



surix



**Porteros
Telefónicos**

Surix *EnterCom*

Made in Argentina

Warranty Registration

Please complete all the following information, which corresponds to the warranty registration, and send it as soon as possible by mail, e-mail, or fax.

IMPORTANT!: This is a one-year warranty. Complaints about not registered products will not be accepted.

Owner's name		Name and Surname			
Address where the SURIX EnterCom is installed					
Street					
				Company	Particular
STATE			PROVINCE		
Telephone	Including long distance code		ZIP Code		
Company/installer from who you bought the product			NAME		
Company/installer telephone			INCLUDE LONG DISTANCE CODE		
Installer			NAME AND SURNAME		
Installer's telephone			INCLUDE LONG DISTANCE CODE		
How did you find out about this product?					
Date of purchase	DAY	MONTH	YEAR	SERIAL NUMBER	

For technical service
contact:
soporte@surix.net

Contact us:
Correa 2573 (C1429DRO) Cap. Fed
info@surix.net / www.surix.net
Tel-fax: (54 11) 4702 9500 / 4702 4358 / 4701 5488

Press

TECLA #

To enter that function

You will see this screen:
(the cursor will "twinkle")

Texto Nro. 6



Write the text with the numeral keys
that correspond to letters, following
this chart:

KEY 1 space and symbol	KEY 2 abcABC2	KEY 3 defDEF3
KEY 4 ghiGHI4	KEY 5 jklJKL5	KEY 6 mnoMNO6
KEY 7 pqrPQRS7	KEY 8 tuvTUV8	KEY 9 wxyzWXYZ9
KEY * Exit programming	KEY 0 next letter	KEY # confirm programming

NOTE:

You can remember this chart by looking at a cellphone's keyboard.
Remember to enter spaces before (KEY 1) if you want the text to be centered.

EnterCom

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Introduction

Welcome to **SURIx Door phone products'** users network!

The product you have purchased, is part of an importat line of **SURIx S.R.L** products and communication systems for homes, offices, multifamily systems for buildings and gated communities, and nurse call for hospitals.

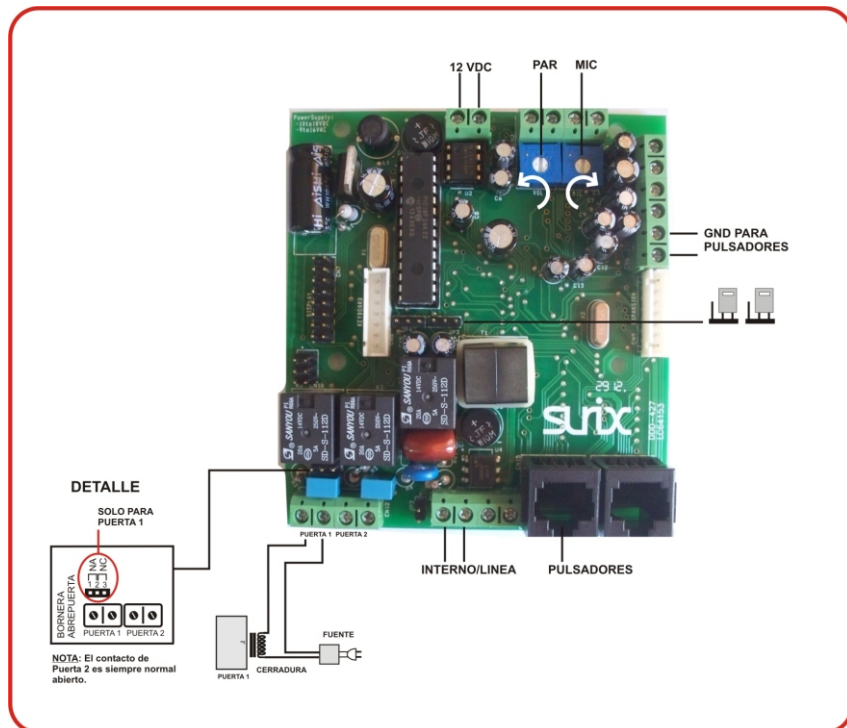
Operating

Once programmed, the equipment hangs up and dials the programmed number. In communication, 31 or 32, the open-door relay is activated.
The equipment ends the communication for time-out, busy tone, or if the phone dials #.

