Art. 4212V-4212RV Audio/video digital front panel

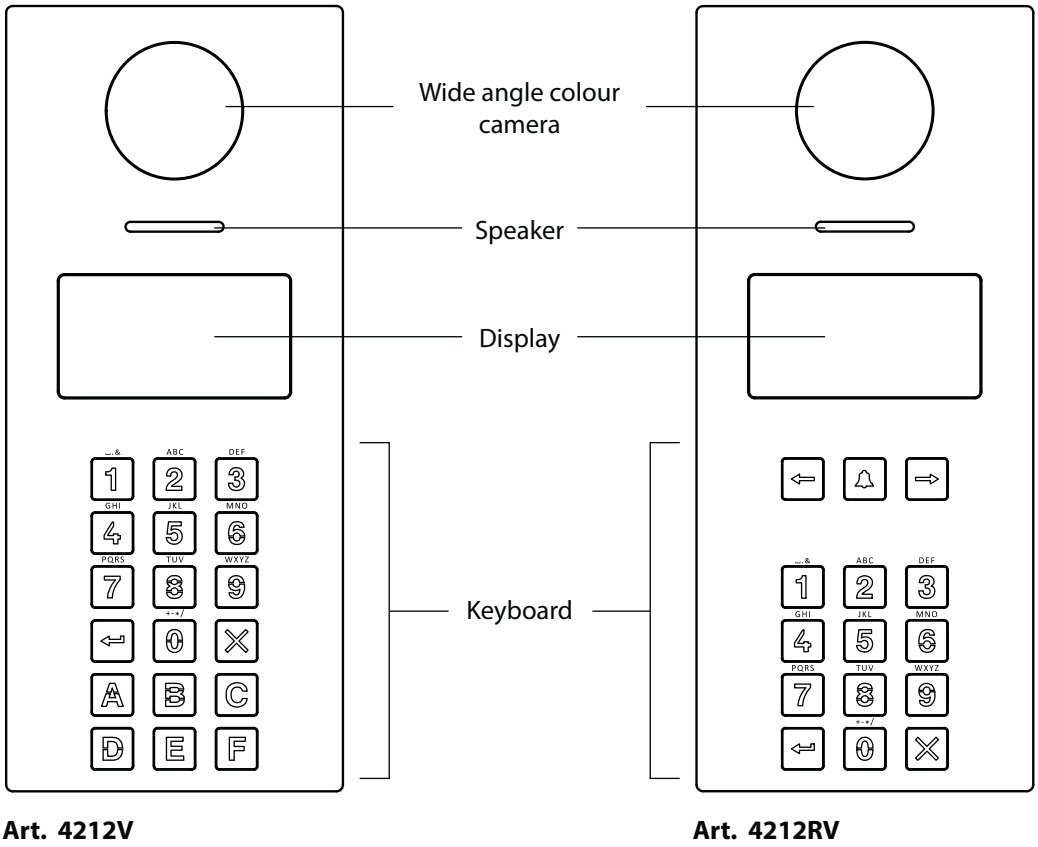


Fig. 1 Front view

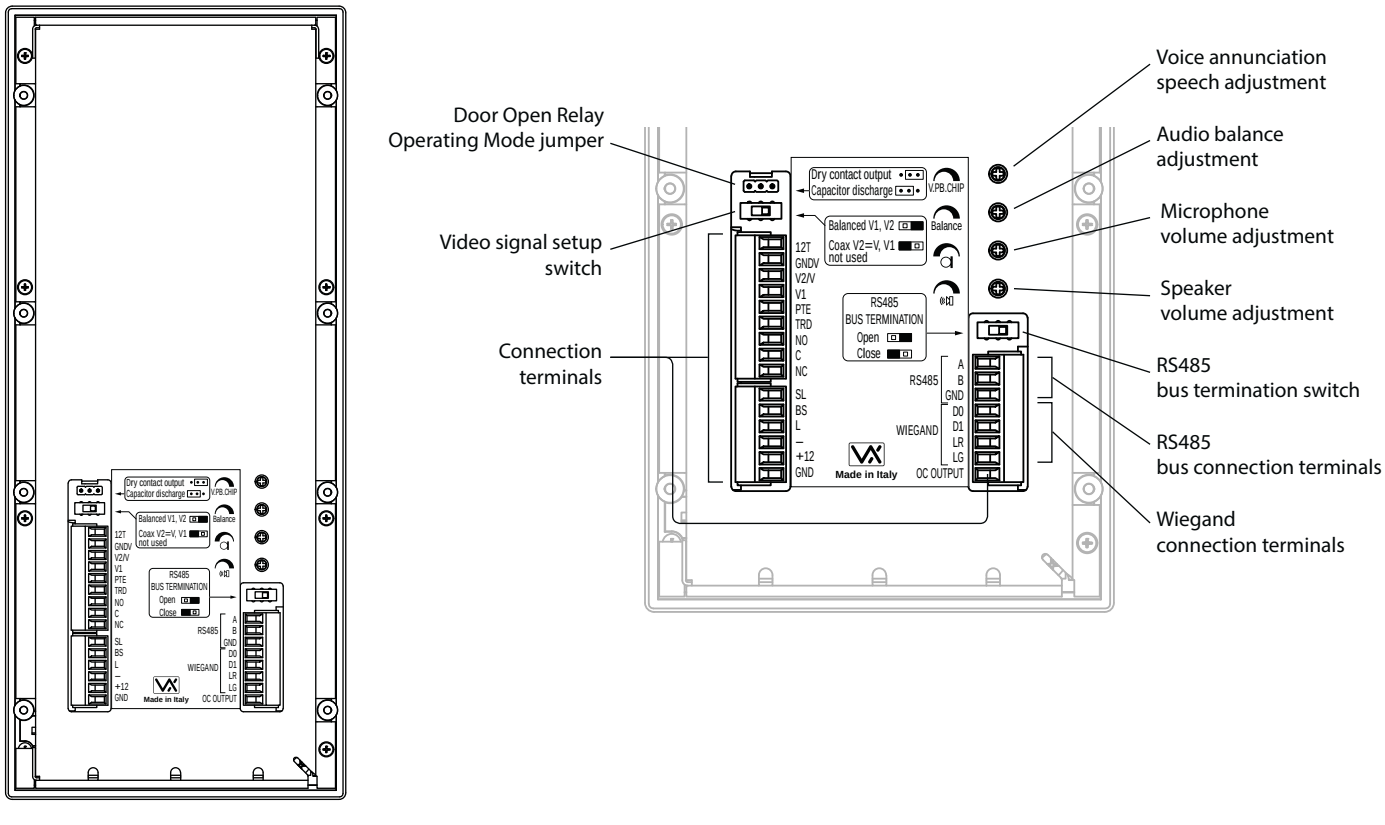


Fig. 2 Back view

DESCRIPTION

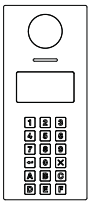
ART. 4212V, ART. 4212V/F, ART. 4212V/SA

4000 Series Vandal resistant (front plate in brushed stainless with 2mm thickness) digital call panel for Videx VX 2200 digital systems (2 wire BUS audio, 6 wire BUS video). This panel is compatible with the 4000 Series modular system and has the size of two 4000 Series modules.
Complementing all digital door panels manufactured by Videx is the ability for all users to have their own unique access code (each apartment can have more than one access code). The access code can have up to six digits and is blind to onlookers. Also,integrated into the panel is a proximity reader enabling a number of proximity fobs to be stored and used individually or in combination with the access code to enter the building. In addition to the speaker unit functions, the panel includes a 128 x 64 pixel graphical LCD display with blue back light (to provide text and graphical messages in multiple languages guiding a visitor through the panel operation) plus a keypad with 18 blue back lit buttons 6 of which are alpha buttons (A..F), 10 are numeric buttons (0..9) plus "ENTER" and "CLEAR" buttons. The tenants can be called by dialling the relevant apartment code.
To complement the visual messages provided from the display, the panel has the voice annunciation facility (optional chip installation) to supply audio messages concerning the system operation. The built-in camera is a colour CCD wide angle day/night camera with IR illumination LED's (the day/night camera provides the best quality of view in any light condition and the wide angle camera provides a viewing angle of 170 degrees). The camera can be set to work with composite video signal (coax cable) or balanced video signal (one twisted pair). Interfaces include a Wiegand output (for systems based on this interface) plus two serial interfaces (USB and RS-485) both allow for programming and event logging. The programming menu and the setup menu are protected by two passwords with different login levels (the engineer password that grants full access and the system administrator password that is limited to some specific settings) while if you operate from a PC an "Engineer's Password" is requested to program the unit. A "Trade Code" function is available (for periodic visitors) enabled by the specific input or by programmable time band and "Direct Call Mode" for small installations (up to 10 apartments).
The memory capacity allows to store up to 998 users data, up to 2800 access codes, up to 2800 proximity keys and up to 4000 events. The front panel finish is brushed stainless steel while the frame finishes are the standard offered in the 4000 Series.

