

USER MANUAL





Art 7 LITE/G2+ monitor Art 7B LITE/G2+ monitor Hands-free 2-wire installation

TART 7 LITE/G2+ EN REV.0124 V05

CONTENTS

Contents	2
Set-up warnings	2
Characteristics	3
System operation	3
VERY IMPORTANT (VILLA KIT: S5110 ART 7 LITE)	3
Art 7 LITE/G2+ monitor	4 to 20
Description	4
Installation	5
Installation terminals	5
Configuration switches	5
Main menu	6
Settings menu	7 to 10
Door panel call screen	11
Communication screen	12
Image and communication settings	13 to 14
Intercom menu	15 to 17
Period of time for 'Do not disturb' mode menu	18 to 20
Cleaning the monitor	20
Settings and operation of the guard monitor	21
Special codes	22 to 25
Compliance	26

SET-UP WARNINGS

- Always disconnect the power supply before installing or marking modifications to the devices.
- The fitting and handling of these devices must be carried out by authorised personnel.
- The wiring must run at least 40cm away from any other wiring.
- Do not overtighten the screws of the monitor connector.
- Install the monitor in adry protected location free from the risk of dripping or splashing water.
- Do not place in humid, dusty or smoky locations, or near sources of heat.
- Before connecting the device to the mains, check the connections between the door panel, power supply unit, distributors and monitors,
- Use the Golmar **RAP-GTWIN/HF** cable (2x1mm²).
- Always follow the instructions contained in this manual.

CHARACTERISTICS

- Hands-free monitor.
- 7" TFT colour screen
- Function push button and Hidden push button for access and selection of menu function.
- Monitor with simple installation (non-polarised 2 wires bus).
- User menu.
- Installer menu.
- Image and communication settings menu.
- Output to auxiliary call repeater (maximum 50mA/12Vdc).
- "HZ" input for calls from apartment front door. <u>Important:</u> Up to 6 monitors/ apartments with push button "HZ" activated at the same time (with system and monitors in standby).
- Push button for door release 1 and hidden push button for Door release 2.
- Notification leds.
- Configuration switches to assign the call address (1 to 128) and end of line.
- Function codes to define whether the monitor is master or slave (default: master).
- ART 7/LITE monitor with V04 & later (with new user and installer menu).

SYSTEM OPERATION

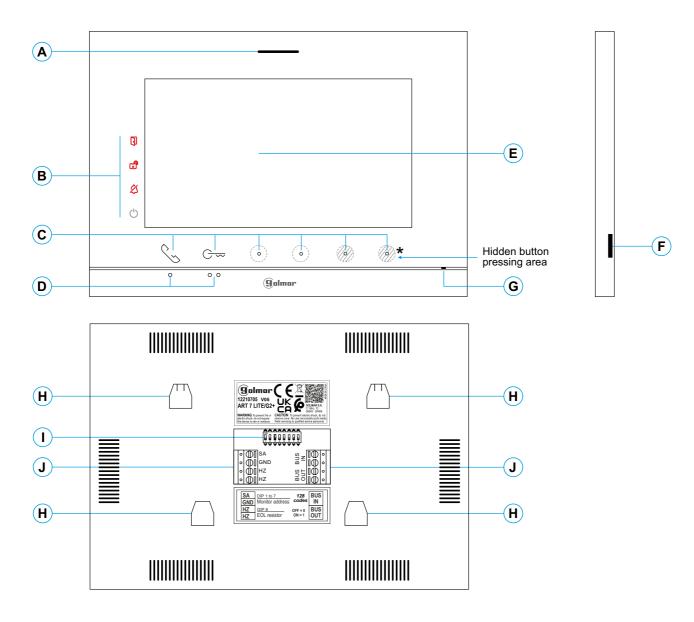
- To make a call, the visitor must press the button of the apartment; an audible sound indicates that the call is being made and the door panel LED will turn on. If vocal synthesis is enabled, a 'Call is in progress' message appears indicating that a call is being made. At this moment, the apartment's monitors receive the call. If another apartment is called by mistake, press the button for the correct apartment and the first call will be cancelled.
- Upon receiving the call, the image will appear on the screen of the master monitor (and slave 1, if it exists) without the visitor knowing and icon slave monitors 2 or 3, press the one of the buttons (located above the raised dots for the visually impaired) of the monitor to display the image. If the call is not answered within 45 seconds, the door panel LED 2° will turn off and the system will become free.
- To establish communication, press the push button below off-the-hook icon Shown on the screen. Door panel LED C will turn off and the led 2 will turn on.
- Connection will last for 90 seconds or until the push button below on-the-hook icon r shown on the screen is pressed. When communication ends, door panel LED 2) will turn off and the system will become free. If vocal synthesis is enabled, a 'Communication is finished' message will indicate that the call is over.
- To open door $[\underline{C}_{\underline{v}}]$ or $[\underline{C}_{\underline{v}}]$ of the door panel, press the push button/ hidden push button below of corresponding icon displayed on the screen during the call or communication processes: one press will activate the lock release for 3 seconds and the door panel LED] will also turn on for 3 seconds. If vocal synthesis is enabled, a 'Door is open' message will be indicated on the door panel.
- Detailed operation of the monitor is described on pp. 6 to 21

VERY IMPORTANT (VILLA KIT: S5110 ART 7 LITE)

If you have the "S5110 ART 7 LITE" villa kit with Soul door panel, download "TS5110 ART 7 LITE (cód. 50122676)" user manual from the next QR or in the link Golmar web: <u>https://www.golmar.es/productos/s5110-art-7-lite#product</u>



DESCRIPTION



A. Speaker.

- B. Notification icons:
 - O Power on indicator.
 - Ø Do not disturb.
 - d Auxiliary relay activated.
 - Door opening.
- C. Hidden button indicator LEDs*
 - To access the main menu (monitor in standby), press either of the 2 buttons \Im / \Im located above the raised dots for the visually impaired (see page 6).
- S In call/ communication: press button to start or end the communication.
- Grain call/ communication: one press will activate the lock release 1 for 3 seconds.
 - In call/ communication: an LED shows the location of each of the hidden buttons.
 - The function of each button/hidden button is shown on the monitor screen with an icon located just above each button (see pp. 6 to 21).

