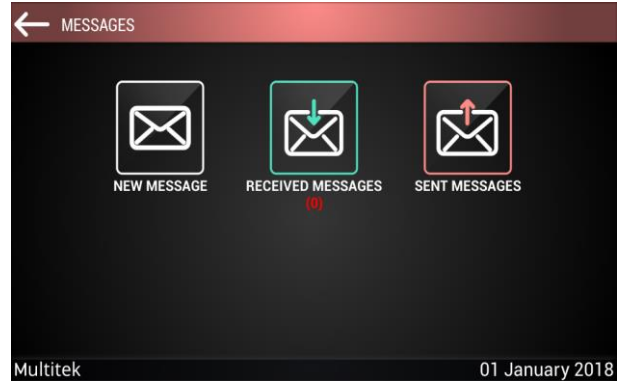
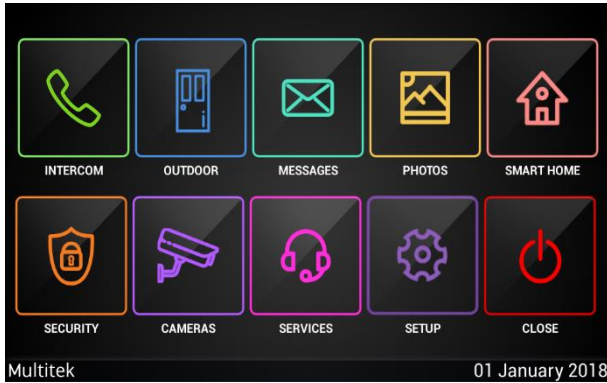
OUTDOOR CONNECTION SCREEN

-  It must be selected to switch to the audio connection with the outer door
-  When this button is pressed during the conversation with the Outdoor, the information of the unlocked door is displayed and the call ends.
-  When this button is pressed during the conversation with the Outdoor, the image of the person coming to the outer door is recorded in the pictures section.
-  It is sufficient to select this button to end the call.
-  The speaker volume is adjusted when speaking to the outer door.
-  You can adjust the level of image brightness during video conversation with the outer door.

5. SMS MESSAGING BETWEEN IP MONITORS



There is the feature of sending and receiving SMS messages between the monitors connected to the IP INTERKOM system. This feature is easy to use, unlimited and free. On the screen that opens after selecting the "MESSAGES" icon on the main menu, you can read your incoming messages, create new messages and review the messages you sent. The exchange of messages can be between apartments as well as between apartments and security, social service monitors. For example, the site management can send a common message to all apartments on the site or an individual message of each apartment.



5.1. Writing and Sending New Messages

Tapping the **NEW MESSAGE** icon on the MESSAGES page opens a new message writing page. When touching the **OUTGOING** line of this page, the keyboard appears and the circle number to which the message will be transmitted is written in "XX YYY" format. Here, XX is the block number YYY, which indicates the apartment number in this block. For example, "02004" number should be entered for a message to be sent to the 4th circle of the 2nd block. If the same message will be sent to more than one point, it is possible to enter any number of numbers provided that the apartment numbers are separated by commas.

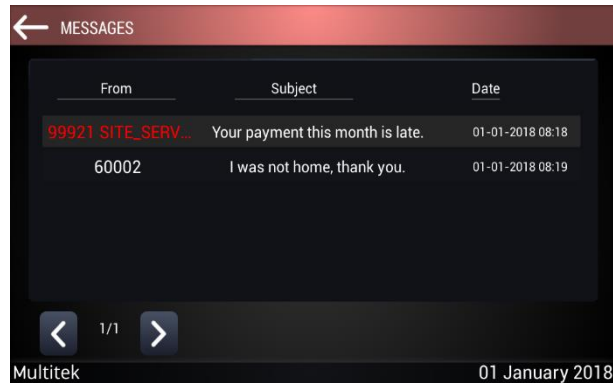
When the **MESSAGE** area of the new message page is touched, the desired message is written without the character limit using the keyboard that opens on the screen.

When the message is finished, sending the message is completed by selecting the **SEND MESSAGE** icon.



5.1.1. Received Messages

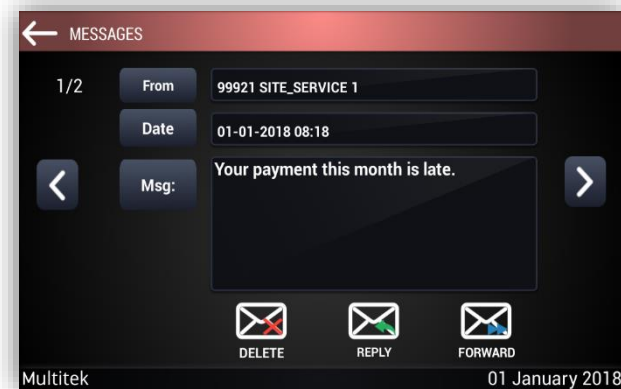
The number that appears on the RECEIVED MESSAGES icon from the Messages page gives the number of received but unread messages. Tapping the incoming messages icon displays a list of received messages. Here, the color of the unread and read messages is different, each line can be read from the message, the subject / beginning of the message, the arrival date and time of the message. An example of this page is given below.



Tapping on a message line opens that message. In the **Received** line of the opened message, the message comes from, the date and time of the message in the **Date** line, and the content of the message is displayed in the **Message** field.

You can move to the next or previous message by tapping the arrows on the left and right of the page.

The message can be opened and the message can be deleted by touching the **DELETE** icon at the bottom, the message can be answered by touching the **ANSWER** icon, and the same message can be sent to another circle by touching the **TRANSMIT** icon. **BACK** icon takes you back to the **MESSAGE FROM**.



When a new message arrives while the device is in sleep mode or is active, the message received melody is heard and an envelope icon with a number appears in the idle screen. The number on the icon shows how many unread messages are found. As the message is read, the number decreases, and if there are no unread messages, the envelope icon disappears from the main screen.



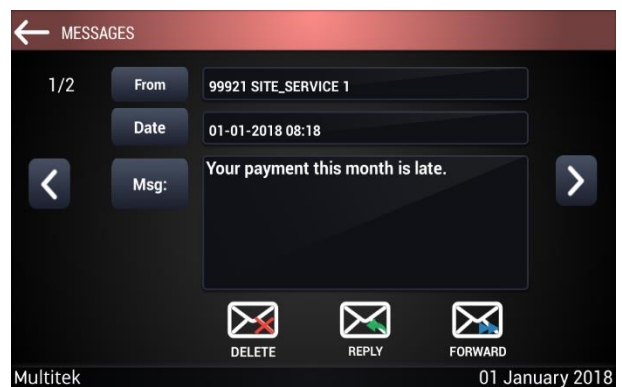
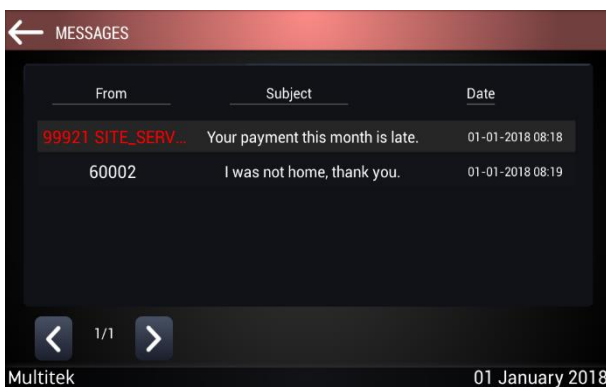
5.1.2. Send Messages

Tapping **SEND MESSAGES** icon is reached on the list of previously sent messages. You can see who sent the message in the list, the starting line of the message and the date and time the message was sent.

Tapping on an outgoing message line opens that message. In the **Send** line of the opened message, the message goes to who, the date and time of the message in the **Date** line, and the content of the message in the **Message** field.

By touching the arrows on the right and left of the page, the next or previous outgoing message can be started.

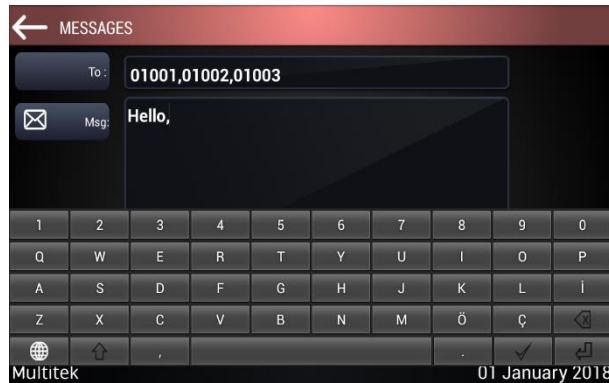
By opening the message and tapping the **DELETE** icon at the bottom, the message can be deleted, by touching the **ANSWER** icon, you can respond to the message, by touching the **TRANSMIT** icon, the same message can be sent to another circle. The **BACK** icon takes you back to the **SEND MESSAGES** page.



5.1.3. Send Multiple Message

Multiple messages can be sent to the flats by entering the circle numbers that will be sent to the OUTGOING line after entering the NEW MESSAGE section and adding “,” (comma) between the numbers.

For example, when OUTGOING line is written as 60002, 23008, 20122, this message is sent to the 60th Block 2 circle, the 23rd Block 8 numbered circle, the 20th Block 122th circle as a message.




If the numbers are separated by hyphens in the outgoing line, the same message is sent to all the numbers in between.

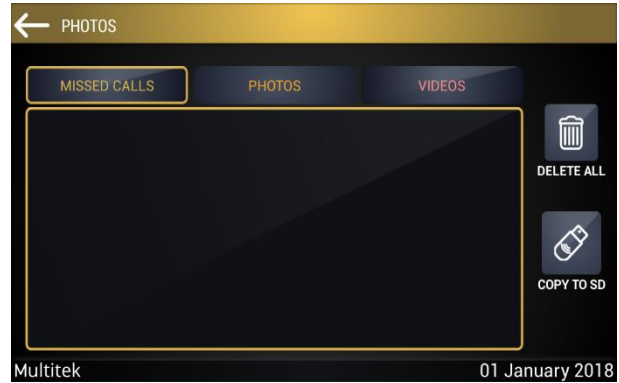
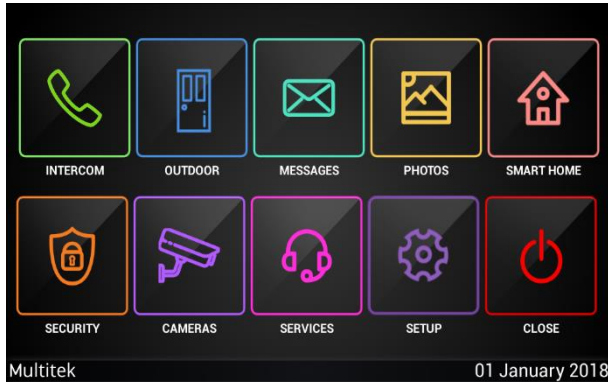
Example: When it is written as 60001-60008,23005-23080 in the OUTGOING line, it means that the same message will be sent between the 1st and 8th rooms of the 60th block and the 5th and the 80th rooms of the 23rd Block.

6. DEVICE TAKING PICTURE FEATURE



It is possible to record the video calls made on the VIP70 device. Calls to the device from the door are recorded automatically. Other video calls are recorded by tapping  the PICTURE icon on the screen monitored by the user.

Touching the **PICTURES** icon on the main page of the device, you go to the picture gallery of the device. Here are the files of the pictures taken so far.



6.1. Taking Pictures of the Device


The device can record the pictures of the calls detailed below.

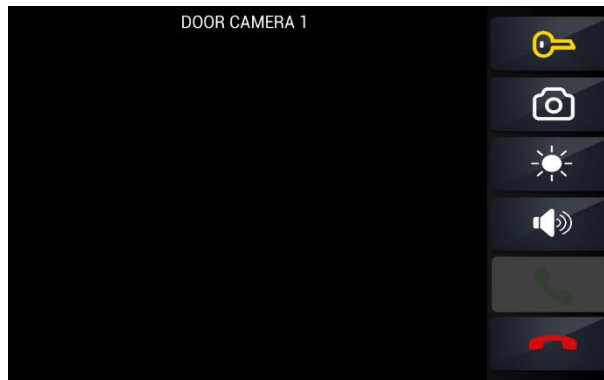
6.1.1. Automatic Image Recording of Incoming Calls from the Door Panel(s) and Missed Calls

Any general call is automatically taken from the door panels. The captured image is first saved in the MISSED file. If the call is answered, the picture is transferred to the PICTURES gallery.


The number of missed calls from the door panel is shown on the device's home screen with an icon and its pictures are stored in the MISSED file. If the user touches the missed icon on the home screen, he goes directly to the MISSED image file and examines the pictures of the missed calls there. Each inspected picture is deleted from the unanswered file and transferred to the PICTURES file.

6.1.2. Taking Manual Pictures of Calls from the Door


Calls from the door are recorded automatically, but the user can also take as many pictures as he wants when the device is ringing or talking with the door. The only thing he will do for this is to tap  the **PICTURE** icon on the screen. The pictures taken are stored in the **PICTURES** gallery.



6.1.3. Taking a Picture by Connecting to a Door Panel from the Device

The user connects to a door and takes the image of the door by touching the **MONITOR** or **DOOR** icons on the device screen or by dialing the door number. In this case, you can take a picture of the door image as much as you want by pressing  the **PICTURE** icon. The pictures taken are stored in the **PICTURES** gallery.


6.1.4. Taking Pictures While Video Conversation Between Apartments


The circles can take as many pictures as they want by touching  the **TAKE PICTURE** icon on the screen while making video calls. The pictures taken are stored in the **PICTURES** gallery.

6.1.5. Taking Picture Memory of the Device and Viewing Pictures

If there is no SD card inserted in the device, the device has a total of 1000 image recording memory. Pictures taken after 1000 pictures are filled are saved on old pictures, starting with the oldest ones.