Connection

The 12V source is connected. It does not have polarity, so the red and black wire that power the leds have to be respected.

RED+
BLACK -



Press 1 again.
It goes to this screen:

M 00 T-- 1 2
PB "A"

Move forward with

6 KEY: ➡

Or go backwards with:
to define the next one.

4 KEY: ⬅

NOTE:

If there are more than 10 floors, when the visitor arrives and dials, the phone waits 3 seconds (waiting for the second digit). If the person does not dial anything else, it takes the "1" as first floor and the display will show "DIAL APARTMENT". This time is programmable (see T. Max. Discado in Level 1).

Optional: Defining a Free Text

From your actual screen, look for
Level 5 pressing

KEY 2: ⬆ and **KEY 8:** ⬇

Until you get to this screen

Texto Nro. 1
Portería

Move forward with

KEY 6: ➡

Until you find a free text (by
default, from number 6)
You will see this screen

Texto Nro. 6

Enter the intern or destination urban line (from 1 to 13 digits) e.g. 103

Nro. a discar 1
103

Confirm with

TECLA #

You will see this screen

Nro. a discar 2

In case Number 1 is busy or does not answer, you can program another number. The equipment will retry the call with Number 2.

Enter the intern or destination urban line (from 1 to 13 digits).

If you do not want to enter a second number, just confirm.

Confirm with

KEY #

It will show 1 or 2, depending on wheather 1 or 2 numbers were programmed

M 000 T-- 1 2
PB "A"

To verify the entered number, press 1.
You will see

Nro. a discar 1
1-> 103

Nro. a discar 2
2-> 101

Programming

The EnterCom has great programming flexibility.
The programming is done locally with the keyboard and display.

Installation

To begin the programming, the equipment should enter the programming mode. For this, press the * (asterisk) key and the # (pound) key, holding them for 5 seconds.

After that time, the front will show the word **"PASSWORD"**. The programming password (4 digits) should be entered. By default, it is **0000**. If a wrong password is entered, the front goes back to its normal functioning.

Keys' functions in programming mode.

The keys assume the following functions during programming:

2 KEY: ↑ (up menu)

4 KEY: ← (previous option)

6 KEY: → (next option)

8 KEY: ↓ (down menu)

KEY: Entering setting values and data setting (ENTER)

*** KEY:** Exit menus (ESC).

NOTE:

If a shifting key (← ↑ ↓ →) remains pressed, the screens will change faster.

Programming levels

LEVEL 1

Idioma
000

↑

Torre L o N
000

↑

T.Max Comun.
120

Cant.Dígitos
003

Dptos L o N
000

T.Max Disca.
003

Cant. Torres
000

Dptos u ofic
000

MEM Portería
000

Cant Dígitos
002

Cant. Pisos
000

T. Cerrad. 1
050

Tiempo Ring
001

Cant. Dptos
000

T. Cerrad. 2
050

Tiempo llam.
001

LEVEL 2

Pulsador 1
Directo MEM:0

Pulsador 2
Directo MEM: 1

Pulsador 3
Directo MEM: 2

Pulsador 4
Directo MEM: 3

LEVEL 3

M 000 T 01 1
100

M 001 T 04
101

M 002 T 03
102

M 003 T 02
103

LEVEL 4

SURIX PORTEROS
TELEFONICOS

Press

KEY

Verify that in Level 3 the matrix was generated

M 00 T--
PB "A"

M 00 T--
16° "D"

Intern assignment for apartments

Once the matrix is generated, the user programs the intern that is dialed when someone dials floor and apartment in the front.