D. Raised dots for the visually impaired.

In standby:

Above the raised dots for the visually impaired $\bullet/\bullet \bullet$ are the push buttons that access the main menu.

<u>In call</u>

- \bullet Above this raised dot is the 'Start/end communication' button \backsim .
- Above this raised dot is the 'Door opening' button C....
- E. 7" TFT colour screen.
- F. Golmaruse.
- G. Microphone.
- H. Wall mounting connector fixing (x4).
- I. Configuration switches.
- J. Installation terminals.

INSTALLATION

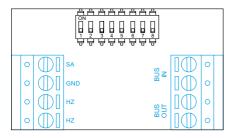
Avoid dusty or smoky environments or locations near sources of heat.

For proper installation, use the template supplied with the product.

- 1. Position the top of the template at a height of 1.65m.
- 2. If you are going to use an embedding box to pass the wiring through, make sure that it is in line with the holes corresponding to the box model chosen and fix the connector. If you prefer to fix the connector directly to the wall, make four 6mm holes at the points indicated (A), insert the wall plugs supplied and screw in the connector.
- 3. Pass the installation wires through the middle hole and connect them to the removable terminals as shown in the wiring diagrams. Before connecting the removable terminals to the monitor, configure the switch as indicated below.
- 4. Connect the removable terminals to the monitor and place the monitor in front of the connector, making sure the fixings line up. Move the monitor downwards to secure it.

INSTALLATION TERMINALS (J)

For ease of installation, the installation terminals are removable and supplied in a separate bag. Once the terminals are wired, place them in position.



BUS IN: Communication bus input to monitor (non-polarised).

BUS OUT: Communication bus output to additional monitor (non-polarised). SA, GND: Auxiliary call repeater output (max 50mA/12V), relay SAR-12/24.

HZ, HZ: Apartment front door button input:

Connect only on the master monitor. The signal received is then transmitted to the slave monitors in the same apartment through the BUS.

<u>Note:</u> HZ push button function mode: When HZ push button is pressed will be call tone and activate the output of auxiliary call repeater with standby monitor, call process, communication process (HZ tone with lower audio level), intercom process and "Do not disturb" mode. <u>Important:</u> Up to 6 monitors/ apartments with push button "HZ" activated at the same time (with system and monitors in standby).

CONFIGURATION SWITCHES (I)

Building / Villa (Nexa Door Panel)

Switches 1 to 7: Sets the monitor address (addresses 1 to 128). The switches set to OFF have a zero value. The values of the switches set to ON are shown in the table below. The monitor code is the sum of the values of the switches set to ON.

Important: Apartment 1 (Dip1 to ON & Dip2 Dip7 to OEE)	Table of values				
	Switch number: 1	2	3	4	5
Important: Apartment 128 (Dip1 - Dip7 to OFF).	Value when ON: 1	2	4	8	16



Example: 0+0+4+0+16+0+0=20

6 7

32 64

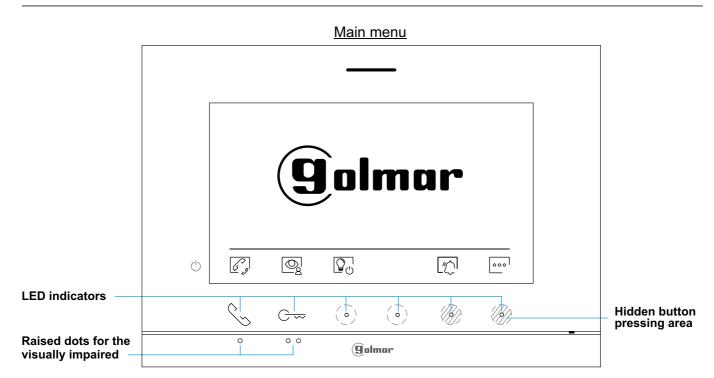
Switch 8: This activates the end-of-line resistance in the ON position. Activate it in monitors where the bus cable ends. Deactivate it only in intermediate monitors.



To define whether the monitor is master or slave:

To define whether the monitor is master or slave (see special codes page 22 to 25). Each apartment must have one master monitor, and only one.

MAIN MENU



If the device is in standby (screen switched off), to access the main menu, press either of the 2 buttons & /c--(located above raised dots / • for the visually impaired) on the monitor. Then press the button/ hidden button located just below the corresponding icon. The device will return to standby mode after 20 seconds without activity.



Press the hidden button below icon $\boxed{\textcircled{}}$ to access the menu of the intercom between other monitors in the same apartment or other apartments (see pp. 15-17).



Press the button below icon 2 to display the image from the door panels and cameras connected to the system. Note: This enables the door panel camera to be changed, the audio on the corresponding door panel to be activated and the door to be opened (see p. 11).



If there is a monitor configured as "guard" in the building, the icon $\left|\frac{R}{R}\right|$ will appear on the apartment's monitors. Press the button below the icon $\left|\frac{R}{R}\right|$ to make a call to the guard monitor, (see page 21).



Press the hidden button below icon Q to "staircase light" activation (SAR-G2+ & SAR-12/24 modules required).



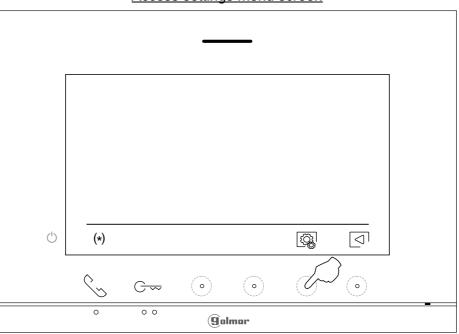
Press the hidden button below icon for 3 seconds to enable and for 1 second to disable the 'Do not disturb' function: If the monitor is in 'Do not disturb' mode , the ringtone on the monitor does not sound when a call is received (see note "HZ" in page 5) and the notification icon icon will illuminate.