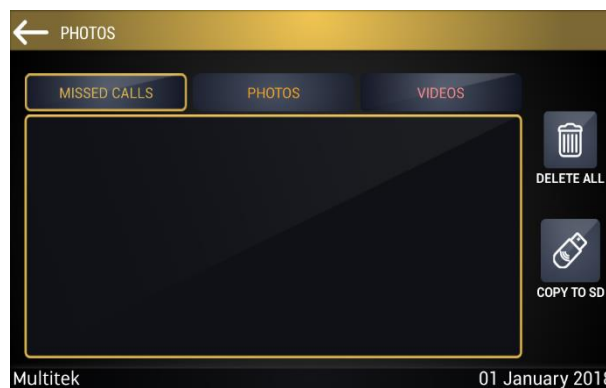
If an SD card is inserted in the device, the image memory of the device depends on the SD card capacity. All pictures taken after inserting the SD card are saved to the SD card.

 The pictures taken before the SD card is inserted are uploaded to the SD card with the **COPY ALL** icon on the screen.

 While viewing image files, the **DELETE ALL** icon on the screen is used to delete all images. When this icon is tapped, **“All pictures will be deleted. Are you sure?”** message appears. If confirmed, all pictures are deleted.

All pictures taken are saved under a name given in the order **"year month day hour minute second"**. Therefore, the most recent pictures are always first. When the pictures on the SD card are examined on the computer, they are examined in chronological order.

When you enter the **PICTURES / MISSIONS** picture gallery of the device, the pictures are arranged in date and time order starting from the last shot. The picture to be analyzed is clicked on and the picture is displayed in an enlarged form.



With the **<-- and -->** icons on the picture page, you can navigate between the previous and next pictures.

The **HIDE ICONS** icon removes the icons on the screen. **DELETE** icon that picture, **DELETE ALL** icon **“All pictures will be deleted. Are you sure?”** After receiving confirmation with the message, he deletes all pictures.

The **COPY TO SD CARD** icon will copy the picture to the SD card, if you insert the SD card later.

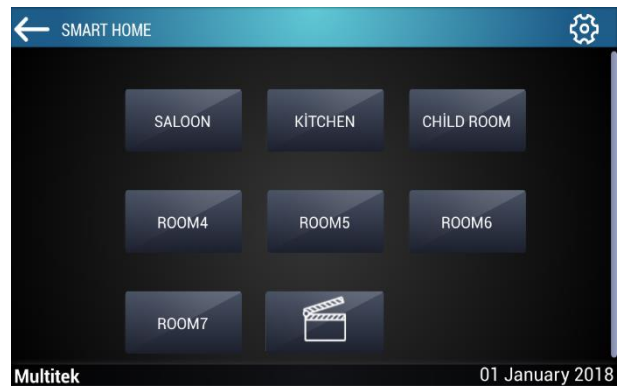
7. SMART HOME



The smart home application helps control the devices in the house. In order to control the monitor, the desired number of KNX interconnected devices are connected to the KNX bus consisting of two wires. Device descriptions should be made as described below.

7.1. KNX Smart Home Application

After the technical service team defines the KNX parameters in accordance with the project of your house in the installation, the application is opened by clicking "SMART HOME" from the Main Menu. The first screen that appears when the application is opened is the "Rooms" screen.




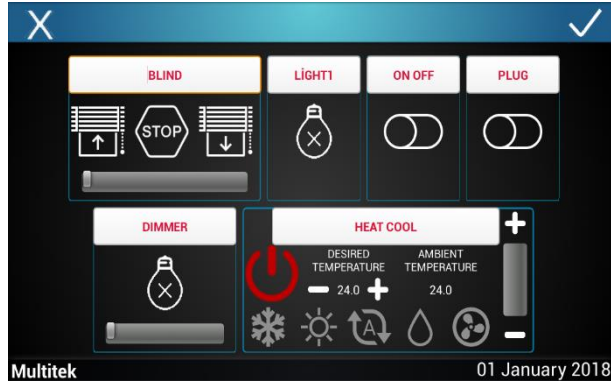
7.1.1. Control of Devices in Rooms in KNX System

If you select the room you want to see on the rooms screen, you can reach the screen of the room. On this screen, you can only see the devices belonging to that room and control these devices.



7.1.2. Changing the Names of the Devices in the Room in the KNX System

You can also change the names of the devices on this screen. You have to do; Press  the edit icon in the upper right corner of the screen and click on the tab that appears. After clicking, press once on the name of the device you want to change and give it the name you want (limited to 12 characters). After giving the name, press the OK button on the keyboard and press the confirmation button in the upper right corner of the screen.



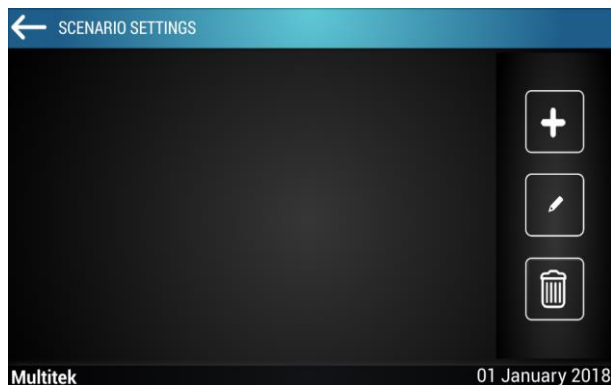
7.1.3. Scenario in KNX System

There are two types of scenarios. These are Special Scenarios, At Home and Out of Home.

7.1.3.1. Special Scenarios


Special scenarios are created by the **Technical Service Team** during the KNX installation phase, first using the ETS program, and then your apartment monitor is also arranged for special scenarios.

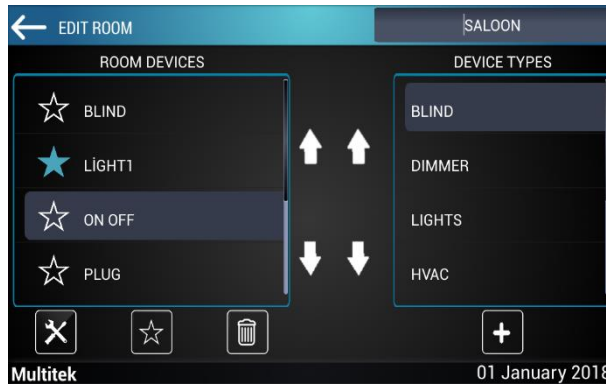
Note: In order to add a special scenario in KNX systems, necessary arrangements should be made with the help of the **Technical Service Team** from the ETS program.



7.1.3.2. At Home and Out of Home Scenarios

There are two fixed scenarios in the smart home section. The first one is the "I'm home" scenario for situations when you are at home, and the second is the "I'm not home" scenario for situations when you are not at home. When you want to make arrangements according to these scenarios in any room, enter the settings section of the smart home section by entering your password.

Then select which room you want to edit and tap the edit icon. Select the device you want to edit, tap the button and check that  the star icon next to the device name is blue. Press the back-arrow button next to the room editing section and confirm the warning for the changes made.



As described above, after the devices are set according to the At Home and Not at Home scenarios, they can select as I am at home and not at home as seen on the screen below from the Scenarios screen.



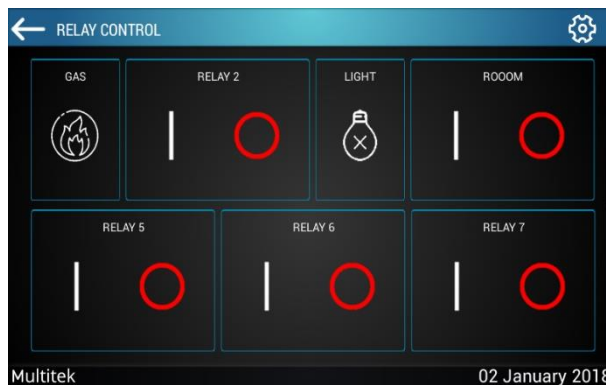
7.2. RELAY Smart Home Application

Relay channels are adjusted by the Technical Service Team. When entering the smart home page from the main menu, the screen will be as follows.






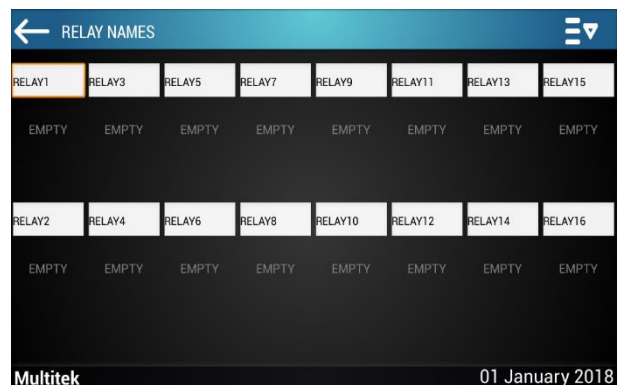
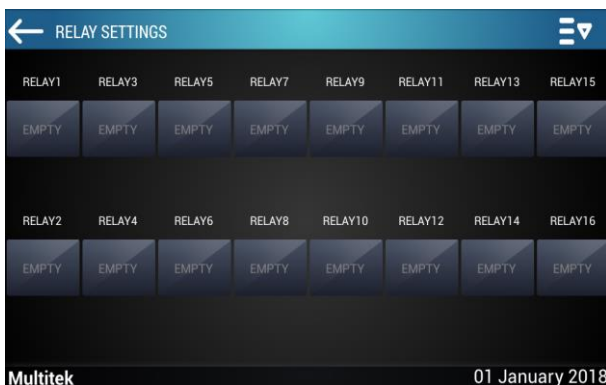
7.2.1. Control of Devices in the Room in RELAY System

The devices in the room are seen on this screen and you can control these devices.



7.2.2. Changing the Names of Devices in The Room in The RELAY System

You can also change the names of the devices on this screen. You have to do; Press  the setting icon in the upper right corner of the screen and enter the password. Press  the icon in the upper right corner and click the RELAY NAMES section on the screen that appears, press once on the name of the device you want to change and give the name you want (limited to 12 characters). After giving the name, press  the icon and confirm the warning for the changes made.






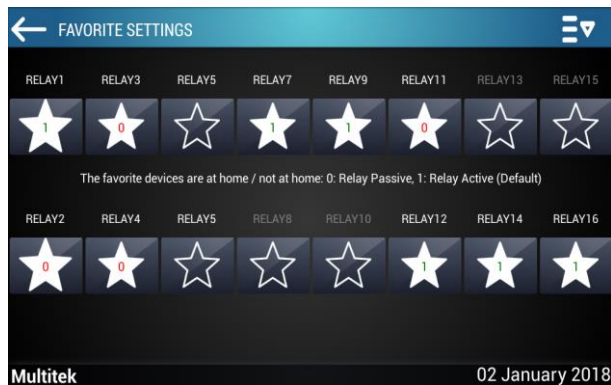
7.2.3. Scenario in RELAY System

I'm Home and Out of Home scenarios.

7.2.3.2. At Home and Out of Home Scenarios

There are two fixed scenarios in the smart home section. The first one is the "I'm home" scenario for situations when you are at home, and the second is the "I'm not home" scenario for situations when you are not at home. When you want to make arrangements according to these scenarios in any room, enter the settings section of the smart home section by entering your password.

Then touch  the icon to edit and click **FAVORITE SETTINGS**. Tap the icon on the device you want to edit and check that  the star icon under the device name is white. After making the arrangements in the devices, press  the icon and confirm the warning for the changes made.

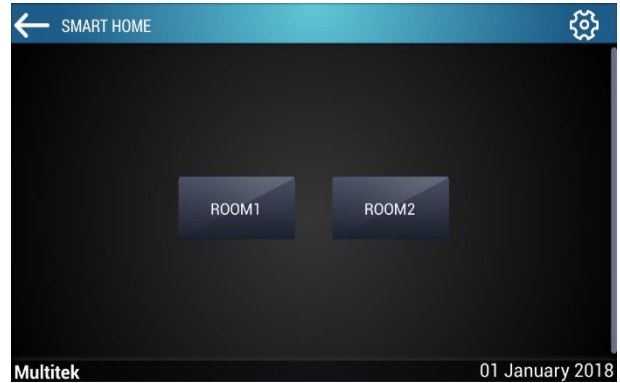
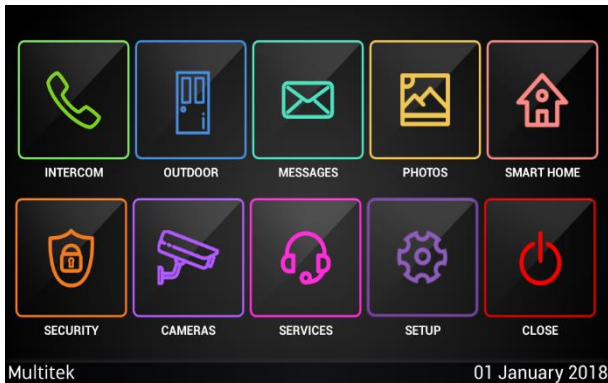


As described above, after the devices are set according to the I am at home and I am not at home scenarios, they can select I am at home and not at home as seen on the screen below from the Scenarios screen.



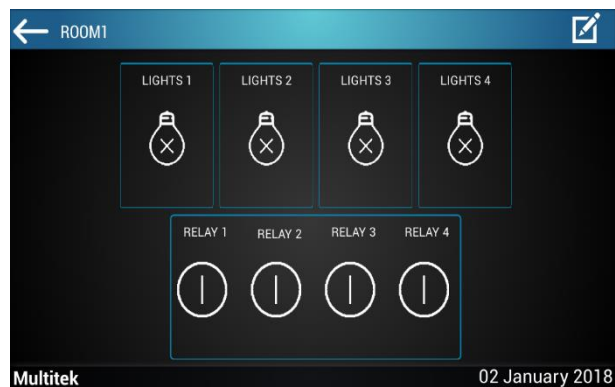
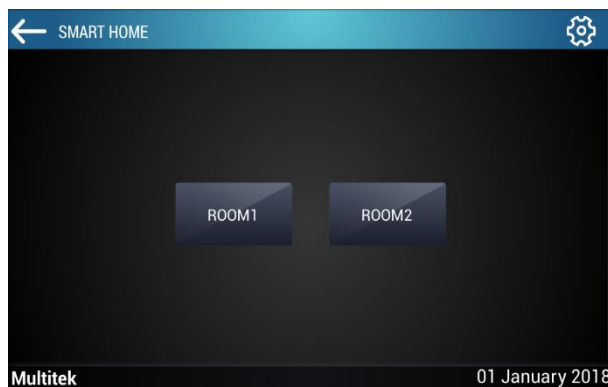
7.3. RF Smart Home Application

The rooms are defined by the **Technical Service Team** and the RF devices in the rooms are introduced. Clicking **"SMART HOME"** from the main menu opens the application. The first screen that appears when the application is opened is the "Rooms" screen.