In Level 3, you will see:

M 00 T--
PB "A"

Press

KEY

To enter that function

The screen will show:

Nro. de Texto

That is the text that will be shown when you call the dialed number.
Press 00 to show the dialed intern number.
If you want to change them, select one from the list, 01, 02, etc.
See "Free Texts".

You will see in the screen

Nro. a discar 1

Press
To define the complex settings

6 KEY: ➡

Buildings

Cant. Torres

000

Floors
Consider that if there is a Ground Floor and 15 floors, you should enter 016.

6 KEY: ➡

Cant. Pisos

016

Apartments
Number of apartments per floor.
For example, A, B, C, D would be 0004.

6 KEY: ➡

Cant. Deptos

0004

To change any of these items, press # and enter the new number. Three digits for buildings and floors, and 4 for apartments.
Once this is defined, generate the complex matrix with all the possible combinations.

For this, look for Level 8 pressing

KEY 8: ⬇

You will see this screen

Generar matriz

del complejo

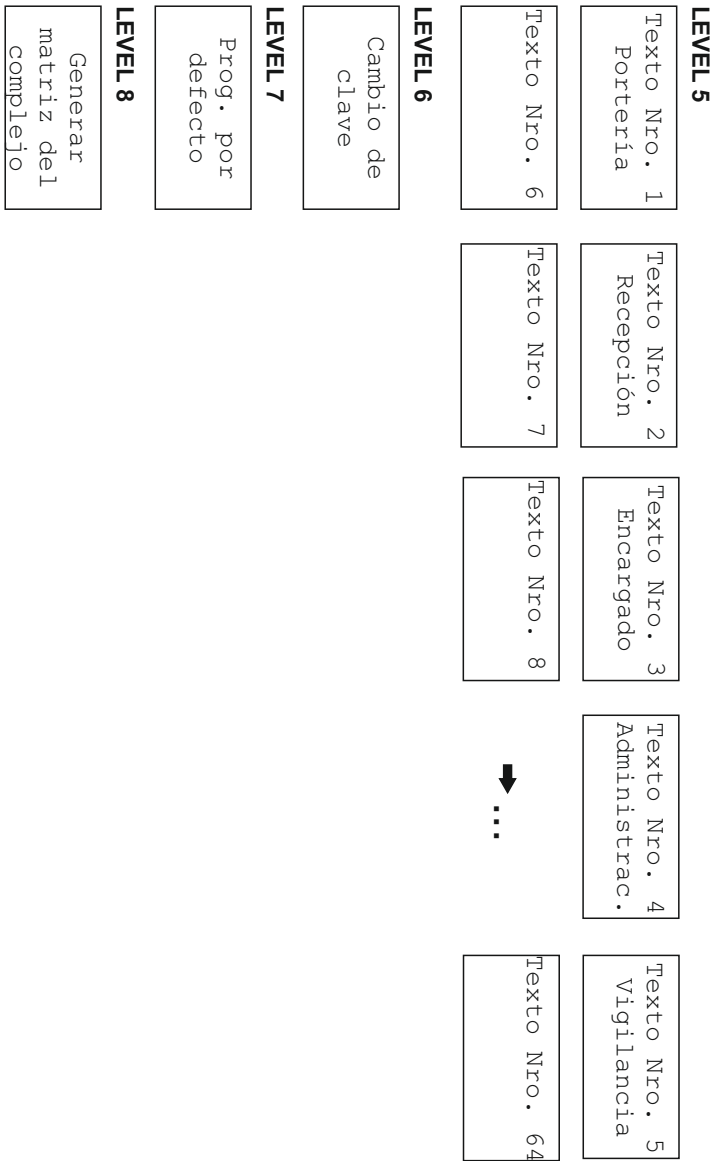
Press

KEY

You will see this screen

Está seguro de

proceder?