With the "Do not disturb" mode deactivated, a one-second press accesses the menu, allowing you to set a "Do not disturb" mode time period (see page 18), activate/deactivate the intercom between apartments (see page 19) and set an "Automatic door opening" mode time (see pages 19 to 20).



Press the hidden button below icon with to make changes to the system settings (see pp. 7-10).

SETTINGS MENU



Access settings menu screen

(*) Note: lcon *(*)* to intercom menu will be placed in <u>"Access settings menu screen"</u>, if there is a guard monitor or guard unit in the building, see page 6.



<u>Returning to the main menu:</u> Press the button below icon () to return to the main menu.



To access the settings menu screen:

Press the button below icon access the settings menu screen.

Settings menu screen

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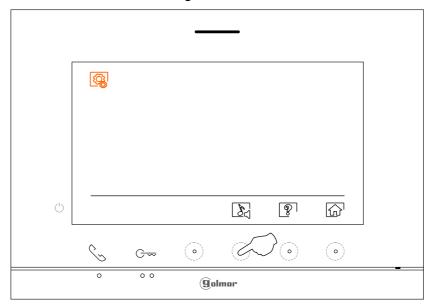
Note: New menu available with V.04 of ART 7 LITE/G2+ monitor.

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SETTINGS MENU



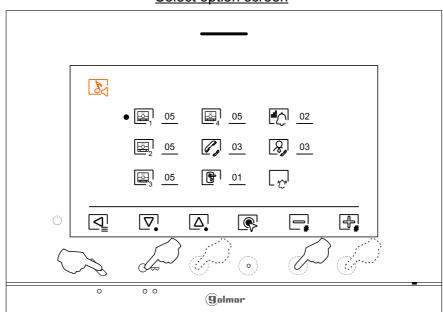
<u>Selecting the melody and call volume</u>: Press the hidden button below icon $\boxed{\mathbb{E}}_{\zeta}$ to access the settings screen.



Settings menu screen

Note:

Function duration of ringing tones 45 seconds deactivated $\begin{bmatrix} & & \\ & & \\ & & \\ & & \\ \end{bmatrix}$ (factory default). Function duration of ringing tones 45 seconds activated $\begin{bmatrix} & & \\ & & & \\ &$



Select option screen

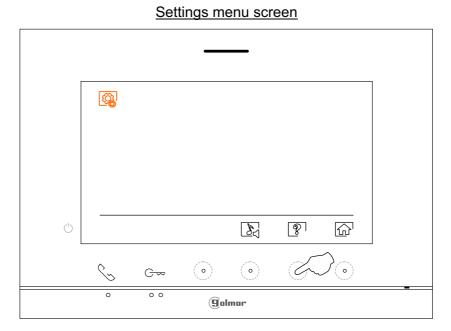
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SETTINGS MENU

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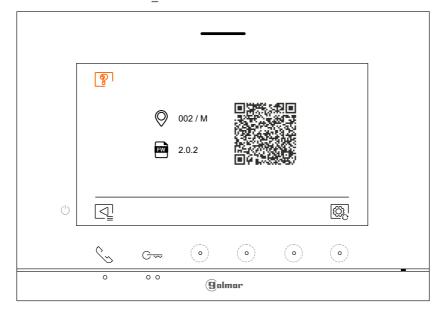
Select the "About" screen: Press the hidden button below icon Press the settings screen.



The 'About' screen provides information about the monitor, such as the software version, address and whether it is master or slave (M, S1, S2 or S3).

It enables updated versions of the manual to be downloaded to a mobile or tablet, for which it is necessary to have a QR code scanner app installed.

It enables the monitor to be restored to factory settings, such as melodies, call volume, etc. Press the button below icon \bigcirc to return to the settings menu.



To restore the monitor to factory settings, press the hidden button below icon to access the factory reset menu, then press the hidden button below icon to perform this function. Press the button below icon <a>[] to return to the 'About' screen. Press the button below icon <a>[] to return to the 'About' screen. Press the button below icon <a>[] to return to the settings menu.

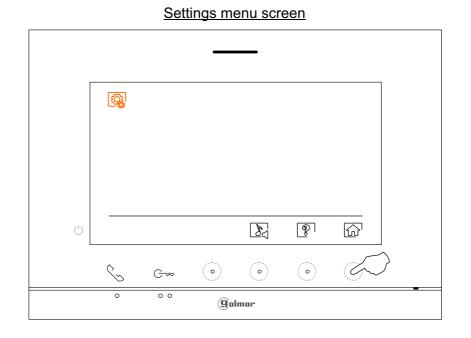
Press the button below icon \bigcirc to return to the settings menu.

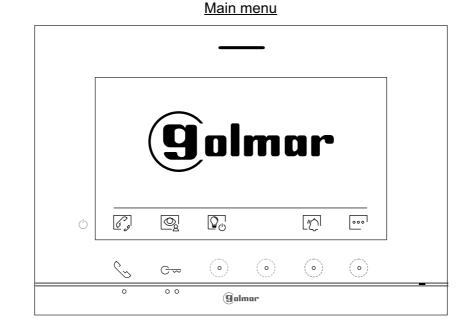
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SETTINGS MENU



Press the button below icon $\widehat{\mbox{\sc loss}}$ to return to the main menu.





DOOR PANEL CALL SCREEN



This screen is displayed when you receive a call or when you press the button below icon $\boxed{\bigcirc_{R}}^{l}$ of the main menu. During a call, icon $\boxed{\bigcirc_{R}}^{l}$ displayed on the screen green color (during the call process). On the left, the source of the image is displayed (door panel 1 to door panel 4, camera 1 to camera 4). The call has a duration of 45 seconds.



- Only if you have pressed the hidden button below the icon Rain the main menu (see page 6), the icon Rain will appear on the screen, to end the current display and return to the main menu.

Press the hidden button below icon **E** to change the source of the image as long as the system has more than one door panel or has an external camera connected and display has been activated (see pp. 22-25). It is possible to make the change during display, call and communication processes.