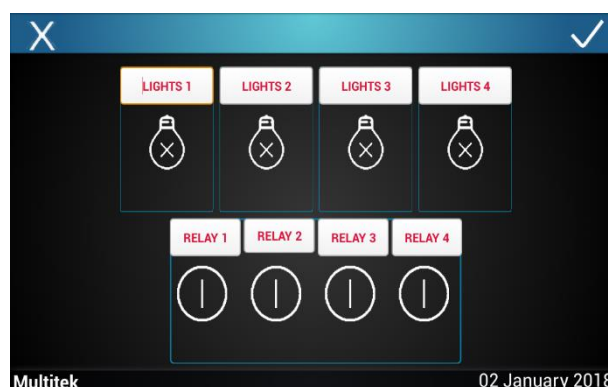
7.3.1. Control of Devices in Rooms in RF System

If you select the room you want to see on the rooms screen, you can reach the screen of the room. On this screen, you can only see the devices belonging to that room and control these devices.



7.3.2. Changing the Names of the Devices in the Room in the RF System

You can also change the names of the devices on this screen. You have to do; Press  the edit icon in the upper right corner of the screen and click on the tab that appears. After clicking, press once on the name of the device you want to change and give it the name you want (limited to 12 characters). After giving the name, press the OK button on the keyboard and press the confirmation button in the upper right corner of the screen.




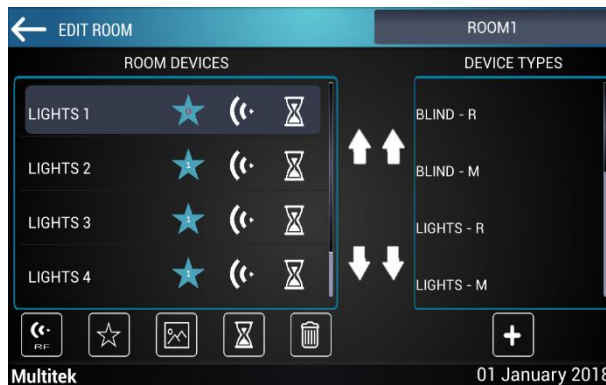
7.3.3. Scenario in RF System

I'm Home and Out of Home scenarios.

7.3.3.2. At Home and Out of Home Scenarios

There are two fixed scenarios in the smart home section. The first one is the "I'm home" scenario for situations when you are at home, and the second is the "I'm not home" scenario for situations when you are not at home. When you want to make arrangements according to these scenarios in any room, enter the settings section of the smart home section by entering your password.

Then select which room you want to edit and tap the edit icon. Select the device you want to edit, tap the button and check that the star  icon next to the device name is blue. Press the back-arrow button next to the room editing section and confirm the warning for the changes made.



As described above, after the devices are set according to the I am at home and I am not at home scenarios, they can select I am at home and not at home as seen on the screen below from the Scenarios screen.

7.4. Phone Connection In Smart Home Systems

Phone connection in smart home systems is described in detail in title 11.1.10.

8. ALARM



The alarm feature is an optional feature and it is not available in all types of IP INTERCOM devices. The alarm feature is only on the wall bracket of the device and has nothing to do with the VIP70 monitor. When the alarm card is placed in the VIP70 wall bracket, the device is equipped with an alarm feature. When the VIP70 device has an alarm feature, the device home page will be displayed as follows.

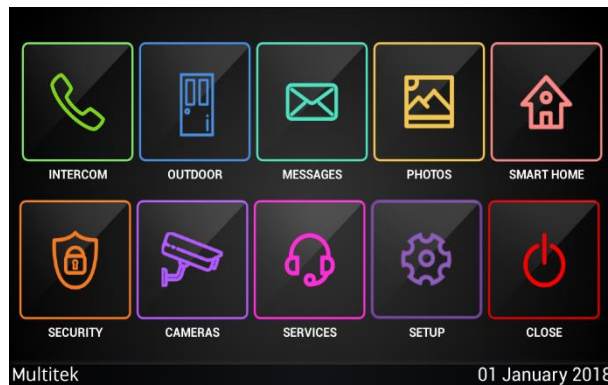



Alarm card inserted and not set home page



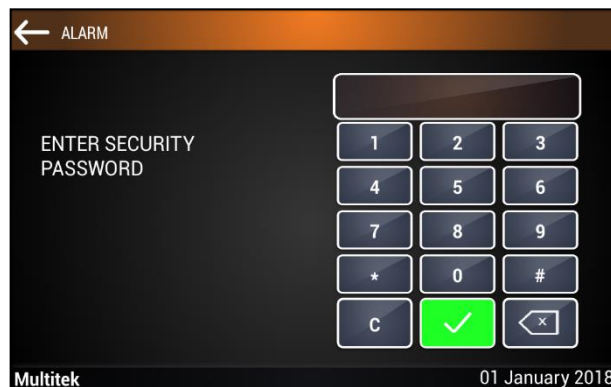
Alarm card installed and alarm set home page

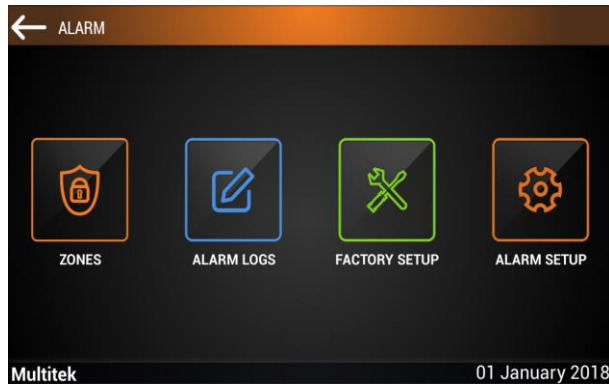
If the alarm icon shown on the above pages is not available, it means that the alarm card is not installed on the wall mount and there is no alarm feature. When the above pages are touched, the following screen appears.



When the user touches  the ALARM icon, if the message "NOT SUPPORTED" appears on the screen, it means the device does not have an alarm card. If the alarm feature is supported, the password screen appears to enter the security password, and when the 4-digit password is entered and confirmed, the alarm properties screen opens.

INITIAL ALARM PASSWORD: 0000





The alarm password is used to turn off alarms and sirens by entering a password during the alarm, to enter the alarm features menu, to change the alarm password and to set alarm related parameters.

8.1. ZONE

8.1.1. Enabling or Disabling Alarm Zones

When the **ZONE** icon is touched, the zone screen opens. From here, the zones (or zones) are selected by touching them. The zone can be made active or inactive by placing a tick on the zone or removing the check mark. The zone with a tick mark on it means that it is in use, and the invisible zone is not in use. It can be used for connecting Zone1, Zone2, Zone3 and Zone4 wired and wireless detectors. Zone5-8 is not currently in use.



The selection is saved by touching the icon.



Selecting the icon will not save your changes. Active and passive zones remain in their previous states.



After these steps, the device;

If an alarm is set, the device gives a 10-second arming tone. However, “Alarm Activation Time” can be set on the device and its initial value is 10 seconds.

(Note: The alarm setting tone time is fixed and has no connection with the Alarm Arm time.) The alarm environment must be abandoned before the Alarm Arm time expires. (For example, if PIR is used as a detector, although the PIR sees the person, no alarm is given during the Alarm Activation period.)

At the end of the Alarm Activation period, the external siren, if present, warns the user that the alarm has been activated with two short tones.

If the alarm is canceled, a 3-second warning tone is issued and the alarm is canceled. (The external siren, if present, informs that the alarm has been canceled with a single short tone.)

8.1.2. Canceling the Alarm with the Remote-Control Device



First of all, programming of the remote-control device should be done. After the programs are entered, the user activates or deactivates the alarm feature simply by touching the buttons on the remote-control key. It is used to activate the closed lock alarm on the control switch and to deactivate the open lock alarm feature.

When the alarm is activated by the remote control, the device emits a confirmation tone that beeps twice in a row.

When the alarm is deactivated with the remote control, the device gives a confirmation tone that rings twice in a row.

Things to know about using remote control;

Note: To activate or deactivate the alarm, the

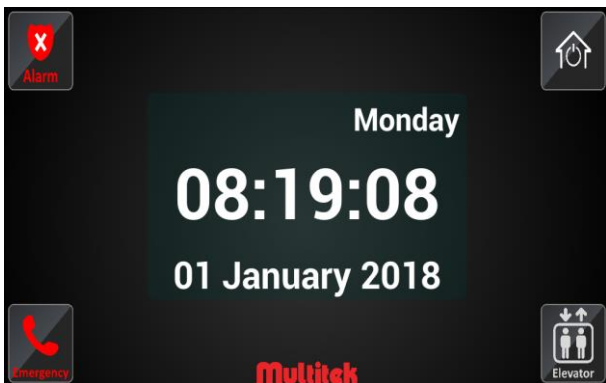
remote-control key must be pressed for more than 3 seconds.

Note: Maximum 5 remote control devices can be registered to a device.

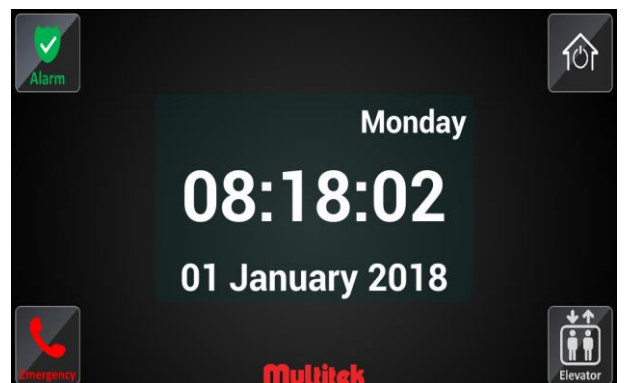
If requested, some zones can be controlled by Remote Control, while other zones can be controlled only by programming. For example, while the places where the alarm is required to be installed continuously, such as the door magnetic detector that is not used at home, can be controlled by programming, the places that need to be permanently canceled and installed, such as the presence of the PIR detector in the hall, can be controlled with the Remote Control device.

8.1.3. Activating and Disarming the Alarm with the Alarm Icon in the Main Menu


There is an ALARM icon in the upper left corner of the main page of the device. It is possible to perform the same functions of the Remote Control by touching this icon.

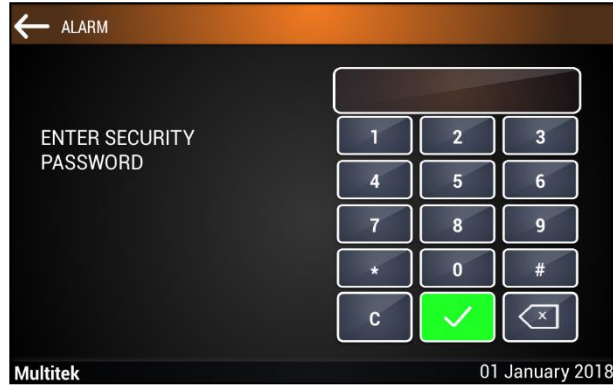



Alarm disabled



Alarm enabled

When the alarm is not set at the beginning, the color of the icon is RED  as seen. When the red alarm icon is touched, the next page asks for the security password. If the user enters the correct security password, the ALARM icon is displayed in green on the main page. Meanwhile, the 10-second set alarm tone sounds.



If the alarm is set, the color of the ALARM icon is  GREEN. When the green alarm icon is touched, the next page asks for the security password. If the user enters the correct security password, the home page ALARM icon is displayed in red. Meanwhile, the 3-second alarm canceled tone is heard.

8.1.4. Warnings When Alarm Occurs

When any of the detectors give an alarm, the device detects this and performs a series of operations:

The device immediately detects that one or more of the detectors have given an alarm and starts to sound the Alarm detected tone. A message will appear on the device screen showing the zone from which the alarm started. As an alarm occurs from other zones, the messages showing these zones come one after another. For example, if there are alarms in the 1st and 3rd zones one after the other, the following messages will come in succession.

"ALARM ZONE1 IS CREATED. ENTER THE SECURITY PASSWORD!" and then, **"ALARM ZONE3 IS CREATED. ENTER THE SECURITY PASSWORD!"**

The alarm cancel tone emitted by the device is 10 seconds and the user is requested to cancel the Alarm. (At this time, depending on the Alarm Start Time entered for zones, siren and special relay may still be in silence.)

If the user does not cancel the alarm for 10 seconds, the device starts to emit the ALARM START tone. (At this time, depending on the Alarm Start Time entered for zones, siren and special relay may still be in silence.)

Meanwhile, the device message screen turns red and starts to flash at 2 second intervals. **"ALARM ZONE3 IS CREATED. ENTER THE SECURITY PASSWORD!"**. If the user does not cancel the alarm, the alarm triggered tone continues for 2 minutes and then stops. The red screen continues to flash until the alarm is canceled.

8.2. Factory Settings

When the restore factory settings icon in the alarm icon is touched, the alarm-related features of the device return to the factory settings. Factory default initial values are given below:

Alarm Activation Time: **10 seconds**

Relay Pull Time: **10 seconds**

Alarm Duration: **10 seconds**

Siren Ring Time: **3 minutes**

Zones: **Not active**

Note: **Factory settings do not change the security password.**

8.3. Alarm Records



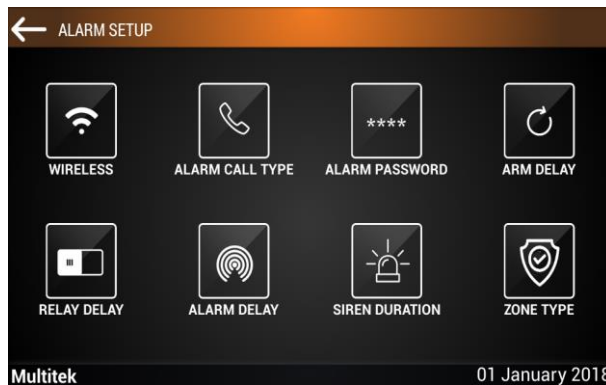
When the alarm logs icon in the alarm icon is touched, the alarm logs of the device are displayed. These logs contain information such as the time of the alarm and which zone it came from. An example is given below.