Dialing programming from telephone keyboard

First step: Number of digits

From the first screen:

Idioma
000

Move forward with the:

6 KEY: ➡

Until you get to the screen:

Cant. Dígitos
003

Press

KEY #

to enter this function

The cursor will “twinkle”.
Enter the number of digits to call
the apartment (e.g. 2) and confirm
with

KEY #

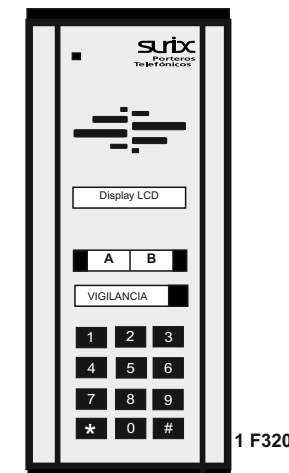
You will see the screen:

Cant. Dígitos
002

Note: The digit number can be between 001 and 005.

in case you have a front like the
one in the picture, the button is
programmed with the
corresponding function.

- 0- Directly calls an intern or line number
- 1- It is defined as “Building”
- 2- It is defined as “Floor”
- 3- It is defined as “Apartment”



Front's programming for calling by building, floor and apartment

From the first screen:

Idioma
000

Move forward with

6 KEY: ➡

Until you get to the screen:

Cant. Dígitos
003

Press

KEY #

to enter that function

Enter the digit number “000”

You will see the screen:

Cant. Dígitos
003

Third step: Define memory position for direct buttons

From the last screen:

M 000 T-- 1 2
24

Look for Level 2, pressing

KEY 2: ↑

Until you get to this screen:

Pulsador 1
Directo MEM: 0

Press the button to be programmed
(if it is not the button number
mentioned (e.g. Button 3))

Pulsador 3
Directo MEM: 2

Press

KEY

To enter that function.

You will see this screen:

Selecc.
Función:

Press "0" to choose the memory
position in which the button will
directly call an intern or line
number.

Press
to enter that function

KEY

You will see this screen:

Pulsador 3
Directo MEM: 1

Second step: Define the numbers dialed to call the apartments

From the first screen:

Cant. Dígitos
002

Look for Level 3 pressing twice

KEY 8: ↓

Until you get to the screen:

M 000 T--

Press

KEY #

to enter this function

You will see the screen:

Número de texto

**This is the text that will be shown when it calls the dialed number.
Presione 00 to show the dialed intern number.
If you want to change it, choose one from the list, 01, 02, etc.
See "Free Texts".**

You will see the screen:

Marque Depto.

If there is already a programmed apartment, it will show the following step:
Enter the number in the keyboard to call that apartment (e.g. 24). If the number of digits is the
same as the programmed, it is not necessary to confirm.
(If it is lower, press # to confirm the number).

You will see this screen:

Selecc.
Función:

Enter the intern/line destination
number (from 1 to 13 digits)

Nro. a discar 1
47029500

Confirm with

KEY

You will see this screen:

Nro. a Discar 2

In case number 1 is busy or does
not answer, you can program
another number. The equipment will
retry with number 2.

Enter the intern/line destination
number (from 1 to 13 digits).
**If you do not want to enter a
second number, just confirm.**

Nro. a Discar 2
47015488

Confirm with

KEY

You will see this:
(1 or 2 depending on how many
buttons you programmed)

M 000 T-- 1 2
24

To verify the entered numbers,
press 1. You will see:

Nro. a Discar 1
1 -> 47029500

If you press 1 again, you will see:

Nro. a Discar 1
1 -> 47015488

And pressing 1 again, it goes back
to:

M 000 T-- 1 2
24

Go forward with

6 KEY: ➡

to define the next one,
or go backwards with:N

4 KEY: ⬅

Notes:

You can define the numbers in any order. When you finish, check de list with
⬅ and ➡.

If you find something you want to change, press # and enter the new
numbers.

If you find something you want to delete, press 0 and confirm with #.

NOTE:

If you have an apartment programmed with digit, e.g. "2", when the visitor
arrives and dials 2, the front waits 3 seconds (waiting for the second digit).
If the person does not dial anything else, it calls directly to 2.
This time is programable (see T. Max. Discado in Level 1).