Press the hidden button below icon to access the image settings menu. Go to the option to be modified by pressing the button/hidden button below corresponding icons []/[], change to the desired level by pressing the hidden buttons below corresponding icons []/[], and validate the changes made by pressing the button below icon [], (see p. 13)

Press the button below icon Control to start or end audio communication with the door panel displayed respectively. Communication has a maximum duration of 90 seconds. Once communication has ended, the screen will turn off.



Press the button below icon activate the lock release (or device connected to the relay 1 output of the door panel) for 3 seconds (factory setting, see pp. 22 to 25). During activation, indicator will illuminate.

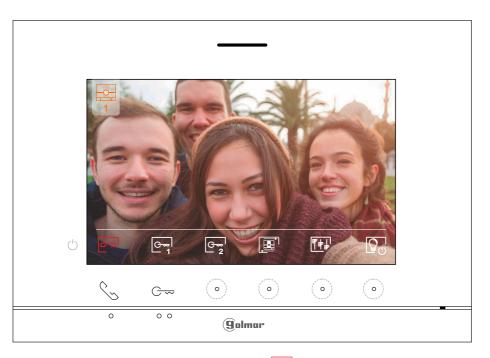


Press the hidden button below icon $\textcircled{2}{2}$ to activate the lock release (or device connected to the relay 2 output of the door panel) for 3 seconds (factory setting, see pp. 22 to 25). During activation, indicator $\textcircled{2}{2}$ will illuminate.



Press the hidden button below icon \fbox to end the call tone on the monitor.

COMMUNICATION SCREEN



- This screen is displayed during communication process. icon communication process), on the left, the source of the image is displayed (door panel 1 to door panel 4, camera 1 to camera 4).

Press the hidden button below icon **E** to change the source of the image as long as the system has more than one door panel or has an external camera connected and display has been activated (see pp. 22-25). It is possible to make the change during display, call and communication processes.

- ¶¢**∳**
- Press the hidden button below icon [] +] to access the image and monitor in communication volume settings menu. Go to the option to be modified by pressing the button/ hidden button below corresponding icons [] / [], change to the desired level by pressing the hidden buttons below corresponding icons [] / [], and validate the changes made by pressing the button below icon [], (see p. 14)

Press the button below icon Solution to start or end audio communication with the door panel displayed respectively. Communication has a maximum duration of 90 seconds. Once communication has ended, the screen will turn off.

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Press the button below icon \bigcirc to activate the lock release (or device connected to the relay 1 output of the door panel) for 3 seconds (factory setting, see pp. 22-25). During activation, indicator \bigcirc will illuminate.



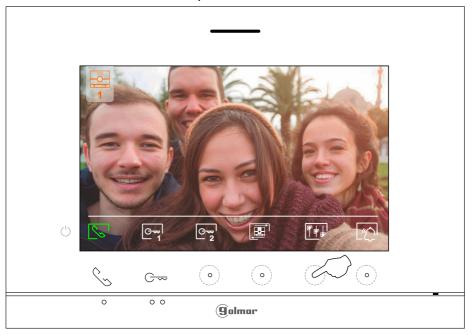
Press the hidden button below icon \bigcirc to activate the lock release (or device connected to the relay 2 output of the door panel) for 3 seconds (factory setting, see pp. 22-25). During activation, indicator \bigcirc will illuminate.



Press the hidden button below icon Q to "staircase light" activation (SAR-G2+ & SAR-12/24 modules required).

IMAGE AND COMMUNICATION SETTINGS

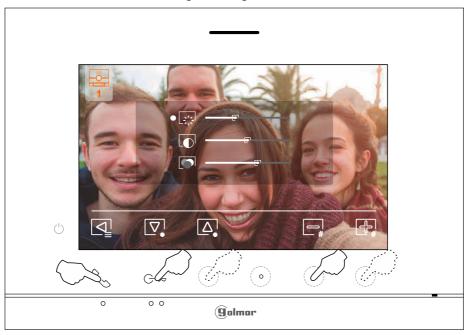
During a call process, press the hidden button below icon $[\uparrow \bullet]$ to access the image menu.



Door panel call screen

The following settings menu will then appear (brightness, contrast, and colour). Go to the option to be modified by pressing the button/hidden button below corresponding icons ∇ / Δ and change to the desired level by pressing the hidden buttons below corresponding icons $- / \Delta$. To exit the screen settings and monitor volume menu and validate the changes made, press the button below icon Δ .

Image settings screen



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IMAGE AND COMMUNICATION SETTINGS

communication volume settings menu.

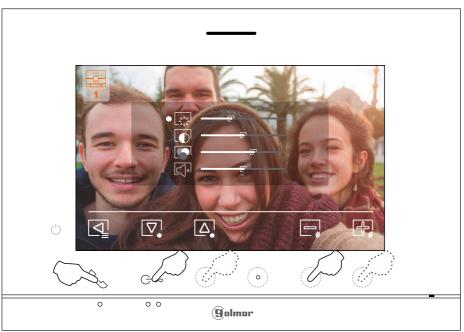


Door panel communication screen

During a communication process, press the hidden button below icon The bound is a communication process.

The following settings menu will then appear (brightness, contrast, colour and monitor in communication volume). Go to the option to be modified by pressing the button/ hidden button below corresponding icons ∇ , Δ , and change to the desired level by pressing the hidden buttons below corresponding icons ∇ , Δ , and change to the desired level by pressing the hidden buttons below corresponding icons ∇ , Δ , and change and monitor volume menu and validate the changes made, press the button below icon Δ .

Image and communication volume settings screen



INTERCOM MENU

Access the intercom menu as described on p. 6. From this menu, you can contact another monitor(s) in your apartment (internal intercom) or other apartments (external intercom). For external intercom, the monitor of the apartment that makes the call and the monitor(s) of the apartment that receives the call must have the intercom function enabled (see page 19).

Select option *solvential* to perform an external intercom call.