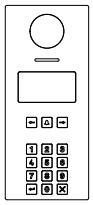
ART. 4212RV, ART. 4212RV/F, ART. 4212RV/SA

As Art. 4212V but using a keypad with 15 blue back lit buttons 3 of which are navigation buttons used for the repertory name facility, 10 are numeric buttons (0..9) plus "ENTER" and "CLEAR" buttons. The tenants can be called by dialling the relevant apartment number or by searching the relevant name using the repertory name function.

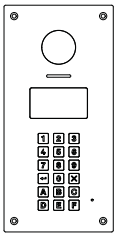
VERSIONS AVAILABLE



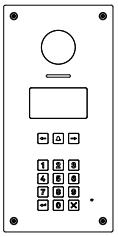
Art. 4212V
For 4000 Series modular system, flush or surface mounting.



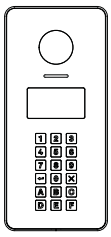
Art. 4212RV
For 4000 Series modular system, flush or surface mounting, with repertory name.



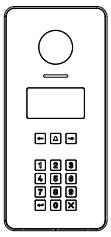
Art. 4212V/F
Flush version.



Art. 4212RV/F
Flush version with repertory name.



Art. 4212V/SA
Surface version.



Art. 4212RV/SA
Surface version with repertory name.

OPERATION

STAND-BY MODE

The display alternates between HOME1 page and logo (if enabled - see **"Home 2" on pag. 9**).
HOME1 (shown in **Fig. 3**)is composed by 4 lines:

- first line contains date, time and ((🔑)) symbol (if enabled - see **"RFID" on pag. 15**). Date and time have the format specified by date format and clock format (see **pag. 10**);
- second, third and fourth lines are edited from Home parameters menu (see **"Line 1, 2, 3" on pag. 9**) ;

The switching time between HOME1 and logo is specified by Switch parameter on Home parameters menu (see **pag. 9**).

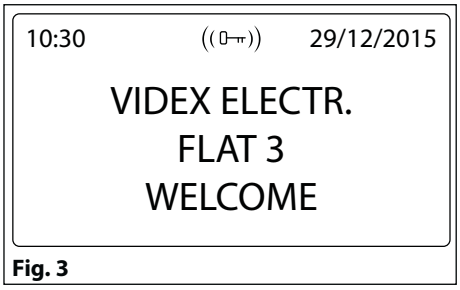


Fig. 3

Press the **"0"** button the enter the coded access mode.
Press ← or → (only for 15 button panels) to scroll through the users. (see **"Scrolling users" on pag. 3**).
Use the numeric keypad followed by enter to call an apartment (see **"Flat" on pag. 7**).
Passing a valid and enabled card/fob in front of ((🔑)) symbol will open the door.

HOW TO INSERT A CODE

From stand-by mode, pressing **"0"** will enter the code mode (see **Fig. 4**).
Every inserted digit is displayed as a dot. ↵ will confirm the code.
The following codes can be entered:

- Master code to enter Programming menu (see **"Master" on pag. 12**);
- Admin code to enter Programming menu with restricted permission (see **"Admin" on pag. 12**);
- Trade code to open door (if enabled - see **"Trade" on pag. 12**);
- a valid Access code , the door will be open, or **"NOT FOUND!"** message will appear.

To delete digits or exit page press ✕.

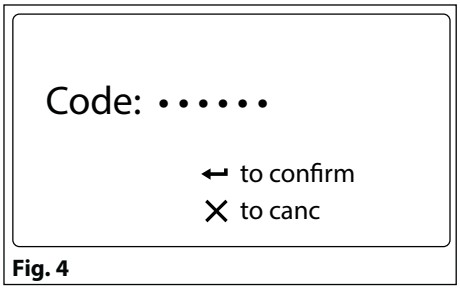


Fig. 4

HOW TO CALL AN APARTMENT

From stand-by mode, enter a flat number (see **Fig. 5**).
Each digit will be displayed. Pushing ↵ will confirm the flat number.
If flat number is present in memory and user is enabled then a call request is made, or **"NOT FOUND!"** message will appear.
To delete digits or exit page press ✕.

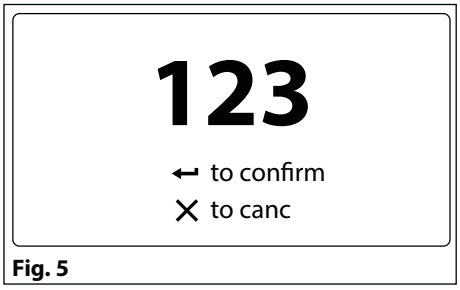


Fig. 5

SCROLLING USERS

From stand-by mode, pressing ← or → will begin scrolling. The highlighted central line is the selected user: pressing ↵ or 🔔 will make a call request.
For 15 button panel version scrolling is made using ← or →, for 18 button version **"A"** and **"C"** buttons are used.
Callers can press a lettered key to jump to users beginning with that letter. The letter will appear next to the abc symbol.
If no users are found with that letter the panel will revert to the previous selection.

HOW TO MAKE A CALL

A call request can be made by either scrolling the user name or entering the flat number. When a call is in progress the panel will show "Calling" as in **Fig. 6**.
The **"CALLING"** message alternates with flat number (if user has made a call by typing number) or name (if the scroll was used).
If bus is busy or intercom is not present, **"BUSY!"** message will appear on the screen. If no answer after 40 seconds the call will be cleared.
If the call is answered a conversation can begin.

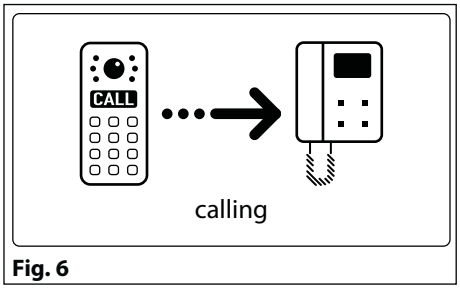


Fig. 6

The display will be as per **Fig. 7**. The conversation timeout is programmable parameter speech time (see **"Speech time" on pag. 11**) in seconds. If the door is released this time is reduced to 10 seconds.
When the door is released, the animation appears on the screen and to the right of that the following information is displayed:

- Flat number;
- block Id (if system works in **MAIN MODE** - see **"Panel mode" on pag. 13**);
- floor (if in **NORMAL MODE** - see **"Mode" on pag. 14**);

To delete a call request or close a converastion press ✕. The panel will show the **"CALL END"** message.