ALARM ZONE	DATE & TIME
5	01/02/2014 15:33
2	11/03/2014 09:14

8.4. Alarm Settings



When the alarm settings icon in the alarm icon is touched, the alarm settings screen opens. Here, parameters such as alarm activation, alarm relay activation, alarm and siren ringing times are entered. In addition, wireless detectors and wireless control devices are determined here. It can be set separately for each zone.



8.4.1. Wireless

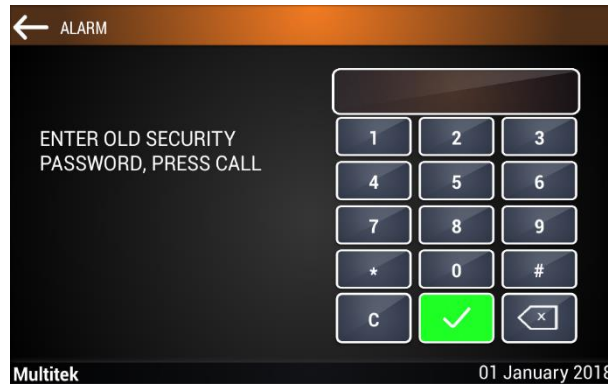
When the wireless icon is touched to add or remove a wireless device unit, the wireless zone or remote-control device settings you will use are made. You can get support from the technical service.

8.4.2. Alarm Call Type

Not active.

8.4.3. Alarm Password

When the alarm password icon is touched in the alarm password section, the following screen appears and first the old alarm password is entered, then the new alarm password can be entered twice and change the password.



INITIAL SECURITY PASSWORD: 0000

The message "ENTER THE OLD SECURITY PASSWORD, ENTER." Appears. The user correctly types the four-digit old user password and enters it. (If it is entered incorrectly, the message "WRONG PASSWORD. ENTER THE OLD SECURITY PASSWORD AGAIN, ENTER."

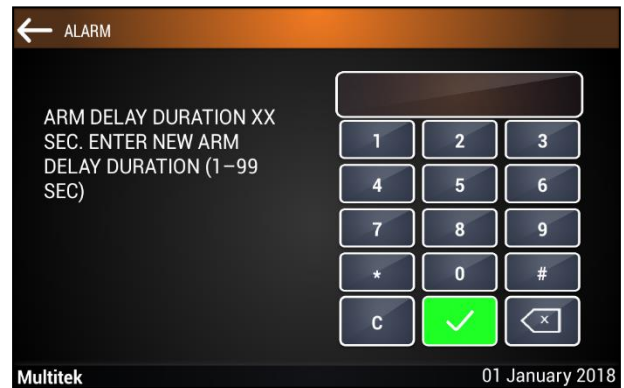
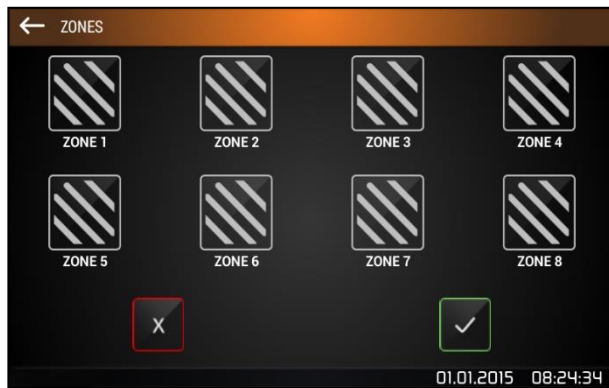
The message "ENTER NEW SECURITY PASSWORD, ENTER" appears. User enters new password and re-enter.

The message "ENTER NEW SECURITY PASSWORD AGAIN, ENTER." Appears. The user re-enters his new password and re-enters it. The message "NEW PASSWORD ACCEPTED" appears and the process is completed.

Note: When the security password is forgotten, it is possible to return to the initial password values by installing new software on your device via SD card. Do not forget your current password!

8.4.4. Arm Delay

Tapping the commissioning time icon on the screen opens the zone screen first. Here, the user can mark and confirm "zone or zones to be activated".



"ALARM TIME 10 SEC. ENTER NEW START-UP TIME (1-99SEC))"

The user keys and enter a period of 1-99 SEC for the desired zones. The amount of time that is entered determines how long the zones that have activated the alarm will be activated.

NOTE: when more than one zone is selected for the setting, the current value is shown as XX.

8.4.5. Relay Delay

When the system alarms, it may be desirable to perform additional functions, such as transmitting an alarm to a remote point.

For this purpose, a relay is energized when an alarm is issued, and its outputs are used to perform the desired functions. The period of time that the relay remains activated can also be programmed with this program.

When the relay time icon is touched on the screen, the following screens appear respectively:



First of all, the screen of the zones for which the relay pulling time will be adjusted appears. Here, the user clicks the zones to set the Relay Times and then clicks on the "Save & Exit" icon. The following message appears on the next page:

"RELAY TENSILE 10 SEC. ENTER NEW RELAY TIME (1-99SN)"

Here, 10 seconds indicates the previously set relay time. User enters new relay pull time between 1-99 seconds and enter. The process is completed with the message **"NEW RELAY TIME ACCEPTED"**.

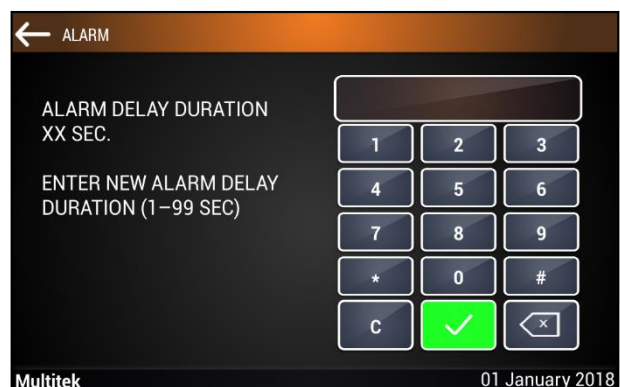
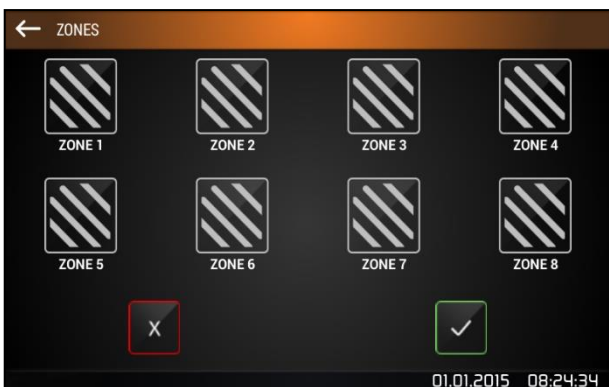
NOTE: When more than one zone is selected for adjustment, the current value will be shown as XX.

NOTE: If "240" is entered in the (01-99SN) relay pulling time, the alarm will switch to special relay mode and pull it unlimitedly.

8.4.6. Alarm Duration

This period determines how long after the alarm is detected, the alarm will be activated, the siren will start to ring and the necessary calls will be made. During this period, the alarms can be canceled by entering the alarm password without the system giving an alarm.

When the alarm time icon is touched on the screen, the following screens appear respectively:



First, the screen of the zones for which the alarm time will be set appears. Here, the user clicks the zones to set the Alarm Times and then clicks on the "Save & Exit" icon. The following message appears on the next page:

"ALARM DELAY TIME 10 SEC. ENTER NEW ALARM DELAY TIME (1-99SN)"

Here, 10s indicates the previously set Alarm Delay time. User enters new Alarm time between 1-99 seconds and enter. The process is completed with the message "NEW ALARM SETTING TIME ACCEPTED".

NOTE: When more than one zone is selected for adjustment, the current value will be shown as XX.

8.4.7. Siren Duration

The siren duration determines the time the siren will ring when the alarm starts. When the siren time icon is touched on the screen, the following message appears.

"SIREN RING TIME 3 MIN. ENTER NEW SIREN RING TIME (1-99 MINUTES)"



Here 3 minutes indicates the initially set Siren Ringing time. User enters new siren ring time between 1-97 minutes and enter. The process is completed with the message "NEW SIREN RING TIME ACCEPTED".

NOTE: The codes 99 and 98, which are defined as siren ringing time in this menu, are used for special purposes:

If you enter 99 as the time, the siren will not sound when activating or canceling the alarm.

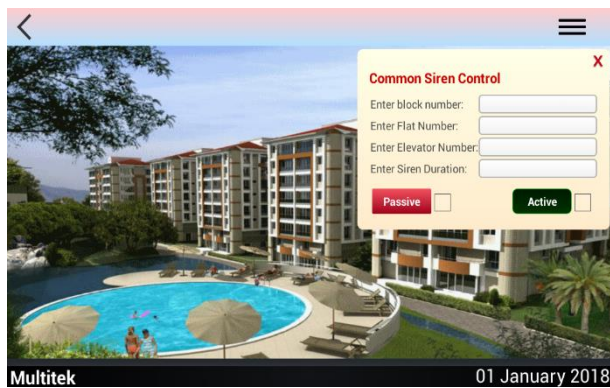
If you enter 98 as the time, the siren will sound when activating or canceling the alarm. (Initial value)

8.5. Common Alarm

With the alarm notification coming to the security tablet, the elevator relay is turned off and the alarm connected to the relay is activated. When you enter the Alarm menu on the security device and press the tab to the right of the screen, the following screen will open.



After entering the Common Alarm Control tab in the screen that opens, the following screen will open.



If you want to activate the alarm, enter the required information and press the "Active" button. If you want to disable the alarm, you can press the "Passive" button without entering information.

9. CAMERAS



Apartment monitors are equipped with the feature of monitoring IP cameras connected to IP INTERKOM network. However, initially no camera is available for viewing. Cameras to be watched must be set up by the technical service and opened for monitoring by introducing their addresses.

9.1. Monitoring Monitor Cameras


When the camera icon on the flat monitor main page is touched, the camera page with 9 camera icons is opened.



Monitor home screen page



Camera icon page with cameras to be monitored

Camera names and IP addresses of the cameras on the camera page can be programmed through the settings pages that appear by pressing the setting icon on the top right of the screen for more than 10 seconds. When the camera icon to be monitored is touched, the image of that camera is displayed. Viewing is terminated by tapping  on the image page or the screen is automatically turned off after one minute and the screen returns to the MAIN MENU. If you touch the camera icon in the upper right corner of the screen while monitoring the camera, the monitoring is terminated and the screen remains on the CAMERAS page.

If the camera in the touched icon is not defined, the NO DEVICE message is displayed. If the camera in the touched icon is defined but the camera is out of order or not available, a black page appears on the screen, it is turned off or turns off automatically after one minute.

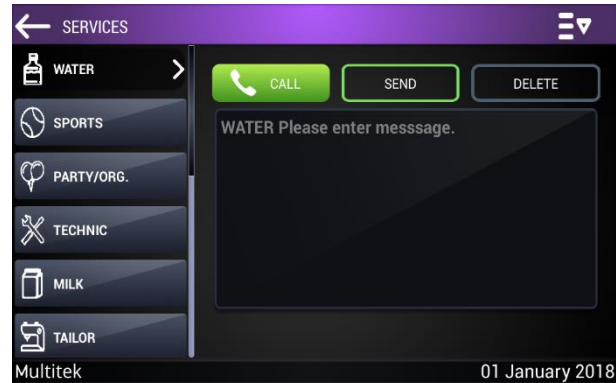
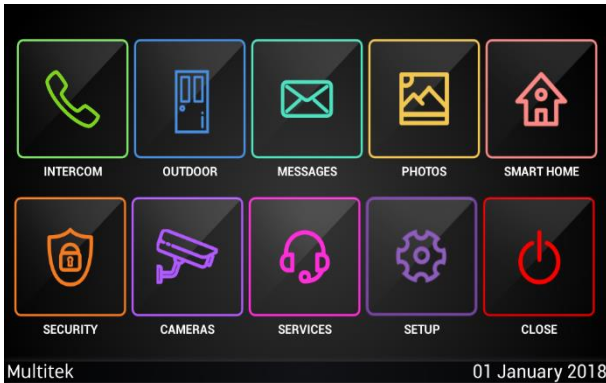
10. SERVICES MENU



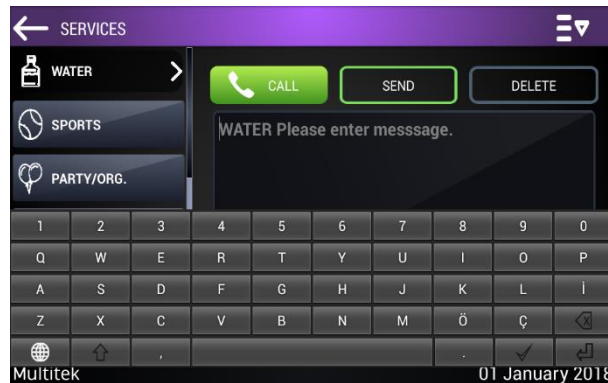
If an IP INTERCOM monitor is installed for businesses that provide services such as markets, cargo, hairdressers and these within the site and this monitor is connected to the INTERKOM network of the site with a CAT6 cable, all apartments on the site can call these points, if desired, video calls can be made, but even simpler appointments, orders, etc. SMS messages can be sent to. The services icon icons on the flat monitors are optionally programmed and then sending SMS messages is done very simply. There are 20 different business / service numbers defined at the beginning of the system. In addition to the order / request message, you can also make phone calls from the same menu through the SERVICES menu. This service offered in IP INTERKOM system is standard and completely free.

10.1. Accessing the Services Menu and Sending an Order / Request

If you tap the SERVICES icon on the device home page, you will reach the SERVICES menu, which consists of many small icons, each named with a point of sale / service. These symbols initially indicate the commonly used units such as CLEANING, DOCTOR, HAIRDRESSER.



When the unit you want to send a message to touches on the icon of the business, the following page screen appears.