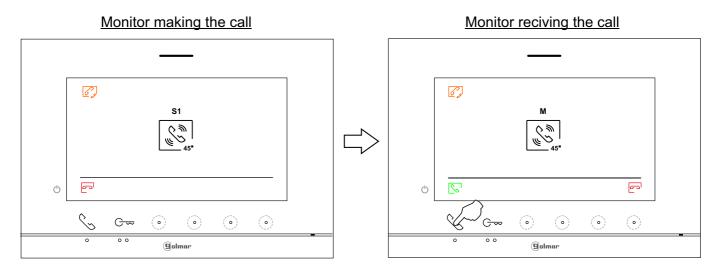
If during an intercom process with another monitor a call is received from the door panel, the intercom process will be terminated, and the door panel call will be received on the corresponding monitor.

Use icon \bigcirc to return to the main menu.

To make an internal intercom call (to another monitor(s) in the same apartment). To select the monitor to call, press the button/hidden button below icon \bigcirc / \bigcirc , then press the push button below the icon \bigcirc to make the call. Note: You will find information about the monitor itself with the address, Master, Slave 1 to Slave 3 of the monitor in the 'About' menu, (see p. 9).



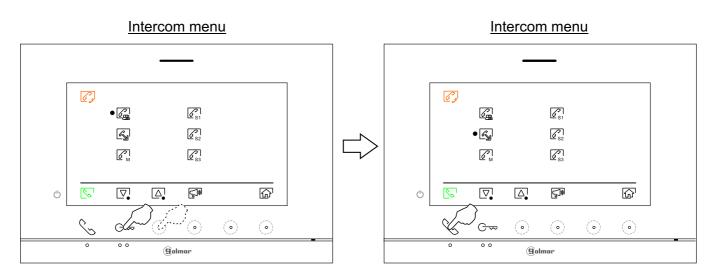
The monitor making the call will play a confirmation melody and show on the screen the called monitor. To cancel the call, press the button below icon and the monitor return to the intercom menu. The monitor receiving the call will play a confirmation melody showing on screen the monitor making the call. Press the hidden button below icon to establish communication and press the hidden button below icon to establish communication and press the hidden button below icon to establish communication.



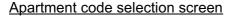
Continued from previous page. **INTERCOM MENU**

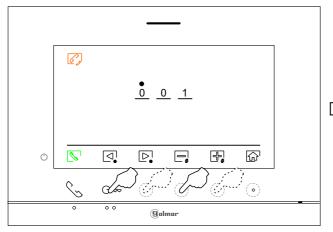
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To make an external intercom call (to other apartments), go to the option with icon 🔊 by pressing the button/hidden button below corresponding icons 🖓 / 🛆 and press the hidden button below icon 🚫 to access the code selection menu of the apartment with which you wish to communicate. (Intercom calls to other apartments are disabled by default, see p. 19).

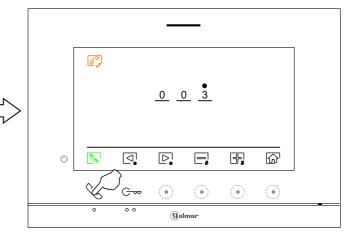


Press the button/hidden button below icons \bigcirc / \bigcirc to select the apartment code field to be modified, then press the hidden buttons below icons $\bigcirc_{\#} / \bigoplus_{\#}$ to be modified with the apartment code to be called and press the hidden button below icon \bigcirc to make the call.





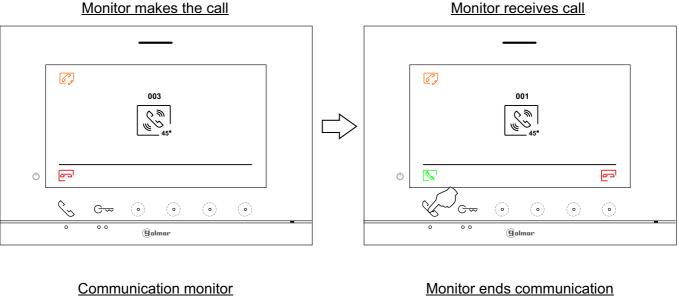
Apartment code selection screen

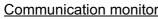


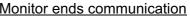
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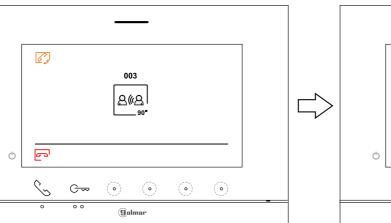
INTERCOM MENU

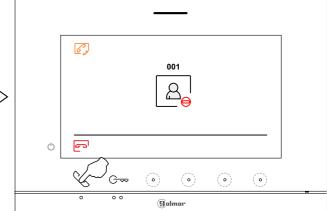
The monitor making the call will sound a confirmation melody and will indicate the code of the apartment called and available call time, if you wish to cancel the call press the button below icon every returning to the intercom menu. The apartment receiving the call will sound a confirmation melody showing on the main monitor screen (and slave 1, if it exists) the code of the apartment making the call and the time available to answer the call. If you wish to establish communication from the secondary monitors S2 or S3, press one of the push buttons on the monitor to display the intercommunication image. Press the push button below 😒 icon to establish communication and press the push button below icon 🔤 to end communication.







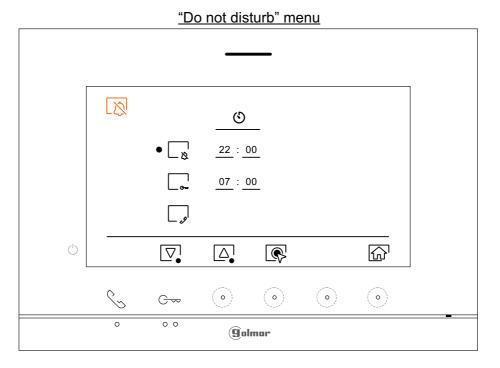




PERIOD OF TIME FOR 'DO NOT DISTURB' MODE MENÚ

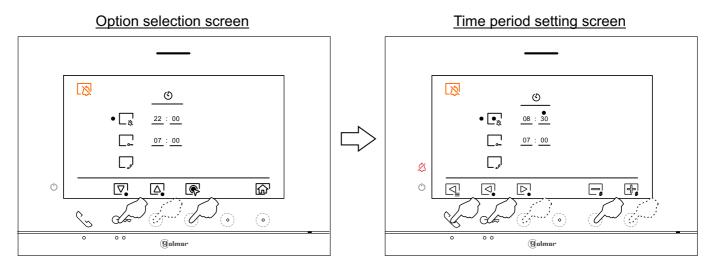
<u>"Do not disturb" mode settings, "automatic door opening" function and activate/deactivate "intercom</u> between apartments":

Access the do not disturb menu as described on page 6.