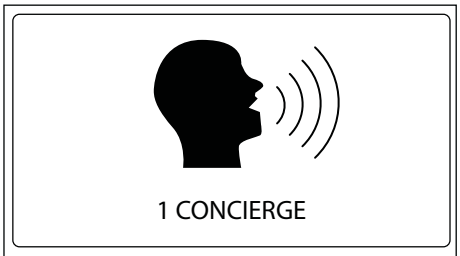


Fig. 7

HOW TO TYPE TEXT

Text typing with Art. 4212 is similar to mobile phone text typing. This table shows the characters and symbols that can be typed by pressing one or more times the keypad numeric push buttons. The alphabetic push buttons "←", "→" and "🔔" are used for special functions:
- "←" to scroll back;
- "→" to scroll forward;
- "🔔" to alternate between capital and lower case letters.

For instance, to type the name "VIDEX" it is necessary to press:
3 times **"8"** button = "V";
3 times **"4"** button = "I";
1 times **"3"** button = "D";
2 times **"3"** button = "E";
2 times **"9"** button = "X";
Keeping pressed a button will automatically advance the cursor.

Key \ Press no. of times	1	2	3	4	5	6	7	8	9	10	11	12	13
1	space	.	&	!	:	=	#	@	"	1			
2	a	b	c	2									
3	d	e	f	3									
4	g	h	i	4									
5	j	k	l	5									
6	m	n	o	6									
7	p	q	r	s	7								
8	t	u	v	8									
9	w	x	y	z	9								
0	+	-	*	,	0	←	→	((0-m))	↵	✕	🔔	•	_
←	Scroll back												
🔔	Alternate between capital and lower case												
→	Scroll forward												

ACOUSTIC SIGNALS

Name	Signal	Event
Key Tone	Single beep	Key press.
Overflow Tone/ Error Tone	Quadruple quick beep	• When user inserts a numeric value that exceed the maximum value; • When searching a user by letter and no users are found (last inserted character is deleted); • When saving data to memory fails.
Tag Tone	Double beep	When a fob or a card is passed in front of RFID antenna.
Save Tone	Long single beep	When saving data in memory is successful.
Open Door Tone	Triple beep	When door is opened.

PROGRAMMING

TO ENTER PROGRAMMING MODE

From standby mode:

- press **"0"** to enter the coded access mode;
- enter the Master code (with engineer permissions - see **"Master" on pag. 12**) or Admin code (with limited permissions - see **"Admin" on pag. 12**);
- press ↵ to enter the code or ✕ to delete characters or exit access code mode;
- if entered code isn't stored in memory, panel will show **"NOT FOUND!"**.

ADDING USERS

From Programming menu (**Fig. 8**):

- press **"1"** to enter the user menu;
- then press **"2"** to add a new user;
- The adding a new user routine is different depending on on if the panel mode is **COMPATIBILITY MODE** or **NORMAL MODE**:
  - » In **COMPATIBILITY MODE**, user can add fields in following order:
    NAME -> FLAT -> CODE -> FLOOR -> ENABLE -> PHONE -> BLOCK (only in **MAIN MODE**);
  - » In **NORMAL MODE**:
    NAME -> FLAT -> FLOOR -> ENABLE -> PHONE -> BLOCK (only in **MAIN MODE**);
- At the end of the routine the system checks if the user can be saved to memory.
  New item is invalid when Phone ID and Block ID are equal to another one in memory and the flat number doesn't match. In this case a **"ALREADY IN MEMORY"** message will appear.

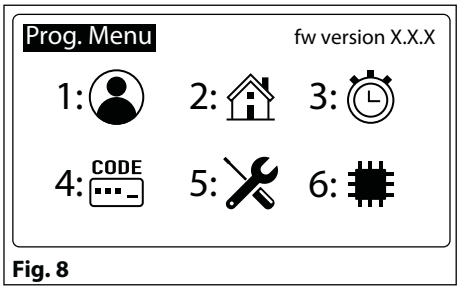


Fig. 8

To modify users please refer **"User parameters" on pag. 7.**

CODE MANAGEMENT

This routine is only valid in **NORMAL MODE**. When in **COMPATIBILITY MODE**, please refer to **"User parameters"** - **"Code" on pag. 7**.
From Programming menu:

- press **"1"** to enter the user menu then **"1"** to modify a user.;
- find the user by name or flat;
- press **"3"** and enter in User Code menu;

HOW TO ADD A CODE

- press **"3"** to add a code;
- insert code;
- if code is not already in memory, display will show **"ITEM SAVED"**, or **"ALREADY IN MEMORY"** with corresponding acoustic signals.

Note: if in Code + fob mode. Adding a code will automatically be followed by inserting a fob.

HOW TO MODIFY A CODE

- press **"1"** to modify a code;
- insert code. If searched code is present, panel enters user Code modify page;
- press **"1"** to enable or disable code;
- press **"2"** to edit the code;
- type access code;
- press ↵ to save or ✕ to delete characters or exit edit mode without saving. If code is not already in memory, display will show **"ITEM SAVED"**, else **"ALREADY IN MEMORY"** with corresponding acoustic signals.

HOW TO DELETE A CODE

- press **"2"** to enter in User Code Delete menu;
- press **"1"** to delete single item or **"2"** to delete all codes linked with selected users;
  - » if user has previously selected the **"All"** option, panel will delete all codes linked with selected user and **"DELETED MESSAGE"** will appear;
  - » if user has previously selected **"Single"** the panel will enter the User Code Search:
    - › if searched code is present, panel will show**" ITEM SAVED"** message;
    - › if searched code isn't present in memory, panel will show **"NOT FOUND!"**.

KEY MANAGING

From Programming menu:
- from the main menu press **"1"** to enter the user menu;
- select user searching by name or flat;
- Press **"8"** to enter user tag menu;

HOW TO ADD A KEY

- press **"3"** to add a key: the dislpay will show **"INSERT KEY"** as shown in **Fig. 9**
- pass the key over the ((0-)) symbol;
- if key is not already in memory display will show **"ITEM SAVED"**, or **"ALREADY IN MEMOR**Y" with corresponding acoustic signals.

NOTE: when security mode is Code + Fob it is not possible to add a fob in this way. It must be added with a code in the code menu..

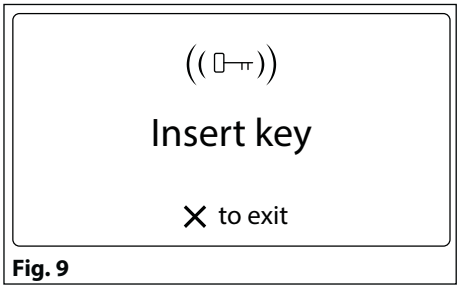


Fig. 9

HOW TO MODIFY A KEY

- press **"1"** to enter the User Tag Search menu;
- press **"1"** to search by number or **"2"** to search by key;
  - » if user has previously select search by number option, he has to enter the key number;
  - » if user has previously select search by key option, he has to pass card/fob over the ((0-)) symbol;
- if searched key is present, the user tag modify page will appear: pressing **"1"** to enable/disable the key;
- press ↵ to save or X to exit without saving.

If searched key isn't present in memory, panel will show **"NOT FOUND!"**.

HOW TO DELETE A KEY

- press **"2"** to enter the User Tag Delete menu;
- press **"1"** to delete single key or **"2"** to delete all keys linked with selected users;
  - » if user has previously select **"All"**, all keys associated with that user will be deleted, **"DELETED MESSAGE"** will appear;
  - » if user has previously select **"Single"** a search will be needed to locate the key:
    - › press **"1"** to search by number or **"2"** to search by key;
      - – if user has previously selected search by number, the key number must be entered;
      - – if user has previously selected search by key, pass the card/fob over the ((0-)) symbol.
    - › if searched key is present, panel will show **" ITEM SAVED"** message;
    - › if searched key isn't present in memory, panel will show **"NOT FOUND!"**.