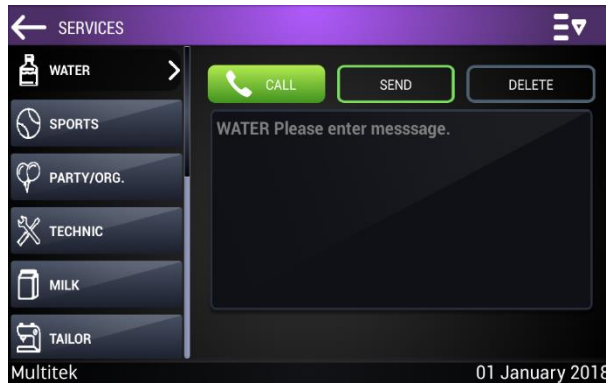


If you see which service you have selected (WATER in the example) on this screen and write the message to send. When you touch the message field to write a message, the keyboard appears on the screen and you write your message by selecting the letters.

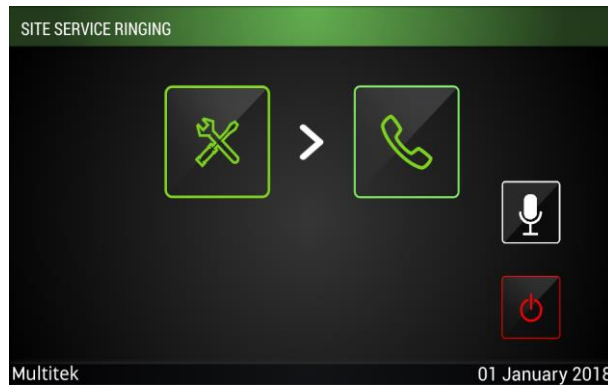
You send your message by tapping the SEND icon. The DELETE icon has no function on this screen. You can exit the message screen by touching the CANCEL icon. By tapping the CALL icon, you can directly call and talk to the number associated with the icon. The sent message is sent to the message box of the relevant unit by giving an audible warning.

10.2. Call Process

Go to the **SERVICES** menu and tap the desired service icon. Touch the **CALL** icon on the screen that appears.

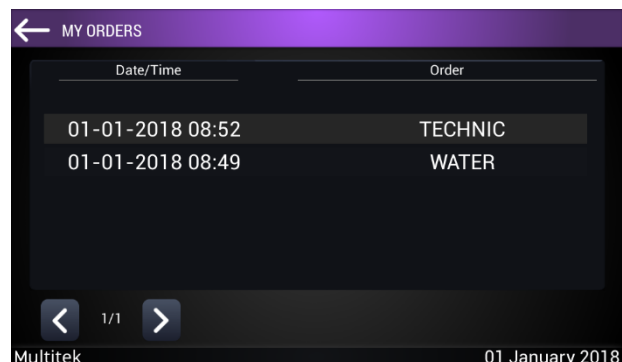
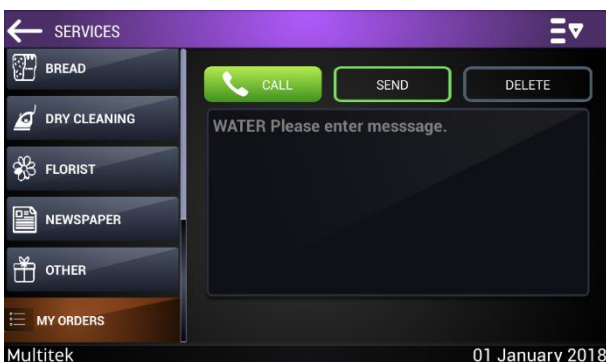


The predefined service / business number will be called by your monitor and a voice connection will be established if the other party answers. In the same way, you can easily turn your call into a video call by requesting a video call to the other party.

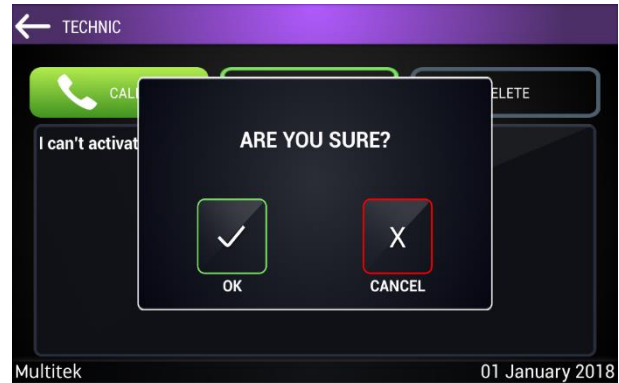
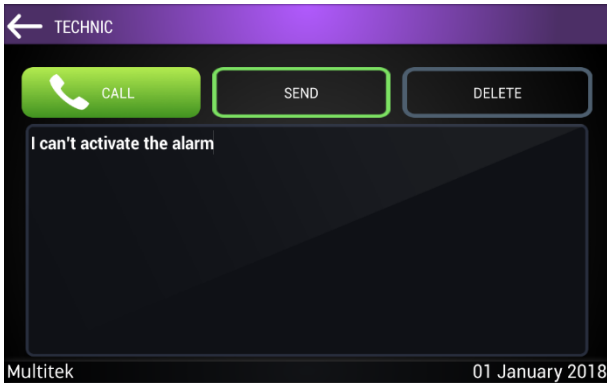


10.3. Tracking of Sent Messages

When you tap the **MY ORDERS** section at the bottom left of the **SERVICES** page, previously submitted requests appear as a list with the service name, the date and time of the request submission. If the messages are more than one page, they are circulated between the message pages by means of the arrows on the right and left.

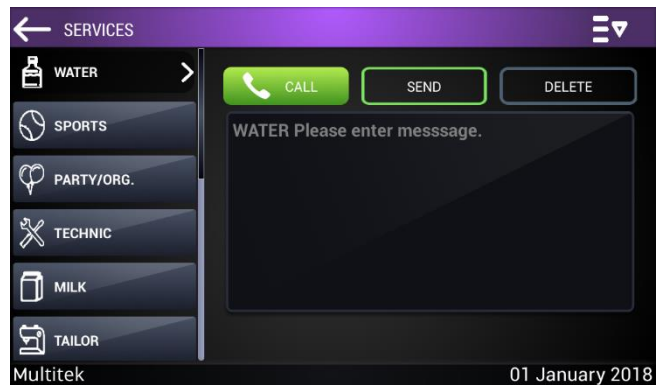
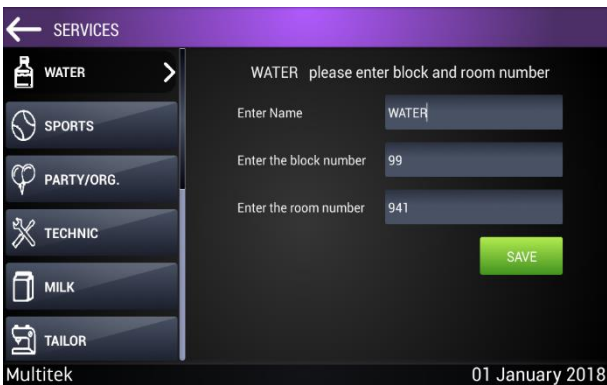


To resend the same message, click on the message to be processed and the message and address previously sent are displayed in order to be sent again. The message is sent again by clicking the **SEND** button. In order to delete the message, you have sent, after selecting the **DELETE** button in the top menu, the deletion must be approved.



The names and numbers of the businesses defined on the **SERVICES** icons page can be changed as desired. For example, an icon previously defined as a market can then be changed to a hairdresser or another business.

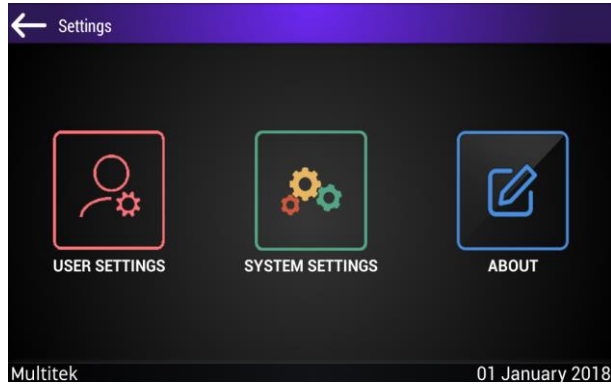
A new page opens to define the service NAME, BLOCK NO, SERVICES NO by long pressing the icon in the upper right corner to perform the programming process. After entering the values we want in the fields, we assign new values by touching the **SAVE** icon. For example, in order to convert the market previously located in the 10th Block 101 numbered unit, 44. Block 144 numbered WATER, enter 44 information in BLOCK NO, 144 in the SERVICES NO section and select **SAVE** in the NAME section and complete the programming process.



11. SETTINGS

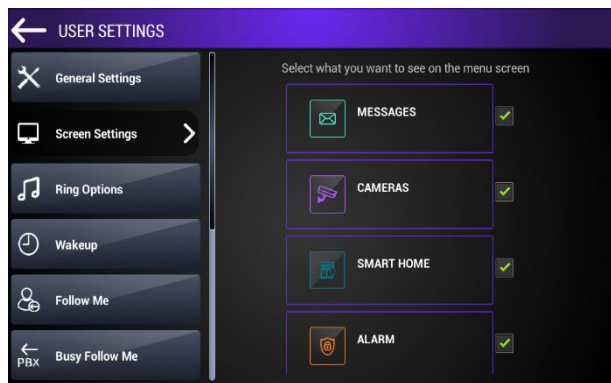


When the "SETTINGS" icon is touched in the main menu of the intercom, the page where the settings are made appears. In this page, "User Settings", "System Settings" and "About" sections are opened.



11.1. User Settings

In the user settings section, there are "General Settings (Door Opening Password and IP Camera Status), Display Settings, Ring Options, Wake Up, Follow Me, Busy Follow, Language Options, Speed Dial, Call Permissions, Phone Connection and User Guide" sections.



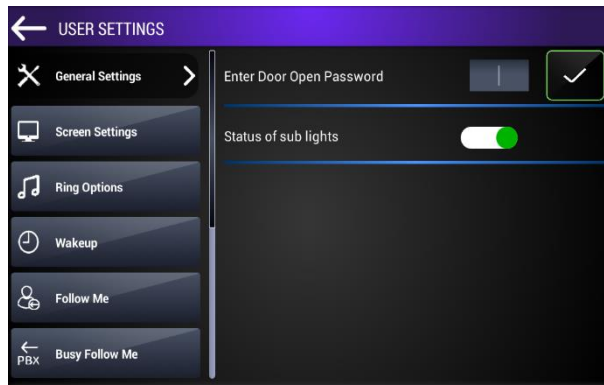
11.1.1. General Settings

The settings that can be entered in this section are as follows:

11.1.1.1. Enter Door Opening Password

You can enter the password to open the door by entering your password from the door panel in front of the apartment door. Touch the "**Enter Door Opening Password**" field. Using the keypad that comes out, enter your 4-digit door opening password and then tap the confirm button on the right. After a few seconds, the message "**PASSWORD ENTERED**" appears on the screen. The defined password is automatically sent to all doors in the block. You can open all doors in the block using the same password.

The door opening password can only be 4 digits. The password cannot have consecutive numbers such as 1234, 2345, or the same numbers such as 1111, 2222.

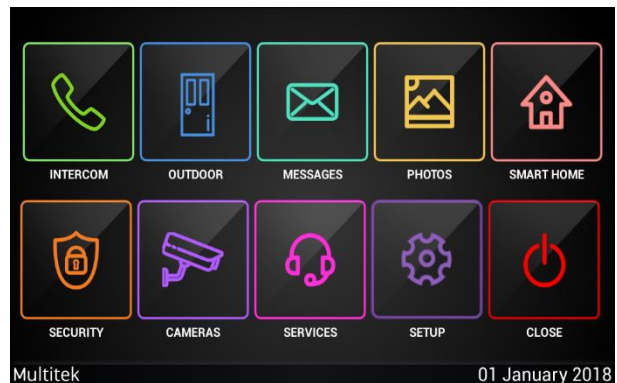
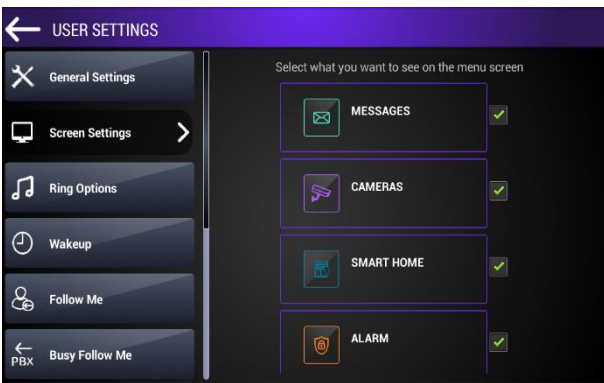


11.1.1.2. Status of the Lower Lights

Adjusts the status of the LEDs at the bottom of the tablet.

11.1.2. Screen Settings

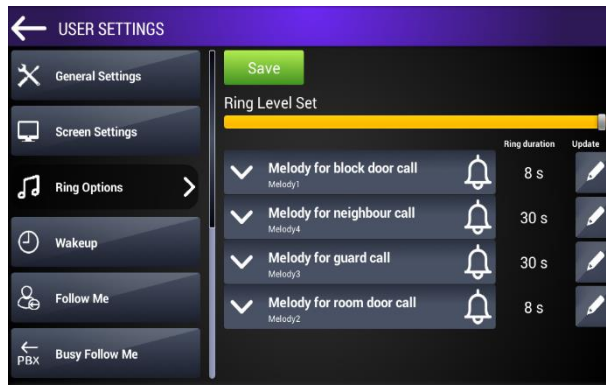
You can add Messages, Cameras, Smart Home, Alarm, Services sections to the main screen or remove them from the screen in the display settings section. You can add the applications you want to see and use to the screen and remove the others.



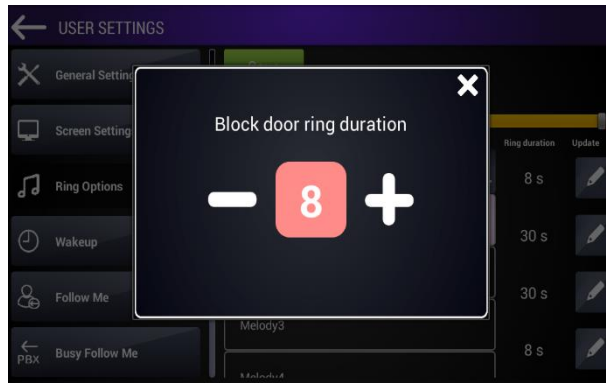
11.1.3. Ring Options


There are 9 different melodies on the device itself. These melodies can be changed differently for different search types. When you receive a call from the block door and the flat door, you can listen and select the melodies under the "Block door" and "Flat door" icons in order to select the melody you want to play.