To set a period of time during which the monitor will not sound when receiving calls (see note "HZ" in page 5), go to the option with icon \square_{\aleph} by pressing the button/hidden button below corresponding icons \bigcirc / \bigcirc , select the option to be modified by pressing the hidden button below icon \bigcirc , then select the field to be modified by pressing corresponding buttons \bigcirc / \bigcirc , and modify the desired period of time by pressing the hidden buttons below corresponding icons \bigcirc / \bigcirc , and finally validate the changes made by pressing the hidden button below icon \bigcirc . Press the hidden button below icon \bigcirc to return to the settings menu.

Note: From the main menu, you can enable and disable the 'Do not disturb' function regardless of the timer status (see page 6).

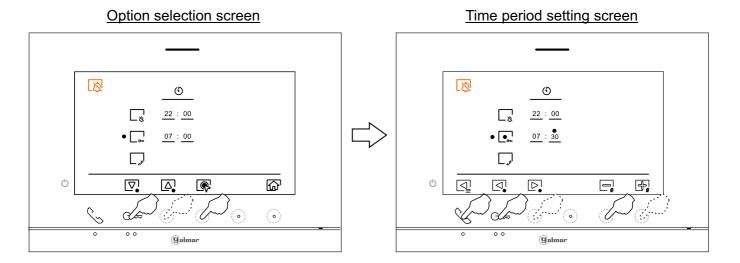


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PERIOD OF TIME FOR 'DO NOT DISTURB' MODE MENÚ

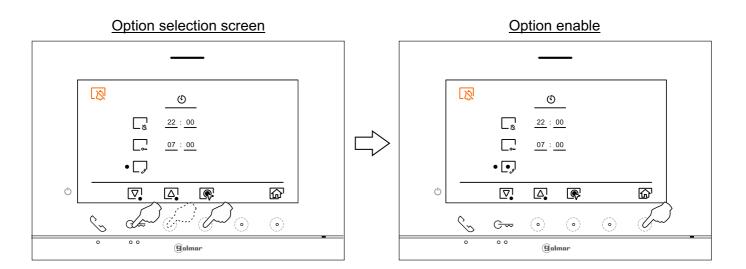
To activate and set a period of time for the automatic door opening $\bigcirc 1$ (after 3 seconds of receiving a call from the door panel), go to the option with icon \bigcirc by pressing the button/hidden button below corresponding icons \bigcirc /\bigcirc . Then, if you wish to set a period of time for opening the door, select the field to be modified by pressing corresponding buttons \bigcirc /\bigcirc , modify the desired period of time by pressing the hidden button below icon \bigcirc /\bigcirc . Press the button below icon \bigcirc /\bigcirc and validate the changes made by pressing the hidden button below icon \bigcirc /\bigcirc . Press the button below icon \bigcirc /\bigcirc to return to the settings menu.

(This function is disabled by default. To enable it, see pp. 22-25).



For external intercom, the monitor of the apartment that makes the call and the monitor of the apartment that receives the call must have the intercom function enabled:

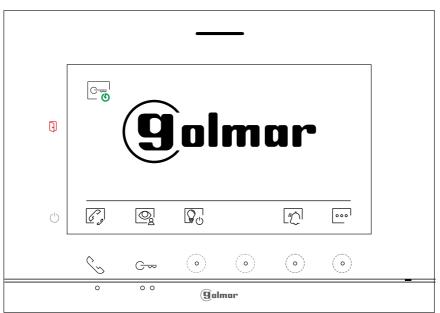
To enable/disable the intercom function between apartments, go to the option with icon $\lfloor \mathcal{A} \rfloor$ by pressing the button/hidden button below corresponding icons \Box / \Box . Then press the hidden button below icon \Box / d to enable \Box / d to sable \Box / d this function. Press the button below icon \Box / d to return to the main menu. (This function is disabled by default).



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PERIOD OF TIME FOR 'DO NOT DISTURB' MODE MENÚ

If the "automatic door opening" mode has been activated (see page 19), the E icon will be displayed at the top left of the main menu screen and the notification led icon icon will blink.



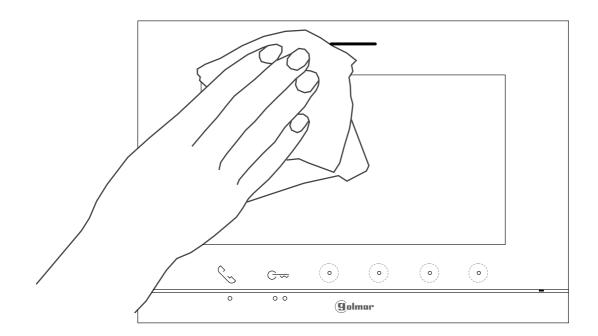
Note: New menu available with V.04 of ART 7 LITE/G2+ monitor.

CLEANING THE MONITOR

- Do not use solvents, detergents or cleaning products that contain acids, vinegar or abrasive components.

- Use a soft damp cloth (not wet) that sheds no fibres..
- Always wipe the monitor in the same direction, from top to bottom.

- After cleaning the monitor, remove any moisture with a soft dry cloth that sheds no fibres.