PROGRAMMING PARAMETERS

USER PARAMETERS

User par. menu	Parameter Name	Programming Method	Permission	Default value
1: Usr	User name	By panel and PC software	All	" "
2: Flat	Flat	By panel and PC software	All	/
3: Code	Code	By panel and PC software	All	/
4: Fl.	Floor	By panel and PC software	All	/
5: En.	Enable	By panel and PC software	All	Enabled
6: Ph. Id	Phone Id	By panel and PC software	Only Engineer	/
7: Bl. Id	Block Id	By panel and PC software	Only Engineer	/
8:Tag	Tag	By panel and PC software	All	/

USER NAME

The user name can be up to 16 characters long and is displayed during searching and calling.

Modify routine
- select user searching by name or flat;
- press **"1"** button to enter into edit mode;
- type name;
- press ↵ to save or ✕ to delete characters or exit edit mode without save.

FLAT

The flat number is entered by the visitor to call a flat. It can be 1 to 6 digits long.

Modify routine
- select user searching by name or flat;
- press **"2"** button to enter into edit mode;
- type flat number;
- press ↵ to save or ✕ to delete characters or exit edit mode without save.

CODE

Access Code is entered by the user to open the door.
Modify routine depends on Mode setting: in **COMPATIBILITY MODE** only one code is possible per user. Pressing **"3"** will allow the code to be edited.
In **NORMAL MODE** multiple codes can be assigned to a user. This routine is described in **"Code management" on pag. 5**
In both cases codes can be from 3 to 6 digits using keys 0 - 9. It can be disabled by leaving it blank.

Modify routine (only for COMPATIBILITY MODE)
- select user searching by name or flat;
- press **"3"** to enter into edit mode;
- type new access code;
- press ↵ to save or ✕ to delete characters or exit edit mode without saving.

FLOOR

The floor field displays the floor number of the user called. It is available only in **NORMAL MODE** and can be any value from "1" to "250".

Modify routine

- select user searching by name or flat
- press **"4"** to enter into edit mode;
- type floor number;
- press ↵ to save or ✕ to delete characters or exit edit mode without save.

ENABLE

It specifies whether User is enabled or not. If a visitor tries to call a disabled user typing the flat number, display will show **"NOT FOUND"** otherwise the intercom for that flat will be called. Intercom specified by Phone Id and Block Id.

Modify routine

- select user searching by name or flat;
- press **"5"** to enter into edit mode;
- press **"5"** to enable or disable;
- press ↵ to save or ✕ to exit edit mode without save.

PHONE ID

The phone ID represents the address of the intercom to call (Set by the 8 way dip switches in the intercom).

Modify routine

- select user searching by name or flat;
- press **"6"** to enter into edit mode;
- type Phone Id number;
- press ↵ to save or ✕ to delete characters or exit edit mode without save.

BLOCK ID

Block Id field specifies the address of Art. 2206N. It can assume values from "1" to "15". This field is visible only if the panel is set to **MAIN MODE** (see **"Panel mode" on pag. 13**).

Modify routine

- select user searching by name or flat;
- press **"7"** to enter into edit mode;
- type Block Id number;
- press ↵ to save or ✕ to delete characters or exit edit mode without save.

TAG

The tags (key or fob) allow users to open the door. Three fob code lengths are supported (2, 3 & 4 bytes). It is specified by Tag width parameter (see **"Fob width" on pag. 15**).
User can be linked to more than one access code. The modify routine is described in **"Key managing" on pag. 6**

HOME PARAMETERS

Home par. menu	Parameter Name	Programming method	Permission	Default value
1: Line 1	Line 1	By panel and PC software	All	/
2: Line 2	Line 2	By panel and PC software	All	/
3: Line 3	Line 3	By panel and PC software	All	/
4: Home 2	Home 2	By panel and PC software	All	Disabled
5: Switch Time	Switch time	By panel and PC software	All	2 s

LINE 1, 2, 3

Each line can be up to 16 characters long and will appear on the main screen in standby. Enter the string and press ↵. The have a blank line enter one or more space characters.

Modify routine

- press **"1", "2" or "3"** to enter into edit mode;
- enter the string;
- press ↵ to save or ✕ to delete characters or exit edit mode without saving.

HOME 2

To enable a second screen which can display a logo.

Modify routine

- press **"4"** button to enter into edit mode;
- press **"4"** to enable or disable;
- press ↵ to save or ✕ to exit edit mode without saving.

SWITCH TIME

Time delay when switching between the two main screens.

Modify routine

- press **"5"** to enter into edit mode;
- enter time is seconds: it must be between "1" and "250";
- press ↵ to save or ✕ to delete characters or exit edit mode without saving.

TIME PARAMETERS

Time par. menu	Parameter Name	Programming method	Permission	Default value
1: Clock	Clock format	By panel and PC software	All	0-23
	Clock	By panel and PC software	All	/
	BST/GMT Enable/disable	By panel	All	Enabled
2: Date	Date format	By panel and PC software	All	European
	Date	By panel and PC software	All	/
	Day	By panel	All	/
3: Trade	Trade enable	By panel and PC software	All	Disabled
	Trade start	By panel and PC software	All	/
	Trade end	By panel and PC software	All	/
4: Relay Time	Relay time	By panel and PC software	Only Engineer	2 s
5: Speech Time	Speech time	By panel and PC software	Only Engineer	120 s

CLOCK FORMAT

It changes the clock format shown on the home page.
Select either 12 hour or 24 hour clock format.

Modify routine
- press **"1"** to enter the clock menu;
- press **"1"** to enter into edit mode;
- press **"1"** to switch from 1-12 to 0-23 and viceversa;
- press ↵ to save or ✕ to exit edit mode without saving.

CLOCK

Set the time on the door panel.

Modify routine
- press **"1"** to enter the clock menu;
- press **"2"** to enter edit mode;
- enter the hour, minutes and seconds (all fields are composed of two digits). After entering two digits to set the hour it automatically advances to the minutes and then to seconds.If in 12 hour clock format, after seconds it is possible to select AM/PM;
- After setting the last parameter the time will be saved.

BST/GMT ENABLE/DISABLE

Enable or disable BST/GMT automatic Summer/Winter time adjustment.

Modify routine
- press **"3"** to enter edit mode;
- in edit mode, press **"3"** to enable or disable the facility;
- press ↵ to save or ✕ to exit edit mode without saving.

DATE FORMAT

It changes the date format shown on the home page.
The date can either be in EU (dd/mm/yy) or US (mm/dd/yy) format.

Modify routine
1. press **"2"** to enter the date menu;
2. press again **"1"** to enter into edit mode;
3. press **"1"** to switch from EU to US and viceversa;
4. press ↵ to save or ✕ to exit edit mode without saving.

DATE

Set the date in the call panel.

Modify routine

- press **"2"** to enter the date menu;
- press **"2"** to enter edit mode;
- first field will be day when in EU format or month when in US format. All fields are two digits. After entering the two digit number it will automatically advance to the next field;
- after setting the last parameter time will be saved.

DAY

Set the day of the week.

Modify routine

- press **"3"** to enter edit mode;
- in edit mode, press **"3"** repeatedly to scroll through the days;
- press ↵ to save or ✕ to exit edit mode without saving.

TRADE ENABLE

Enables the trade facility working in conjunctions with the trade start and trade end time band and the TRD connection terminal. When the TRD connection is shorted to 0V and the time is within the trade time band setting it is possible for a user to type in the trade code to open the door.

Modify routine

- press **"3"** to enter the trade menu;
- press **"1"** to enter edit mode;
- press **"1"** to enable or disable the facility;
- press ↵ to save or ✕ to exit edit mode without saving.

TRADE START - TRADE END

The beginning and end times of the trade time band.

Modify routine

- press **"3"** to enter the trade menu;
- press **"2"** or **"3"** to enter edit mode;
- enter the hour, minutes and seconds (all fields are composed of two digits). After entering two digits it will automatically advance to the next field. FORMAT is 12 hour then then you will be able to enter AM or PM after the seconds field.
- After setting the last parameter the time will be saved.