You can also change the melody played during the security call and the melodies under the "Security" icons. After determining which melody will play in the type of call, the process of setting the desired melodies is completed by selecting the "Save" icon.





As seen on this screen, clicking the Edit button next to the Ring Times opens the following screen.

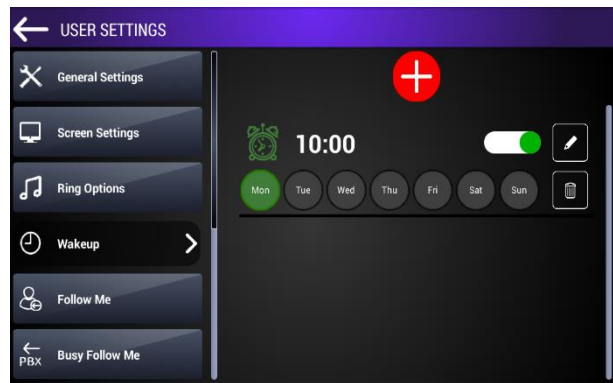
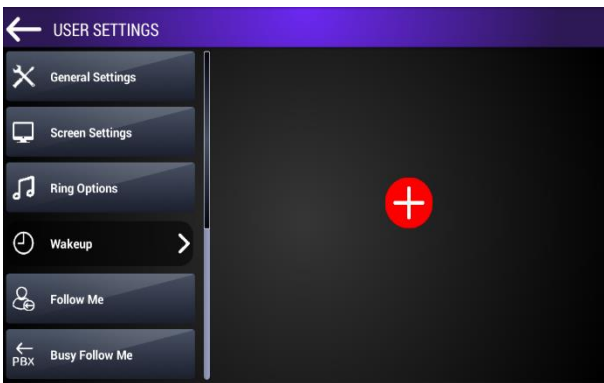


You can set the ringing time of the relevant device on the screen that opens. After making the necessary adjustment, you can exit  by pressing the button. Your change will be saved automatically.

11.1.4. Wake Up Service

It is a classic "Alarm Clock" application. The device is set to the desired time and starts to ring when the time comes. After entering the "Wake Up" section in the settings menu, enter the set clock tab and the desired time is set and the button  is pressed. An alarm clock icon is visible on the idle screen that the alarm clock is set. If the screen is touched when the alarm clock is due, the alarm will be silenced and canceled. If there is no answer, the device will ring the alarm bell for 3 minutes and silence.

Note: To cancel the set alarm clock, enter the "WAKE UP" screen and press the green button. Press the button  on the right of the alarm you want to delete from this screen.



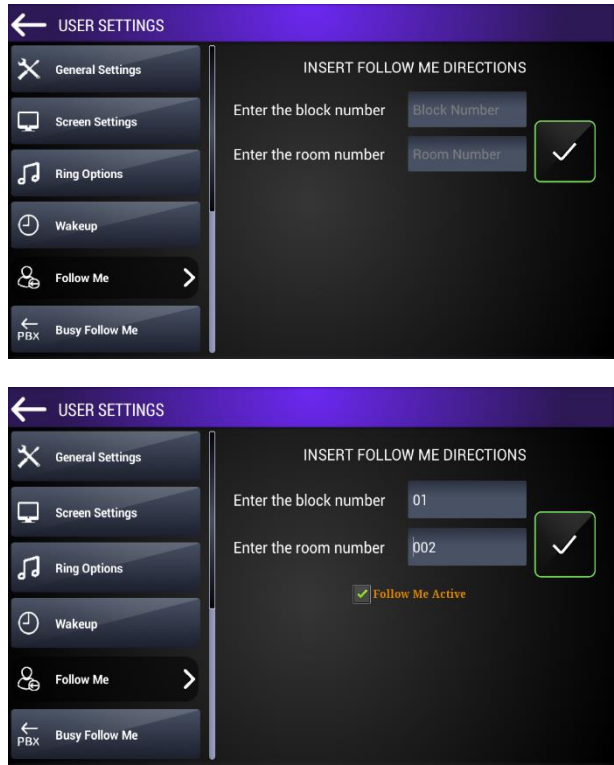
11.1.5. Follow Me

You can forward calls to your IP INTERKOM device to a device in another flat. Thus, you can answer calls from another apartment when you are not in your apartment.

When you touch the "FOLLOW ME" icon, the device will ask you to enter the block number of the device to be directed. After entering the block number as two digits, the apartment number is entered as three digits, and finally, the device type "1" is entered and the button is pressed. With this step, the routing process is completed.

After the routing process, an icon appears on the main standby screen of your device, indicating that your device has been forwarded to another device.

Note: To cancel the forwarding process, after entering the "FOLLOW ME" section, you complete the process by deactivating it.

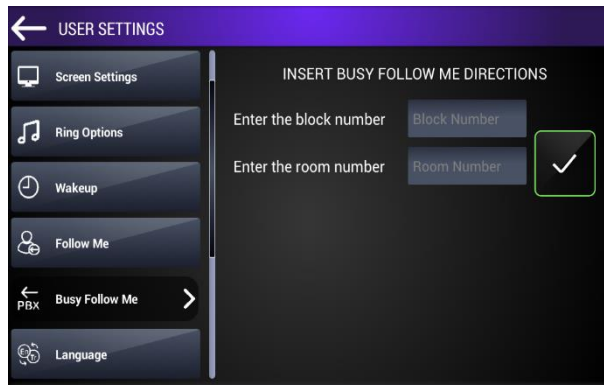


11.1.6. Busy Follow Me (PBX)

This feature is used in places such as security points where multiple IP INTERCOM monitors are used together. When this feature is used, if the searched security is busy, the call falls on the phone of another security. In this way, calls made in places such as security points where there are many calls are not busy, the free security responds instead of the busy security.

There is no limit to forwarding calls from device to device. However, a device redirects to a device. Calls made from the apartments will reach the free subscriber instead of the busy subscriber. After the routing process is completed, a "PBX" icon will appear on the main standby screen of your device, indicating that your device has been forwarded to another device.

Note: To cancel the forwarding process, after entering the "BUSY FOLLOWING" section, you complete the process by deactivating it.



11.1.7. Language

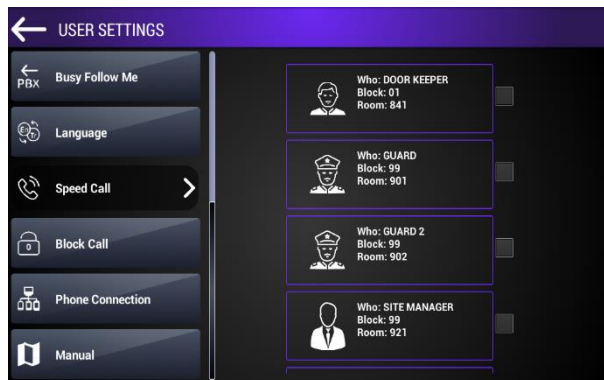
You can choose the language you want to use your tablet from here.

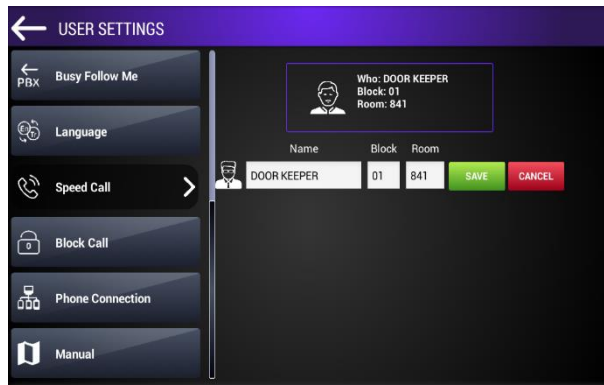


11.1.8. Speed Call

The only button used in the device, especially in the **INTERCOM** pages, is the process of changing the names of the symbols and programming where to call;

When pressed on the icons of "**OFFICIAL**", "**SECURITY**", "**SECURITY 2**", "**SITE MANAGER**", "**TECHNICAL SERVICE**", "**EMERGENCY CALL**", "**DOOR 1**", "**DOOR 2**", "**DOOR 3**", both the names and the numbers they will call can be programmed. For this, you can make changes by entering the "**Speed Dial**" section in the "**SETTINGS**" page.





You complete the change process by entering the name and number information we want to give.

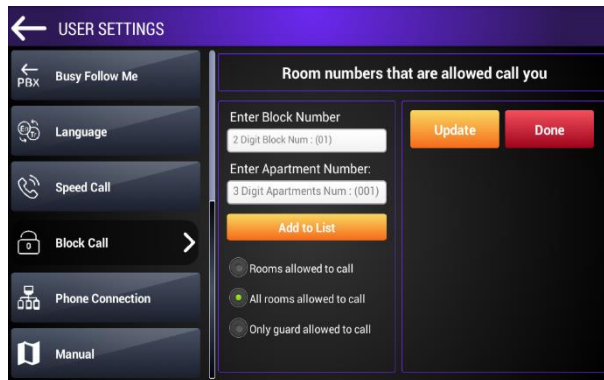
11.1.9. Block Call

Some INTERKOM applications require the flat to be called only by the door and security and no other flat should be able to call this flat, or the flat may only request the numbers it determines to call itself.

If the Search Security Only button is active, only security (s) can search this flat.

If the button between all rooms is active, all units can search this flat.

When **Only Search for These Rooms** is activated, apartments other than the block / circle added to the right cannot search this flat. Adding a circle to the **“Only Search for These Rooms”** list; The block number and apartment number are entered and the add to list button is clicked. If you have entered the block or flat information incorrectly, or if you want to remove the flat you added to the list from your list, you can perform the desired operation by clicking the update button.



11.1.10. Phone Connection

This section contains the parameters by which smart home application programs are installed on mobile phones. In order to control your smart home devices with a mobile phone, you must download the relevant Multitek mobile applications to your phone. You can download the Multitek application from Google Play for Android platform and Apple Store for IOS platform.

After the application is downloaded to the phone and the parameters seen on the **Phone Connection** screen are entered, if you read the QR code to the phone application, your phone will be ready to use smart home applications. You don't have to make any new settings.

The number of mobile users is limited to 5. After five users connect, they will not accept the new user. Existing users can be deleted by clicking the **"Delete Users"** button to add new users.

The meanings of the parameters seen on the Phone Connection page are as follows:

Username: The username you will use when connecting with the phone.

Port number: The connection port number.

Secondary IP: The static IP address of your router.

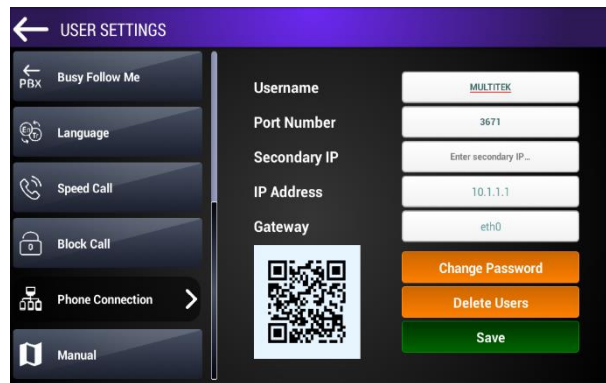
IP Address: The IP address of your device linked to the catalog number. You cannot change this.

Gateway: The Gateway IP address of the router used.

Change Password: It is the password of the smart home program used. Replaceable.

Delete Users: Used to delete existing users.

Save Changes: It is touched after the above parameters are entered and new parameters are saved. A new QR code is created.