Main menu

SETTINGS AND OPERATION OF THE GUARD MONITOR

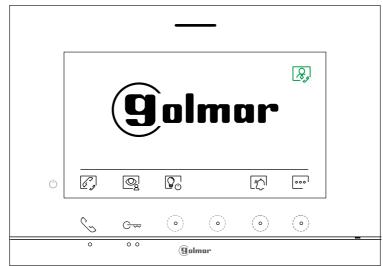
Settings "guard monitor" mode:

The monitor/s to be configured as a guard monitor/s (up to 4 monitors) in the building, must be configured with <u>address 1</u> and as <u>master</u>, <u>slave 1</u>, <u>slave 2</u> or <u>slave 3</u>. Then enter the special code '<u>5001</u>' in a master monitor (see special codes on pages 22 to 25), the monitor/s with address 1 will be now a guard monitor/s with <u>address 129</u> and displaying the symbol \bigcirc at the top right of the main menu screen. <u>Note:</u> The access door panel will auto-configure the <u>button P1</u> on the sound module with the <u>call address 129</u>.

Operation of the "guard monitor":

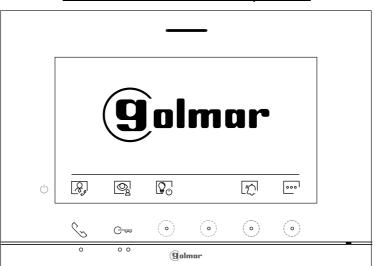
- -The master and slave monitor(s) receive the call from the access door panel (by pressing button P1 on the sound module).
- -The master and slave guard monitor(s) can be autoswitch-on with the access door panel.
- Master & slaves guard monitors receives calls from the apartments (by pressing the button below icon \Re_{p} on the main menu of the apartment monitor).
- -The master and slave guard monitor(s) can be used to call the apartmets (intercom menu).
- -It allows internal intercommunication between the guard monitors.

Guard monitor main menu screen



In the main menu monitor/s of the apartments, the icon $\Re_{\mathcal{P}}$ of call to guard monitor will be displayed. Press the button below the icon $\Re_{\mathcal{P}}$ to make a call to the guard monitor/s.

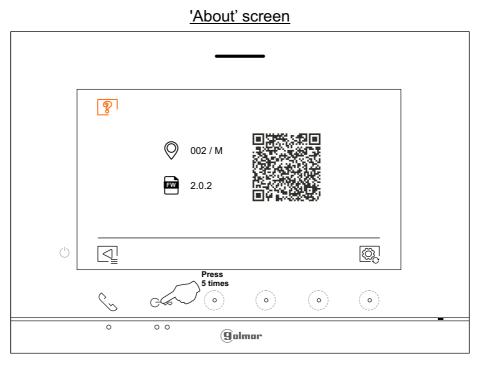
Main menu monitor/s of the apartment



Note: New menu available with V.04 of ART 7 LITE/G2+ monitor.

SPECIAL CODES

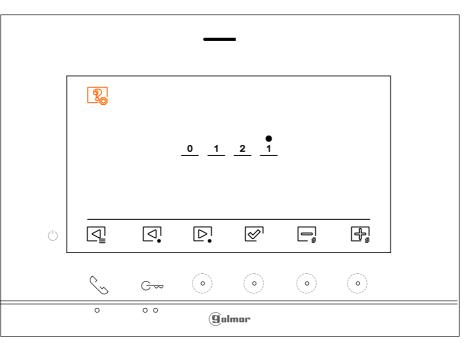
The enabling of some functions, as well as the modification of some factory parameters, can be carried out by entering special codes. To do so, the installer menu must be accessed from the monitor. Go to the 'About' screen in the Settings menu (p. 9) and press five times on the button located above the raised dot for the visually impaired ••.



Note: New menu available with V.05 of ART 7 LITE/G2+ monitor.

The 'special codes' screen will then be displayed. Press the button/hidden button below icons \Box / \Box to select the field to be modified and press the hidden buttons below icons \Box / \Box to enter the desired code. Once the code has been entered, press the hidden button below icon O to validate it. If the code entered is valid, icon \checkmark will be displayed; if it is not, icon χ will be shown.

Use icon or to return to the 'About' screen.



'Special codes' screen

Continued from previous page. **SPECIAL CODES**

11400 0041000	available on a monito	<u>r (configure only on th</u>	<u>në master monitor).</u>	
	<u>Visible</u>	Notvisible	Factory setting	
Door panel 1	0111	0110	0111	
Door panel 2	0121	0120	0120	
Door panel 3	0131	0130	0130	
Door panel 4	0151	0150	0150	
Camera 1	0141	0140	0140	
Camera 2	0181	0180	0180	
Camera 3	0171	0170	0170	
Camera 4	0191	0190	0190	
Important: Only	vavailable with EL632-	G2 + SE video module	with 'V03' or later.	
• •			EL632-G2+ SE with 'V0	4' or later.
To define wheth	er the monitor is mast	er or slave:		
Master	<u>Slave 1</u>	Slave 2	Slave 3	Factory default
0550	0551	0552	0553	0550 (master)
			or (configure only on th	х <i>у</i>
Automatic door	Activated	<u>Deactivated</u>		<u>e master monitorj.</u>
	0441	0440	Factory setting 0440	
•				· · · · · ·
	vate the ('power on inc or the visually impaire		on) and (LEDs of the hid	dden buttons above raise
	<u>Activa</u> te	<u>Deactiva</u> te	Factory setting	
	0471	0470	0471 (activated)	
Do not show the disturb' mode		when receiving a call	from the door panel wh	en the monitor is in 'Do no
	<u>Do not show</u>	Show	Factory setting	
	0481	0480	0480 (show image))
Enable/ disable	the icon 💿 of the ma	in menu in all monitors		, ,
	Enable	Disable	Factory setting	
	0541	0540	0541 (enable)	
LED lights for r	night viewing (Door pa		()	ess. (Configure only on th
master monit				
<u>Automatic</u>	<u>Always ON</u>	<u>Always OFF</u>	Factory setting	
0450	0451	0452	0450 (automatic)	l.
Activation time	s of the outputs (Door	<u>panel 1). (Configure or</u>	ly on the master monit	<u>or).</u>
			Factory setting	
Relay 1	From 0200 (0,5s)	to 0219 (10s)	0205 (3s)	
Relay 2	From 0300 (0,5s)	to 0319 (10s)	0305 (3s)	
Configuration or	f the remote activation	<u>button Relay1 (Door pa</u>	<u>nel 1). (Configure only c</u>	on the master monitor).
_			Factory setting	
Delay	From 0400 (0,5s)	to 0419 (10s)	0403 (2s)	
Configuration of	f the remote activation	button Relay2 (Door pa	nel 1). (Configure only c	on the master monitor).
-			Factory setting	<i></i>
Delay	From 0500 (0,5s)	to 0519 (10s)	0503 (2s)	
•				ess. (Configure only on th
master monit	tor).	, -	-	.ss. toomigure only on th
<u>Automatic</u>	<u>Always ON</u>	<u>Always OFF</u>	Factory setting	
1450	1451	1452	1450 (automatic)	