RELAY TIME

This parameter specifies how long the relay remains energised when the activated.

Modify routine

- press **"4"** to enter edit mode;
- edit relay time: it must be between "1" and "255";
- press ↵ to save or ✕ to delete characters or exit edit mode without saving.

SPEECH TIME

This parameter specifies the maximum speak duration. From 1 to 255 seconds".

Modify routine

- press **"5"** to enter edit mode;
- edit relay time: it must be between "1" and "255";
- press ↵ to save or ✕ to delete characters or exit edit mode without saving.

CODE

CODE PARAMETERS

Code par. menu	Parameter Name	Programming method	Permission	Default value
1: Master	Master	By panel and PC software	Only Engineer	111111
2: Trade	Trade	By panel and PC software	Only Engineer	000000
3: Admin	Admin	By panel and PC software	Only Engineer	222222
4: Manage Trade Card	/	By panel and PC software	Only Engineer	/

MASTER

The master code must to between 3 to 6 digits and must also be different from the admin, trade and user codes. Entering the correct master code will switch the panel in to programming mode with engineer permissions.

Modify routine
- press **"1"** to enter into edit mode;
- insert new code;
- press ↵;
- insert the same code to confirm;
- press ↵ to save or ✕ to delete characters or exit edit mode without saving.

TRADE

The trade code works within the trade time band and only when TRD is shorted to 0V.
It must be between 3 to 6 digits and different to all other codes. Entering the correct code when the above requirements are met will open the door for the programmed time.

Modify routine
- press **"2"** to enter into edit mode;
- insert new code;
- press ↵;
- insert the same code to confirm;
- press ↵ to save or ✕ to delete characters or exit edit mode without saving.

ADMIN

The admin code will switch the door panel in the programming mode similar to the master code but with restricted permissions. The code must to between 3 to 6 digits and different from all other codes.

Modify routine
- press **"3"** to enter into edit mode;
- insert new code;
- press ↵;
- insert the same code to confirm;
- press ↵ to save or ✕ to delete characters or exit edit mode without saving.

MANAGING TRADE CARD

Add, edit or delete proximity cards which can be used for trade purposes only during active timeband settings.

Add routine
- press **"4"** to enter into edit mode;
- press **"3"** to add and then present a card to the reader when asked;
- press ✕ to exit edit mode.

SYSTEM SETTINGS

System par. menu	Parameter Name	Programming method	Permission	Default value
1: Language	Language	By panel and PC software	Only Engineer	English
2: ID	ID	By panel and PC software	Only Engineer	1
3: Master	Master	By panel and PC software	Only Engineer	Enabled
4: Panel mode	Panel mode	By panel and PC software	Only Engineer	Local
	Security Level	Only by PC software	/	Fob or Code
	Mode	Only by PC software	/	Compatibility mode
	Enable Direct Call	Only by PC software	/	Disabled
	Proximity Access Mode	Only by PC software	/	Stand alone mode

LANGUAGE

Languages supported are: English, Italian, Spanish, Portuguese, French, German, Czech, Croatian, Danish, Polish and Slovenian. Only user messages change language, the programming menu's are always in English.

Modify routine

- press **"1"** to enter into edit mode;
- press **"1"** repeatedly to scroll through the available languages;
- press ↵ to save or ✕ to exit edit mode without saving.

ID

The panel ID came be from 1 to 15. Each panel on a system should have a unique ID.

Modify routine

- press **"2"** to enter into edit mode;
- Enter the panel ID from 1 to 15;
- press ↵ to save or ✕ to delete characters or exit edit mode without saving.

MASTER

Specifies if the panel is a master or a slave. On each bus there should only be one master, all other panels on that bus should be slaves.

Modify routine

- press **"3"** to enter into edit mode;
- press **"3"** to enable or disable;
- press ↵ to save or ✕ to exit edit mode without saving.

PANEL MODE

Specifies if the system includes the 2206N bus exchange devices or not and if the panel is a main panel or a local panel. If there are no 2206N devices on the system then this setting should be LOCAL. If there are 2206N devices on the system and this panel is a main entrance calling all apartments then this setting should be MAIN. If the panel is a block entrance panel then this setting should be LOCAL.

Modify routine

- press **"4"** to enter into edit mode;
- press **"4"** to switch from **LOCAL** to **MAIN** and viceversa;
- press ↵ to save or ✕ to exit edit mode without saving.

SECURITY LEVEL

Art. 4212 can work in two different security modes: Fob or Code and Fob + Code.
In Fob or Code, key and code are linked only with user. Insertion of enabled code or passing a key over the reader will open the door.
In Fob + Code, key and code are linked together. Single code is linked with single key.A user must enter a code and present a key to open the door. Parameter can be changed only through PC programming routine.

MODE

Options are **COMPATIBILY MODE** or **NORMAL MODE**. **COMPATIBILITY MODE** guarantees retrocompatibility with older programming interfaces but restricts the features of the panel.
NORMAL MODE enables features of floor field in user item, multiple code-to-user or key-to-user linking. This means that user can manage more than one open door code and key.
In **COMPATIBILITY MODE** each user only has one access code.

ENABLE DIRECT CALL

It specifies whether Direct Call Mode is active or not. If yes, only the first 18 or 15 (depending on keyboard configuration) users written in memory are active. Pushing the first key from top left corner of keyboard will call first user memory location.

PROXIMITY ACCESS MODE

This parameter specifies if the proximity reader works in a self contained standalone mode or is connected via a Wiegand interface to an external controller such as Portal Plus.
STANDALONE MODE: when a fob/code is used the panels internal memory is checked for a match. If a match is found the relay will energise and the display will show the door opening. If no match is found the display will show 'NOT FOUND'.
WIEGAND MODE: When a fob/code is used the panel sends the data to the Wiegand output and awaits a reply. If the external Wiegand controller replies by setting the LR terminal to 0V then the fob/code is denied and the display will show 'NOT FOUND'. If the external Wiegand controller replies by setting the LG terminal to 0V then the key is accepted and the display will show door open. If the Wiegand control does not reply then the panel will show 'NOT FOUND'.

DEVICE

Device par. menu	Parameter Name	Programming method	Permission	Default value
1: RFID	RFID	By panel and PC software	Only Engineer	Disabled
2: Voice Chip	Voice Chip	By panel and PC software	Only Engineer	Disabled
3: Wiegand	Wiegand	By panel and PC software	Only Engineer	26 bit
	Fob width	Only by PC software	Only Engineer	2 byte

RFID

Enables or disables the proximity access reader within the door panel.

Modify routine
- press **"1"** to enter into edit mode;
- press **"1"** to enable or disable;
- press ↵ to save or ✕ to exit edit mode without saving.

VOICE CHIP

Voice annunciation facility. It can be either **DISABLED**, **SINGLE** or **COMBINED**.
In **SINGLE** mode number called is pronounced singularly (i.e. 123 ... one, two three).
In **COMBINED** mode number called is pronounced all in one (i.e. 123 ... one hundred and twenty three).

Modify routine
- press **"2"** to enter into edit mode;
- press **"2"** to switch between **DISABLED**, **SINGLE** or **COMBINED;**
- press ↵ to save or ✕ to exit edit mode without saving.

WIEGAND

This parameter specifies Wiegand protocol format. Wiegand 26 bit and 34 bit are supported.

Modify routine
- press **"3"** to enter into edit mode;
- press **"3"** to switch from 34 bit or 26 bit and viceversa;
- press ↵ to save or ✕ to exit edit mode without saving.

FOB WIDTH

This option specifies how much of the fobs internal code is used. It can be set to 2, 3 or four bytes.
This parameters can only e set using the PC software. When set to 2 bytes it will send the 2 least significant bytes of the fob, when set to 3 will be the 3 least significant bytes and 4 will be the four least significant bytes.