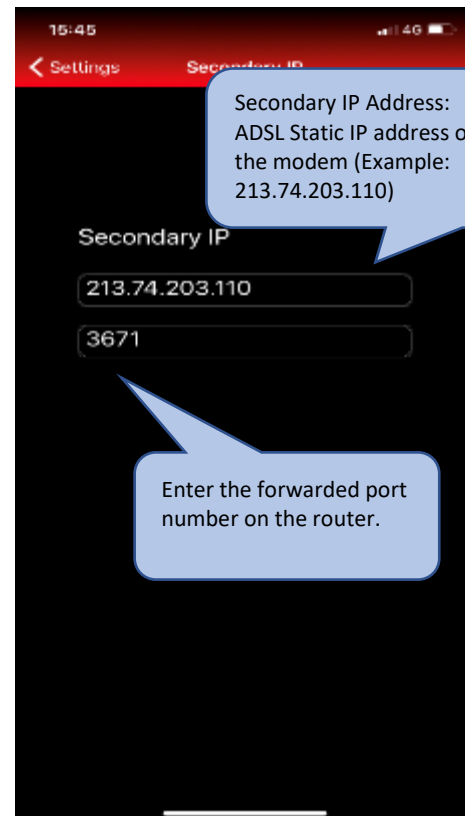
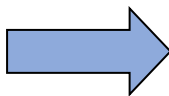
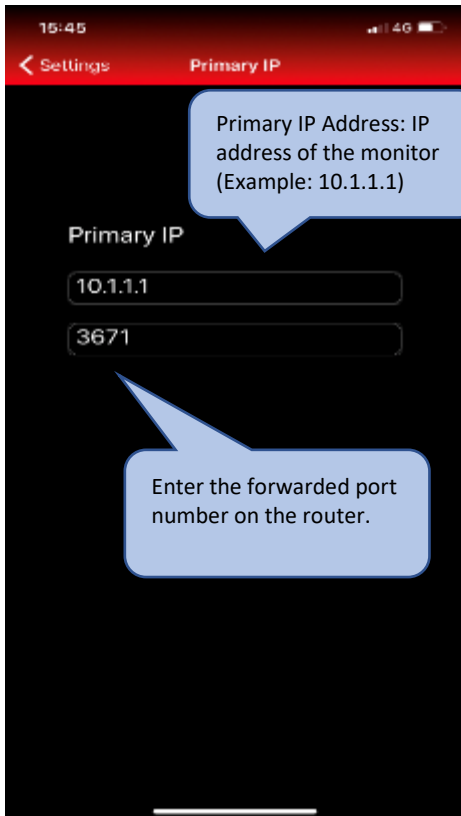
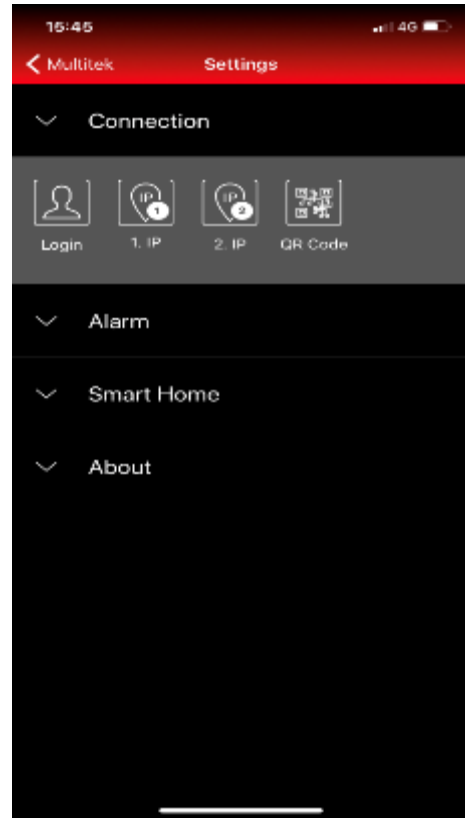
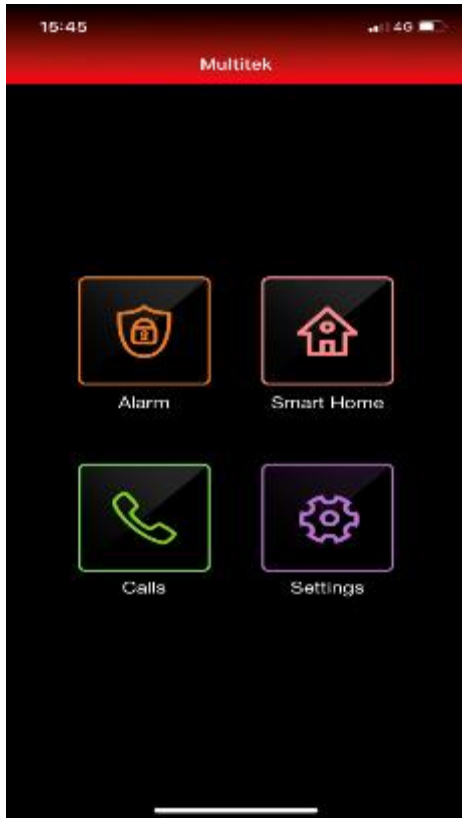
11.1.11. Phone Connection Settings on the Room Monitor



- Enter the Settings section on the room monitor.
- Enter the Phone Connection section by entering the User Settings.
- Variables are set and saved.

11.1.12. Mobile Application Settings

- To open the application, enter the Settings section.
- From the Connection section press the 'Login' button.
- Enter to the informations and log in.



11.2. System Settings

System password is required when entering the system settings from the Settings tab. **(INITIAL PASSWORD: 0000)**



11.2.1. General Settings

The settings that can be entered in this section are as follows:

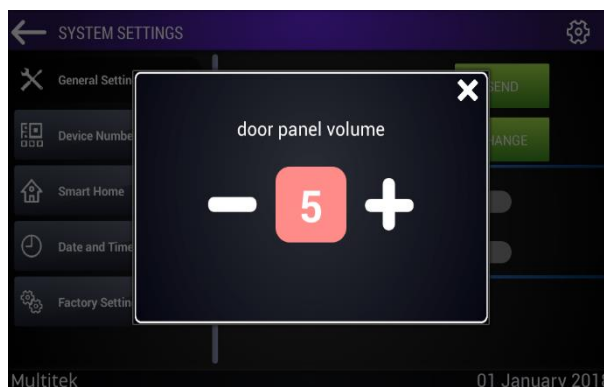
11.2.1.1. Send Message to Flat Door

This section is used when the interior door panel called DIP01 is connected to the flat. The **SEND** button is touched to match the flat panel with the DIP01 interior door panel. When the reply is **MESSAGE SENT**, it means that the flat device and the door panel are paired. When you touch the interior door panel button on DIP01, the apartment device rings. To see the details of the operation, see the user manual of the DIP01 door panel.

11.2.1.2. Apartment Door Sound Level

The software of the DIP 01 door device has been revised to adjust the speaker volume. The volume can be adjusted on the VIP 70 apartment monitor, as shown below.

To adjust the volume, you can adjust the volume on the display after pressing the Change button next to the circle door volume. Press **X** the button and you can log out. Your change is automatically saved.



11.2.1.3. Apartment Door IP Camera Status

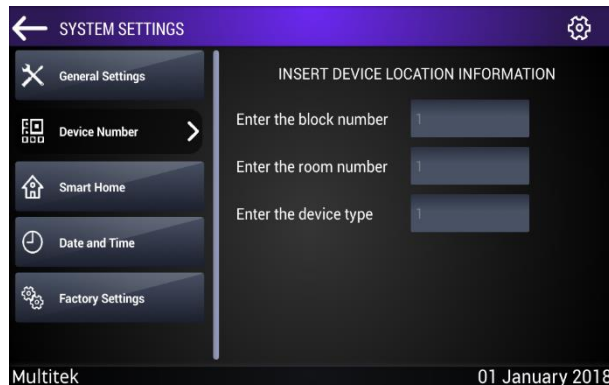
In some applications, it is possible to install an IP camera in front of the flat door and get the IP camera image on the flat device screen when the interior bell button is pressed. You can activate this feature by pulling the button on the right of "**Apartment Door IP camera status**" to the right. This feature is optional and please contact Multitek technical service for details.

11.2.2. Device Number

Note: Access to this field is restricted as it will be provided by authorized persons. Two types of entry are possible as user and authorized person.

11.2.2.1. User Login

It is the part where the IP address of the device is displayed. No action can be taken in this area. This is the section that opens when the "Device Number" section in the system settings is selected.

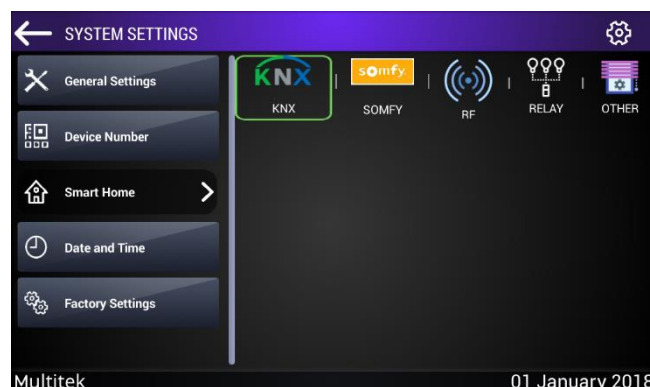


11.2.3. Smart Home

Flat devices may have different technology smart home connections. The devices are open to all these different smart home applications. For smart home applications, depending on the current hardware status of your device, you can activate one of the KNX module, Somfy module, RF module, Relay modules. Depending on the selected smart home module, the sub-menus of the SMART HOME icon in the main menu change and the smart home modules are controlled by making the relevant adjustments.

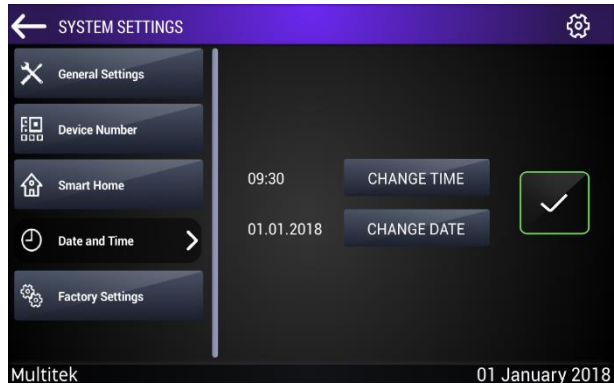
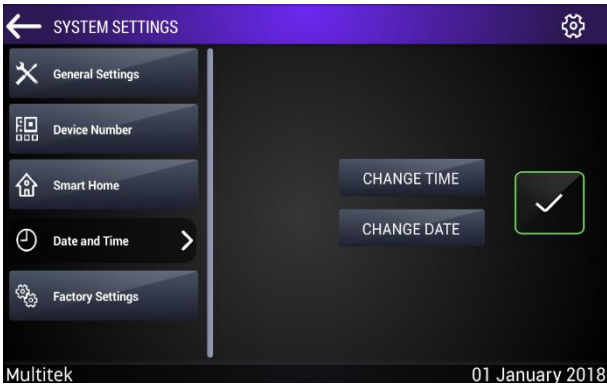
In some cases, the Multitek apartment monitor can be used as a touch panel in Smart Home applications of other manufacturers (such as Fibaro, Zipato, Maar) and these companies may be asked to control their devices. In this case, you can touch the Other icon on the SMART HOME page and touch the icon of the company that you will apply from the menus that appear.

In the new menu page that opens, if you install the firm application program loaded on the SD card, you will start using the flat device as a monitor of Fibaro, Zipatovs, for example. Multitek INTERKOM and other company programs automatically switch to each other. In applications that do not have automatic switching, the widget installed on the page is selected and transitions are provided by touching the widget.



11.2.4. Date & Time

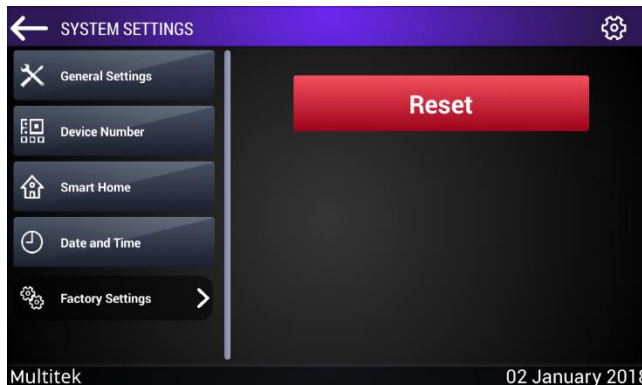
You can change the device's date and time settings. After selecting the date and time, save the changes by pressing the confirm icon.



11.2.5. Factory Settings

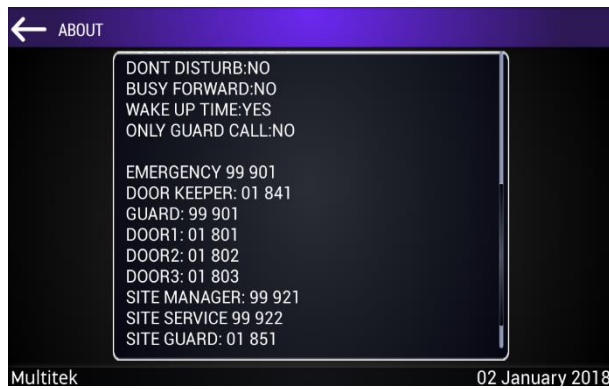
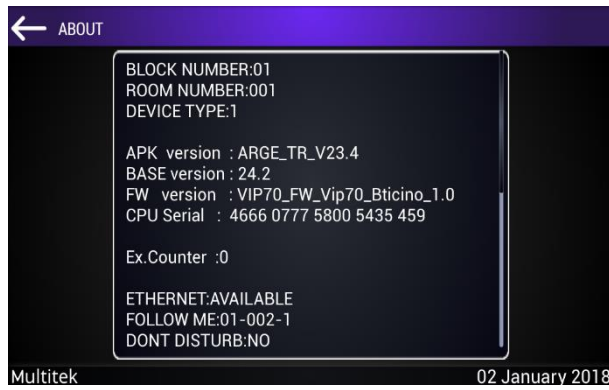
Security, Emergency Call, Site Management, etc. reprogrammed on the device. resets numbers to their initial values, automatically cancels features such as alarm clock, follow me. After selecting the "FACTORY SETTINGS" icon, the system asks for a second confirmation, thus preventing unwanted deletions.

Note: When the system returns to factory settings, Block No, Flat Number and Device Type values and camera settings do not change. These values are parameters that can only be changed by reassignment.



11.3. About

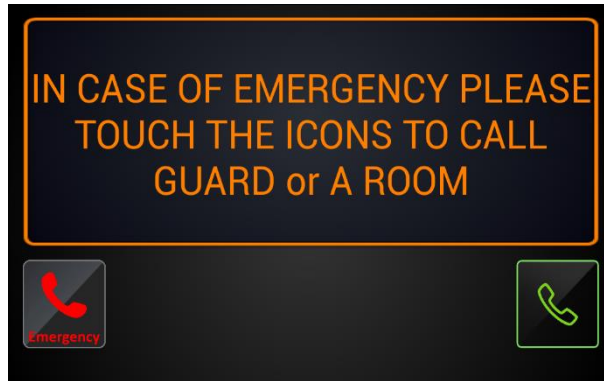
It is the identification page of the device. The device gives information such as block number, flat number, device type, and the forwarding settings, if any, and whether there is an alarm clock set. Apart from this, it shows the numbers defined on the device as **EMERGENCY CALL, OFFICIAL, SECURITY, DOOR 1, DOOR 2, DOOR 3, SITE MANAGER, SITE SERVICE, SITE SECURITY**. It contains information such as APK version, BASE version, FW version, CPU serial number installed on the device. Values on this page can't be changed here, they can only be viewed.



12. IP-ASN1 MONITOR CONNECTION AND USER MANUAL FOR ELEVATORS

12.1. General

It is possible to combine the emergency speech feature to be used in emergency situations in elevators with the IP INTERKOM network. In this way, the person who encounters an emergency in the elevator can directly call the security or any flat, talk with voice or video. If the device connected to the elevator has a screen, the device turns into a billboard where management messages will be broadcast, or advertising can be received for income purposes to the apartment. The video panel to be placed in the elevator can be any of the VIP70, VIP72, VIP100, VIP100-DELUX monitors.