Continued from previous page. **SPECIAL CODES**

(*) Activation times o	f the outputs (Door pane	el 2). (Configure o	nly on the master	monitor).	
			Factory	•	
Relay 1	From 1200 (0,5s) to	1219(10s)	1205	(3s)	
Relay 2	From 1300 (0,5s) to	. ,	1305	. ,	
•	he remote activation but	· · ·		()	naster monitor).
······································		······	Factory	-	<u> </u>
Delay	From 1400 (0,5s) to	1419(10s)	1403	•	
•	he remote activation but	()		· ,	naster monitor).
() <u></u>		101111010J2 (2001	Factory	-	
Delay	From 1500 (0,5s) to	1519 <i>(</i> 10s)	1503		
•	ht viewing (Door pane	. ,		· ,	onfigure only on the
master monito		<u>r of daning a bair</u>	or communicatio		oningure only on the
Automatic	<u>Always ON</u>	Always OFF	Factory	settina	
2450	2451	2452		utomatic)	
	of the outputs (Door par		•	,	
() <u>-(our au ou un ou</u>			Factory		
Relay 1	From 2200 (0,5s) to 2	2219 <i>(</i> 10s)	2205	-	
Relay 2	From 2300 (0,5s) to 2	()	2305	()	
•	he remote activation but	()		· ,	aastar manitar)
(*) <u>configuration of t</u>	ne remote activation put	ton Relay I (Door		-	laster monitor).
Delev	$\Gamma_{ram} 2400 (0 E_{ra}) ta t$	2440(40a)	Factory	•	
Delay	From 2400 (0,5s) to 2	()	2403	()	
(*) Configuration of t	<u>he remote activation but</u>	ton Relay2 (Door		-	<u>naster monitor).</u>
			Factory	•	
Delay	From 2500 (0,5s) to 2	()	2503	· ,	.
(*) <u>LED lights for nig</u> <u>master monito</u>	<u>ght viewing (Door pane</u> r <u>).</u>	1 4) during a call	or communication	on process. (Co	onfigure only on the
Automatic	<u>Always ON</u>	<u>Always OFF</u>	<u>Factory</u>	<u>setting</u>	
3450	3451	3452	3450 (au	itomatic).	
(*) Activation times	of the outputs (Door par	<u>nel 4). (Configure</u>	only on the mast	<u>er monitor).</u>	
			<u>Factory</u>	<u>setting</u>	
Relay 1	From 3200 (0,5s) to 3	3219(10s)	3205	(3s)	
Relay 2	From 3300 (0,5s) to 3	. ,	3305	. ,	
•	he remote activation but	, ,		. ,	naster monitor).
		• •	Factory	-	
Delay	From 3400 (0,5s) to 3	3419(10s)	3403	-	
•	he remote activation but	()		· · ·	naster monitor).
··· ·······		······································	Factory	-	<u> </u>
Delay	From 3500 (0,5s) to 3	3519(10s)	3503	•	
•	up duration time from 1 t	()		()	the master monitor)
<u>to donno uno ngrit</u>		<u></u>	Factory		<u>une maeter memter p</u>
	From 1801 (1s) to 18	200 (00c)	1803		
To define the light	up delay time from 0 to	· · ·		()	the master monitor)
<u>to define the light</u>	up delay time nom o to	<u>33 Seconds (OAN</u>	Factory		<u>the master monitory.</u>
	From 1900 (0s) to 19	(00a)	1900	•	
Configuration on	()	· · ·		(05)	
<u>Configuration as</u>	a guard monitor. (Confi			-l - f l t	
	End guard monitor	Guard monitor	Factory		
	5000	5001		uard monitor)	
	pr panel(s) SoulAccess w		-		
All door panels	Door panel 1	Door panel 2	Door panel 3	Door panel 4	
8000	8001	8002	8003	8004	
(1) Note: Only ART 7	' ITE/G2+ monitor "V (14" or later			Continued overlaat

(1) Note: Only ART 7 LITE/G2+ monitor "V.04" or later.

Continued from previous page.

SPECIAL CODES (GENERAL DOOR PANELS)

General door panels video sources available on a monitor (configure only on the master monitor).						
	<u>Visible</u>	<u>Not visible</u>	Factory setting			
(*) General door panel 1	1111	1110	1110			
(*) General door panel 2	1121	1120	1120			
(*) General door panel 3	1131	1130	1130			
(*) General door panel 4	1151	1150	1150			
(*) General camera 1	1141	1140	1140			
(*) General camera 2	1181	1180	1180			
(*) General camera 3	1171	1170	1170			
(*) General camera 4	1191	1190	1190			

(*) Important: Only available with EL632-G2 + SE video module with 'V04' or later.

Note: Inner door panel and general door panel must be with V04 version or later.

COMPLIANCE:

Este producto es conforme con las disposiciones de las Directivas Europeas aplicables respecto a la Compatibilidad Electromagnética 2014/30/CEE.
 This product meets the essentials requirements of applicable European Directives regarding Electromagnetic Compatibility 2014/30/ECC.
 NOTA: El funcionamiento de este equipo está sujeto a las siguientes condiciones:

 (1) Este dispositivo no puede provocar interferencias dañinas, y (2) debe aceptar cualquier interferencia recibida, incluyendo las que pueden provocar un funcionamiento no deseado.

 NOTE: Operation is subject to the following conditions:

 (1) This device may not cause harmful interference, and (2) this device must accept any received interference, including the ones that may cause undesired operation.



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