RESET AND TEST

RESTORE TO FACTORY PRESET

- Power off then power on the panel;
- when the display shows **"VX4212"**, keep the enter button pressed;
- the display will show **"RESET TO FACTORY SETTING"**.

TESTING CONNECTION

- insert Master code;
- press **"5"** and enter in System menu;
- press **"5"** and init the test. Now display will look like **Fig. 10**.
- the cental line describes the current test status; Flat, Ph. Id and Bl. Id specify which intercom is under test. Panel makes a call to every item stored in memory: if it receives the acknoledge from intercom status will be OK and after 2 seconds skips to test the next intercom. If no ack is received then status reports Fail: it is kept for 10 seconds. After that time routine continues on testing next intercom. User can stop routine by pressing ✕: test is paused. A further press of ✕ will end the routine. To resume test press ↵.

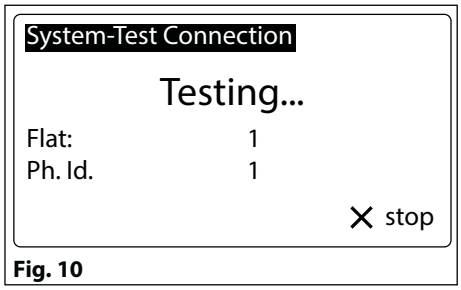


Fig. 10

JUMPERS, SWITCHES AND CONNECTION TERMINALS

JUMPERS

Dry contact output
Capacitor discharge

SWITCHES

Balanced V1, V2
Coax V2=V, V1 not used

RS485 BUS TERMINATION

Open
Close

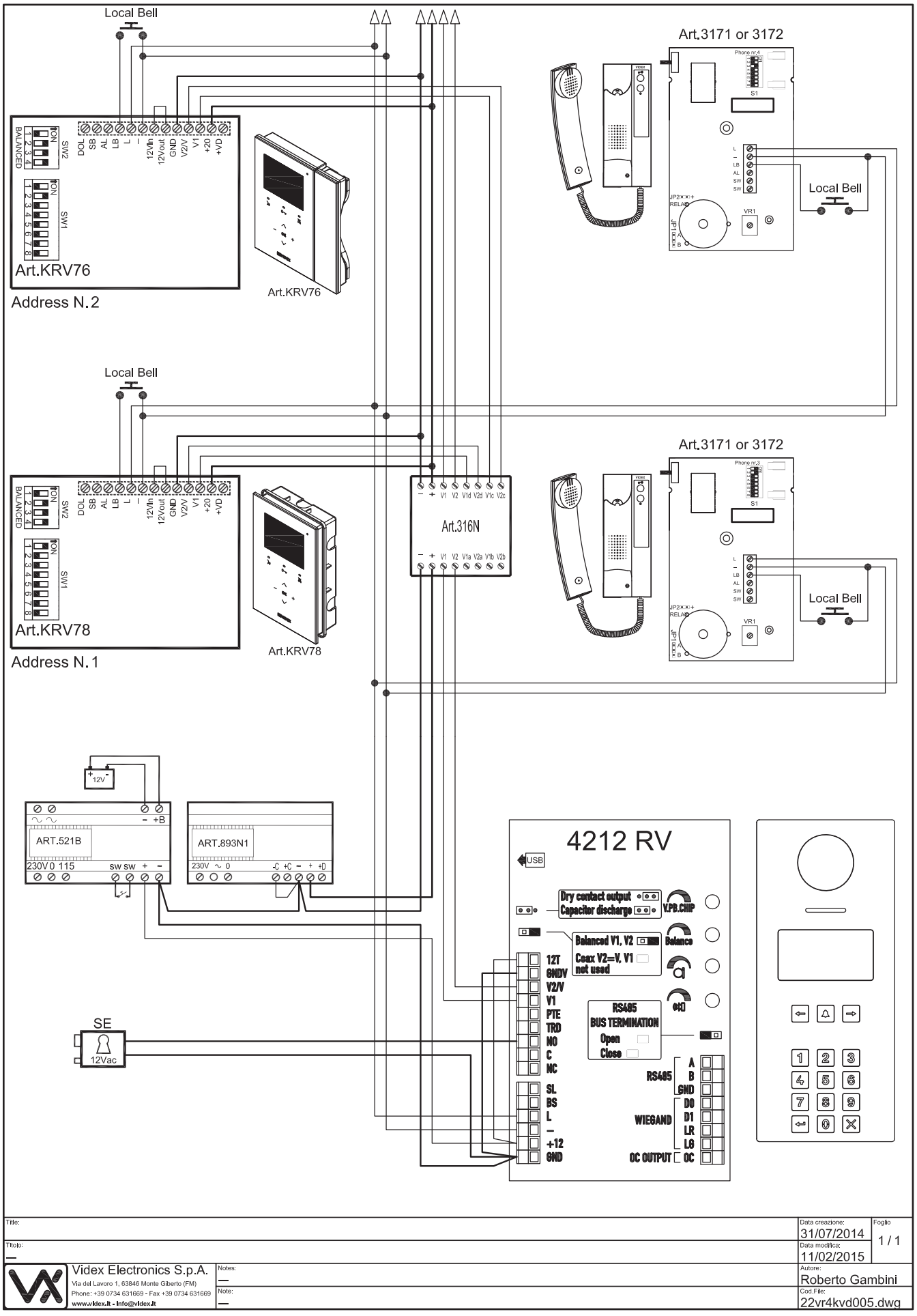
CONNECTION TERMINALS	
12T	+12Vdc Camera power supply unit
GNDV	Camera power supply ground & video ground on coax video system
V2/V	Balanced video signal sync- (V2) or coax video signal (V). Refer to "SWITHCES" table on this page
V1	Balanced video signal Sync+
PTE	Push to exit button
TRD	Trade signal (from Art. 701T or other devices)
NO	Relay out - normally open contact
C	Relay out - common contact
NC	Relay out - normally close contact
SL	Accessory control signal
BS	"Busy system" signal
L	Bus connection - positive
–	Bus connection - negative
+12	Power supply - positive
OC OUTPUT	Open collector output