The device to be placed in the elevator;

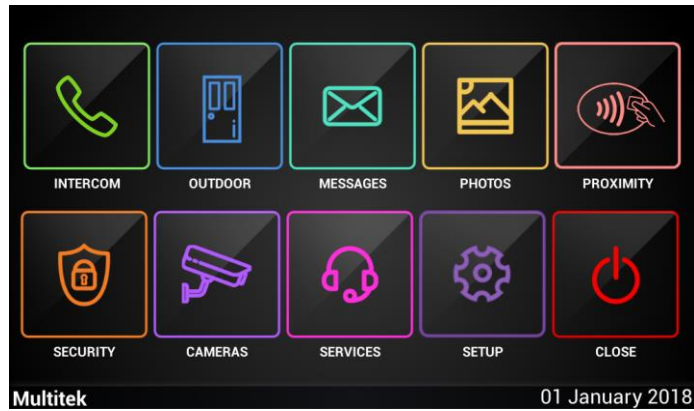
Only when the **EMERGENCY** button is pressed, it can be a module that establishes a security or voice connection with any point. In this case, the module is mounted on the invisible part of the elevator. Emergency button, loudspeaker and microphone are placed in the places left for this purpose in the elevator. The person pressing the emergency button speaks out loud to a pre-programmed point (**EMERGENCY CALL**).

Like the VIP70 apartment monitors, it can be a monitor that can provide audio and video calls. In this case, the monitor is hung on a visible part of the elevator car. If the monitor is not used to play the message / video ad, the home page view is as above. In emergency situations, by touching the **EMERGENCY CALL** icon or by touching the **CALL** icon, the desired location is searched and the audio / visual communication is started. If MONITOR is used to play message / video advertisements, it is used for both voice / videos talking and running idle messages or advertisements in case of emergency. While there is a picture or a video on the main screen, there are **EMERGENCY CALL** and **CALL** icons in the corners. When these are touched, the picture / video disappears and the search begins as described above. The person staying in the elevator starts the EMERGENCY CALL or audio-visual communication with any unit.

Note: When the EMERGENCY CALL icon is touched, the initially searched place is SECURITY, catalog number 99 901.

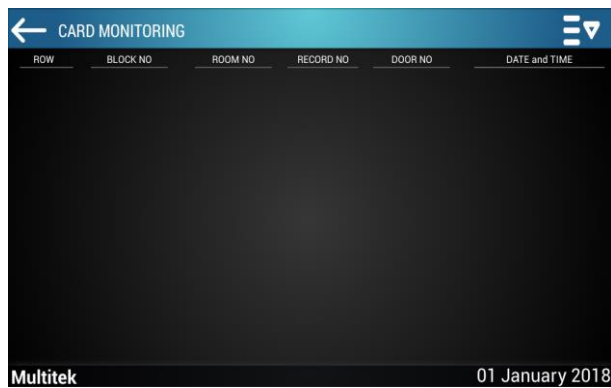
13. GUV-IP100 PROXIMITY CARD APPLICATIONS


All devices in the system can be called from the GUV-IP100 monitor. Cards can be added from Proximity section, added cards can be tracked and sent to door panels.

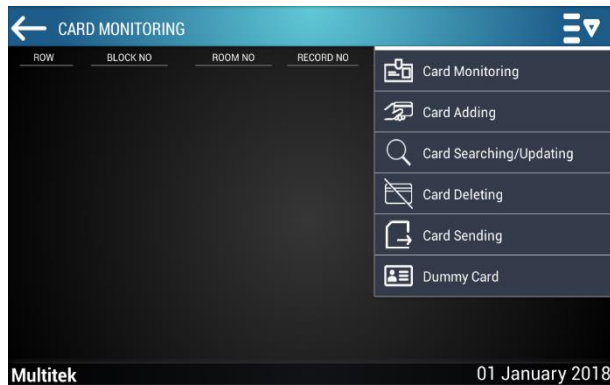


13.1. GUV-IP100 Proximity Card Tracking Screen

Proximity card tracking system is a comprehensive reporting system. Detailed information including block number, apartment number, date / time of the cards added to the door panel can be found in the system.

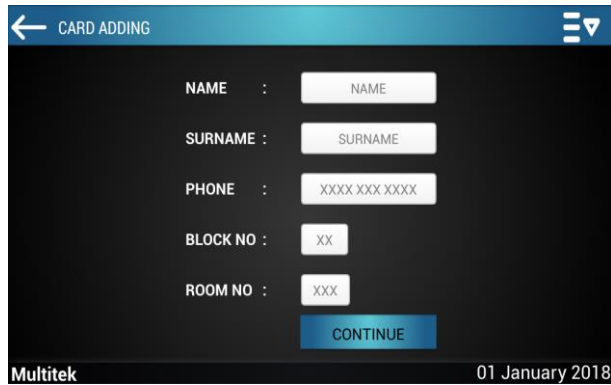


The tracking system main screen is as shown above. Clicking on the icon  on the upper right corner opens a window like the one below, from which you can perform operations like adding a card and deleting a card.

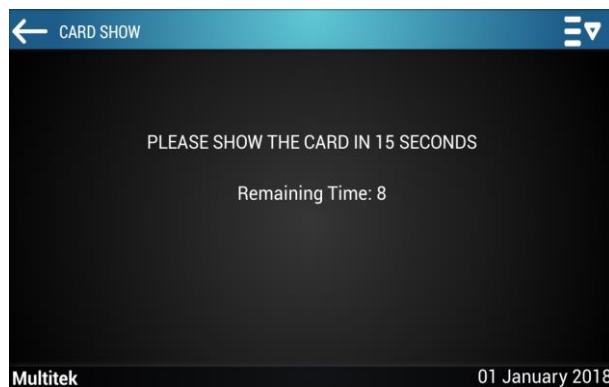


13.2. GUV-IP100 Card Adding

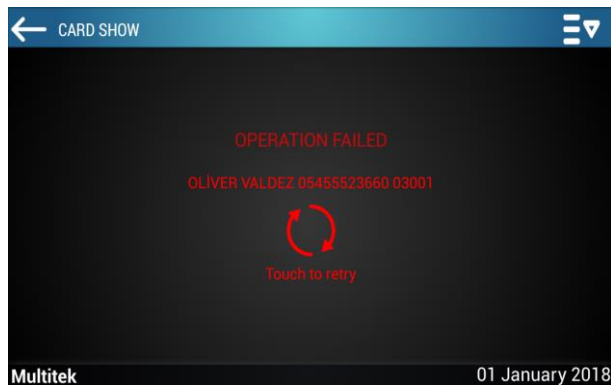
Card adding is the section to introduce new cards to the system.



When you fill the requested information, click Continue button to add the card.

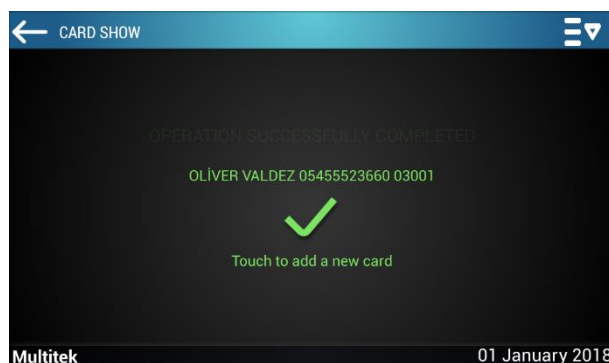


To save the proximity card, show the card to the card reader in 15 seconds. If you do not swipe the card within the specified time, you will see the following screen:



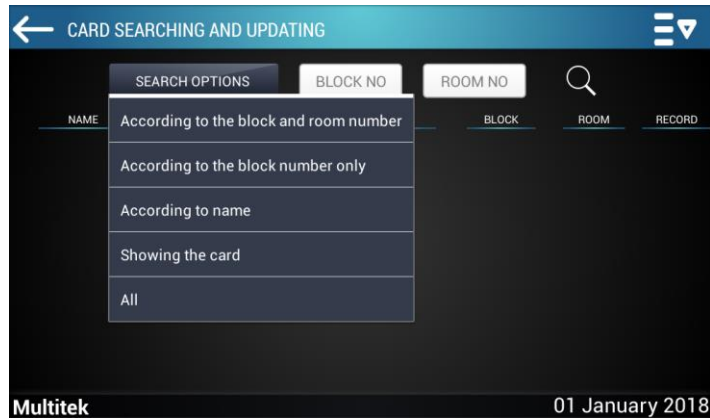
If the operation fails, you can retry by touching the screen.

If the card adding operation is successful, verification will appear on the screen. To continue by adding a new card or exiting the screen.



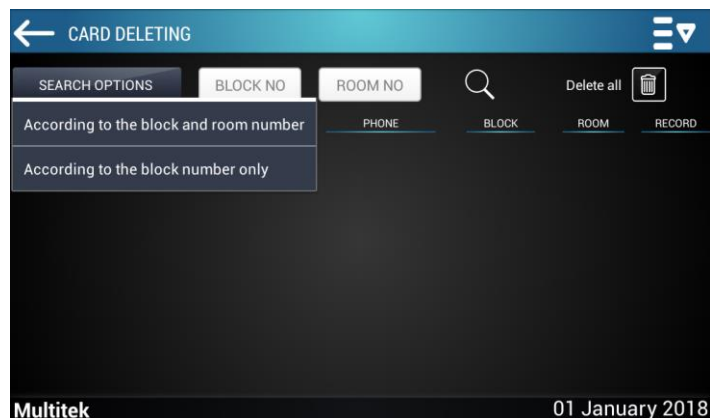
13.3. Card Searching and Updating

In the Card Searching and Updating section, the cards can be found according to the room number, according to the block number, according to the name and according to the showing the card.



13.4. Card Deleting

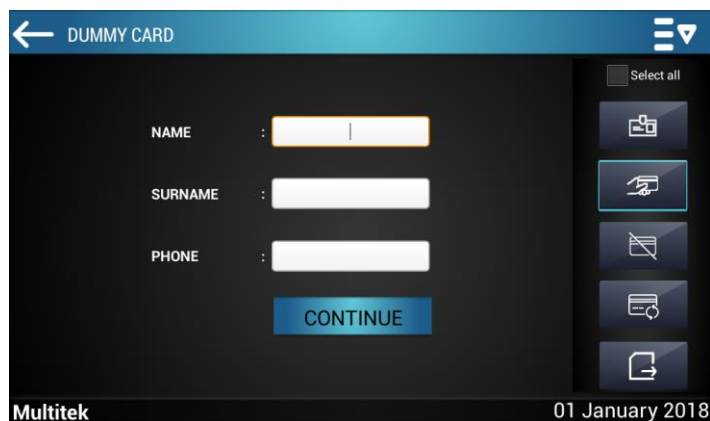
In the Card Deleting section, the cards can be deleting according to the block number and room number or according to the block number only.




13.5. Dummy Card

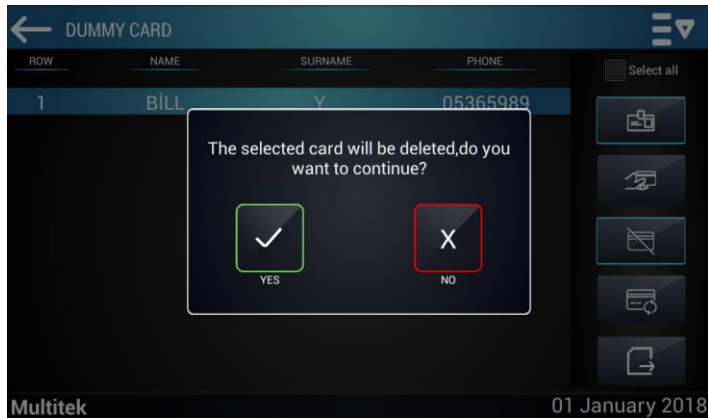
13.5.1. Adding Dummy Card

Cards can be added by pressing on the  adding card icon in the Dummy Card section.




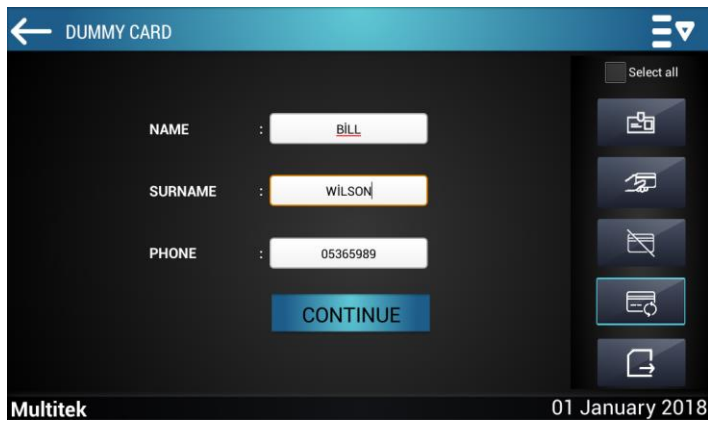
13.5.2. Deleting Dummy Card

After selecting the saved card in the Dummy Card section, it can be deleted by pressing on the delete  card icon.



13.5.3. Editing Dummy Card

After selecting the saved card in the Dummy Card section, you can be edited by pressing the name, surname, number by pressing on the  edit card icon.



13.6. GUV-IP100 Common Alarm

This feature of the security console is 8.5 in the Alarm section. It is described in detail in the common Alarm section.

14. SITE-IP SITE SECURITY PROGRAM

14.1. General

The VIP70-ALARM, VIP70-SMART, VIP71-ALARM devices in Multitek IP INTERCOM systems have an alarm feature and in case of an alarm, the device sounds a siren and gives a warning on the monitor to warn the residents of the flat. Similarly, in case of an alarm, alarm information is sent to the mobile phone, optionally, if the device has an appropriate internet connection.

In addition to all these, it is necessary to inform the site security that can respond to the alarm as quickly as possible and ensure that the security takes the necessary urgent measures immediately. In order to provide this service, a SITE SECURITY PROGRAM called SITE-IP has been developed.

Note: It is recommended that this program be installed in all apartments and sites with security features on their monitors. Because, thanks to this program, rapid intervention will be provided with the emergency notification that occurs in the event of an alarm, and the life and property safety of the people will be protected in the best way.

SITE-IP program is a security software and is installed on a computer connected to the IP INTERCOM network. This computer must be installed in the security center for immediate intervention. It is recommended that the computer be closed to external use and protected against viruses.

When a flat device in the IP INTERCOM network detects an alarm, it sends information such as the relevant block, apartment number, zone, date, time to the security computer and the SITE-IP program analyzes them and displays them visually.