RS485 CONNECTION TERMINALS	
A	RS-485 serial interface
B	
GND	Ground

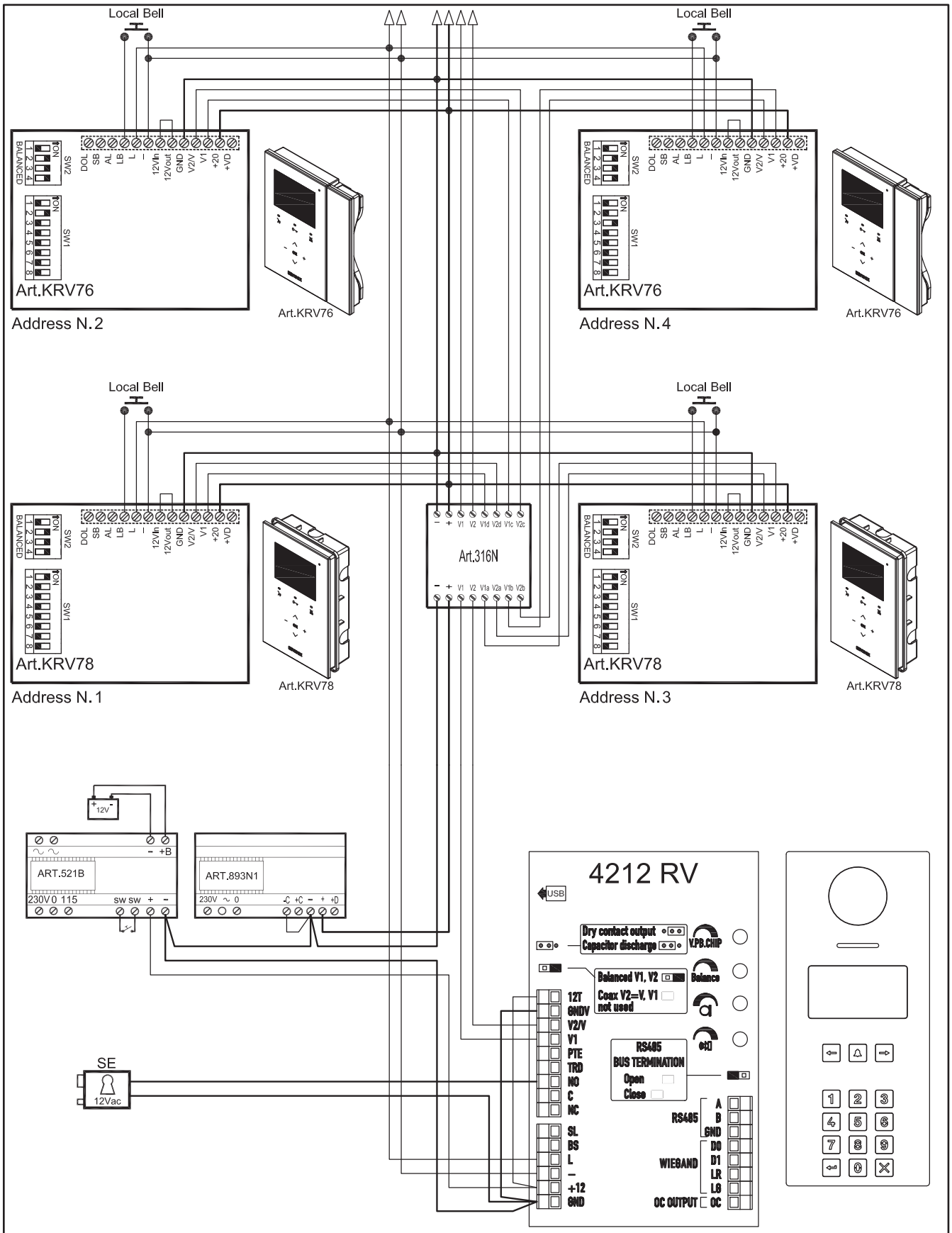
WIEGAND CONNECTION TERMINALS	
D0	Data0
D1	Data1
LR	Red denied LED status output
LG	Green accept LED status output

TECHNICAL SPECIFICATION

Memory capacity: 998 users - 2800 keys - 2800 codes
Working voltage: 12 Vdc +/- 10%
Max absorb: about 350mA
Working Temperature: -10 +50 °C



Title:		Data creazione: 31/07/2014	Foglio 1 / 1
Titolo: —		Data modifica: 11/02/2015	
Videx Electronics S.p.A. Via del Lavoro 1, 63846 Monte Giberto (FM) Phone: +39 0734 631669 - Fax +39 0734 631669 www.videx.it - info@videx.it	Notes: — Note: —	Autore: Roberto Gambini	
		Cod.File: 22vr4kvd005.dwg	



Title:		Data creazione: 10/02/2015	Foglio 1 / 1
Titolo: —		Data modifica: 11/02/2015	
Videx Electronics S.p.A. Via del Lavoro 1, 63846 Monte Giberto (FM) Phone: +39 0734 631669 - Fax +39 0734 631669 www.videx.it - info@videx.it	Notes: — Note: —	Autore: Roberto Gambini	Cod.File: 22vr4kvd006.dwg

Flush mounting door station installation

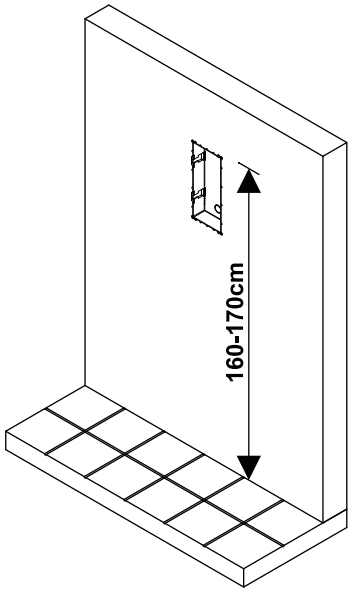


Fig. 1

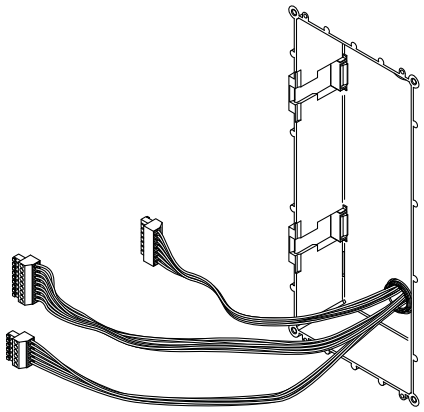


Fig. 2

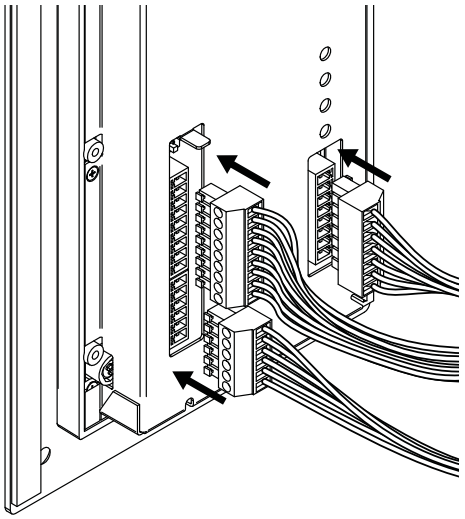


Fig. 3

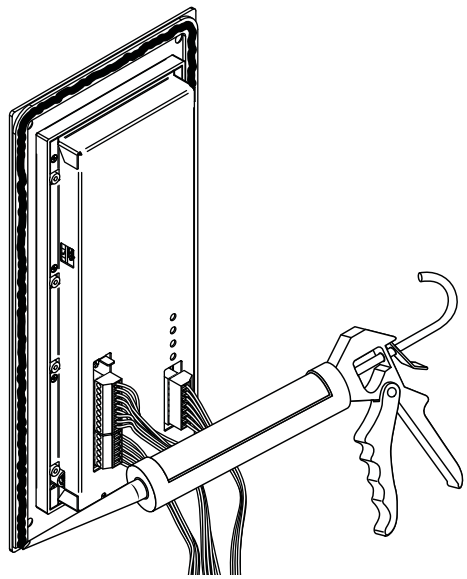


Fig. 4

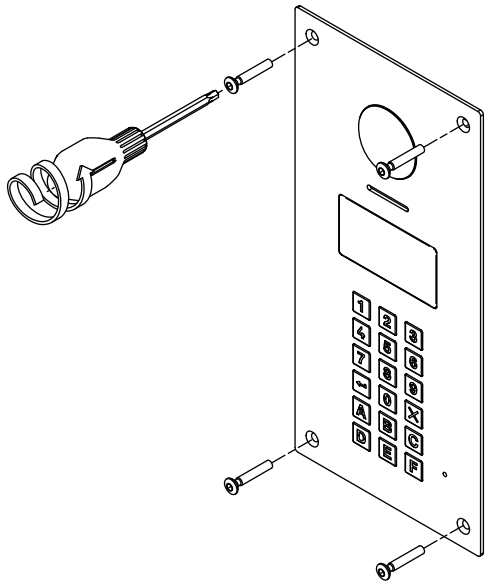


Fig. 5

1. Embed the flush mounting box into the wall (160-170 cm between the top of the box and the floor level as shown in **Fig. 1**) passing the cables (**Fig. 2**) through a cable knockout hole in the box;
2. Make all the connections on the removable terminal blocks **(Fig. 2)**, then plug back into the panel **(Fig. 3),** setup the dip-switches as per provided connection diagram or instruction sheet, then power up the system and check that it works correctly;

⚠ **In order to prevent water ingress we highly recommend using a silicon sealant between the plate and the wall (Fig. 4);**

3. Fix the plate to the flush mounting box using the screwdriver provided (torx end) and the pin machine torx screws (**Fig. 5**).

⚠ **Do not over tighten the screws more than necessary.**

Surface mounting door station installation

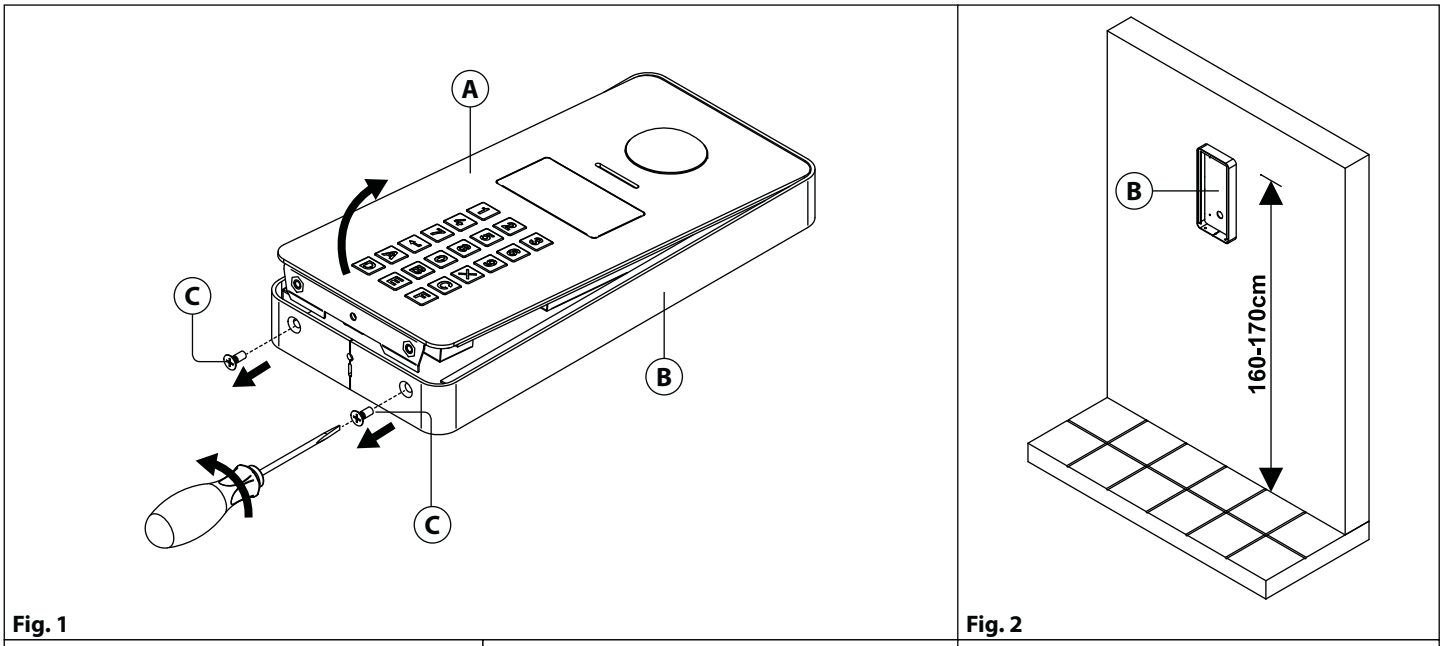


Fig. 1

Fig. 2

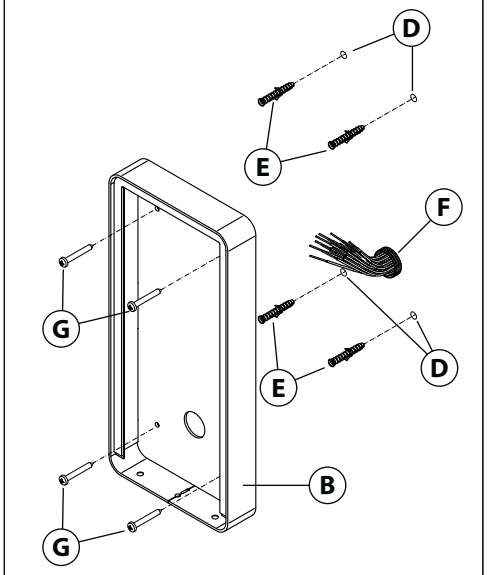


Fig. 3

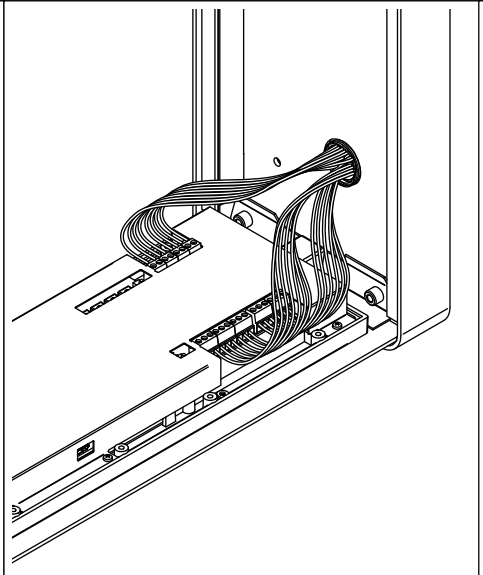


Fig. 4

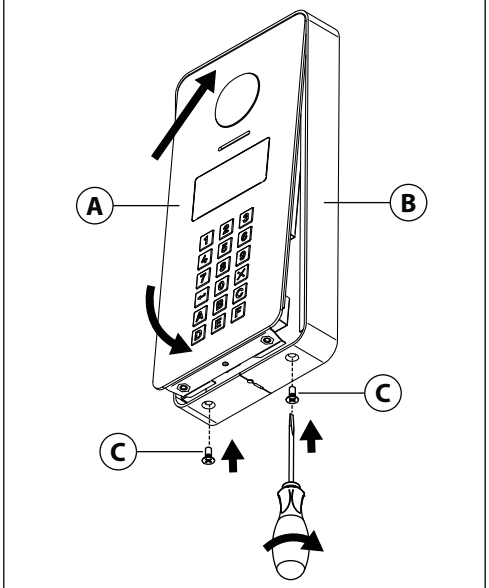


Fig. 5

1. To separate the panel Ⓐ from the surface box Ⓑ, first remove the two screws Ⓒ located on the bottom of the surface box using a screwdriver, then lever the panel from the bottom to extract it **(Fig. 1)**;
2. Place the surface box Ⓑ against the wall (165-170cm between the top of the box and the floor lever) and mark the 4 fixing holes for the wall plugs and the hole for the cables **(Fig. 2)**;
3. Drill the 4 fixing holes Ⓓ, insert the wall plugs Ⓔ and feed the cables Ⓕ through the surface box, fix surface box to the wall using the screws Ⓖ **(Fig. 3)**;
4. Connect the wires using a terminal screw driver then setup the dip-switches as per provided connection diagram or instruction sheet, then power up the system and check that it works correctly **(Fig. 4)**;
5. Insert the top end of the panel Ⓐ first, then level down and fix to the surface box Ⓑ with the two screws Ⓒ **(Fig. 5)**.

⚠ **Do not over tighten the screws more than necessary.**

CUSTOMER SUPPORT

All Countries:
VIDEX ELECTRONICS S.P.A.
www.videx.it - technical@videx.it
Tel: +39 0734-631669
Fax: +39 0734-632475

UK Customers:
VIDEX SECURITY LTD
www.videx-security.com
Tech Line: 0191 224 3174
Fax: 0191 224 1559

CE The product is CE marked demonstrating its conformity and is for distribution within all member states of the EU with no restrictions. This product follows the provisions of the European Directives 2004/108/ECC (EMC); 2006/95/ECC (LVD) and 93/68/ECC (CE marking).