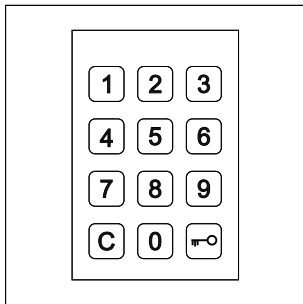6LE002622A Ind. A

RE..705..
Display call module built-in

RE..704..
Keyboardmodule

System overview

The RE..705.. display call module features an LCD via which calls can be made to residents quickly and cost-effectively.

3 buttons are provided for scrolling through the list of alphabetically sorted names from A to Z or Z to A. Press and hold down a button to automatically increase the search speed.

A RE..704.. keyboard module for display call built-in can be connected to the RE..705.. as an option. in order to make calls to residents directly by entering their call number. This option also provides a code lock function.

Direct dial push-buttons can also be connected to the RE..705.. by adding an REH311X/BTE-116 push-button expander.

The Display Call Module software supplied with the product is used to update resident data and configure the RE..705... The connection between the PC and RE..705.. is normally established via the RS232 interface. An REE001X/DCI-256 LAN interface built-in for display call module, via which a TCP/IP network connection can be established, can also be connected as an option. If the RE..704.. display lock module is connected, resident data can be updated and configuration settings can be made locally via the keyboard.
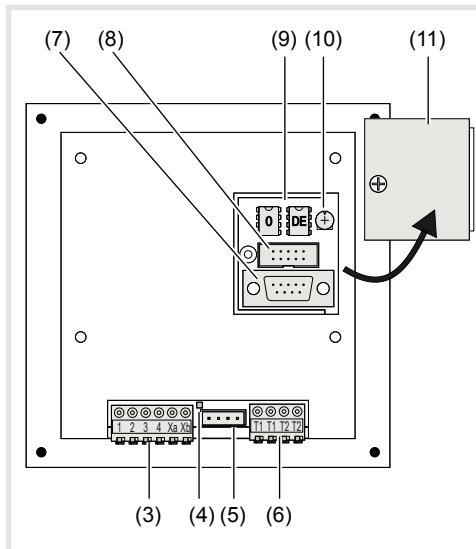
The RE..705.. is connected to the 2-wire bus or the i2 Audio bus.
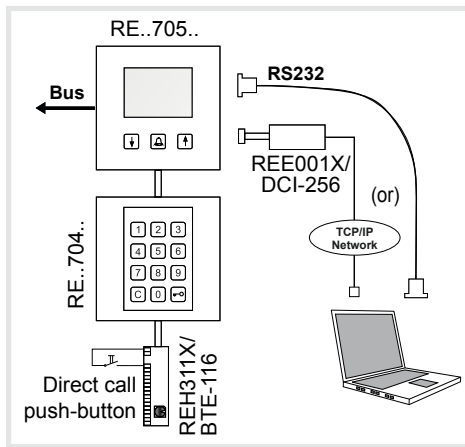
Description RE..705..
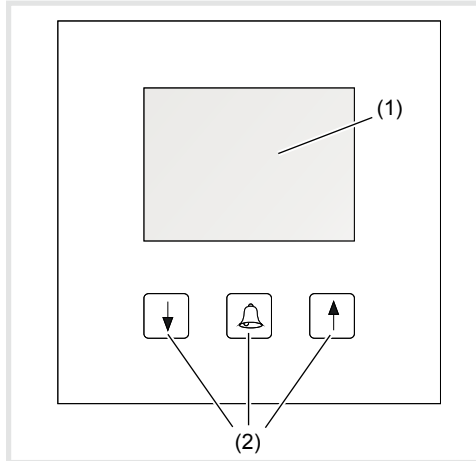
(1) LC display
(2) Scroll and call buttons
   (scroll down list / make call / scroll up list)

(3) Connecting terminals:

Terminal 1/2:	Power supply 12-28 V = / 12-18 V~ / max. 150 mA
Terminal 3/4:	(no function with 2-wire)
Terminal Xa/ Xb:	2-wire or i2 Audio bus connection

(4) Bus LED:
    lights up when bus voltage is connected
(5) Connection for RE..704.. keyboard module for display call built-in or REH311X/BTE-116 push-button expander
(6) Code lock connecting terminals
    Terminals T1/T1:
   Code lock switching contact 1 (max. 24V / 1A)

Terminals T2/T2:
    Code lock switching contact 2 (max. 24V / 1A)
(7) RS232 interface
    (2400/8/1/N RTS/CTS handshake)
(8) Connecting LAN interface REE001X/DCI-256

ⓘ The RS232 interface must not be used when using the LAN interface!

(9) EEproms for data storage
(10) Display contrast controller
(11) Cover

Description RE..704..
(optional module)
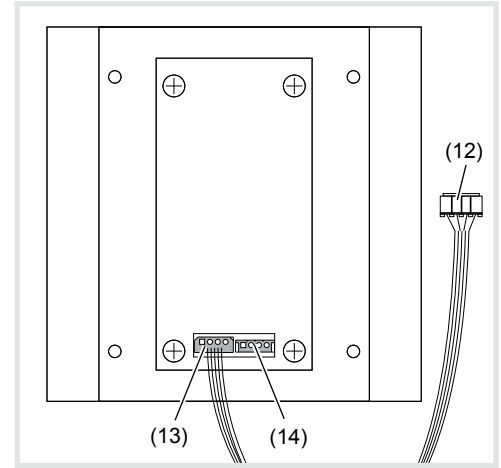
(12) Plug connection to RE..705..
(13) Data output to RE..705..
(14) Data input for cascading REH311X/BTE-116 push-button expanders

Description REE001X/DCI-256
(optional module)
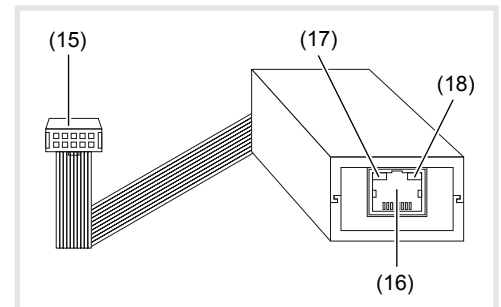
(15) Plug connection to RE..705..
(16) RJ45 network connection
(17) **Status LED left**
    OFF = no network,
    Yellow = 10 Mbps,
    Green = 100 Mbps
(18) **Status LED right**
    OFF = no activity,
    Yellow = half duplex,
    Green = full duplex

## Configuration with PC via serial interface

ⓘ The operating instructions for the REE001X/DCI-256 LAN interface describe how to configure a TCP/IP connection.

Software installation

System requirement:
Minimum CPU 1GHz, RAM 256MB, RS232 Interface, Windows XP SP2, NET-Framework 2.0

■ To start the installation process, launch the Display Call Module Setup programme.

■ Follow the instructions in the installation programme and then launch the Display Call Module programme.

Programme settings

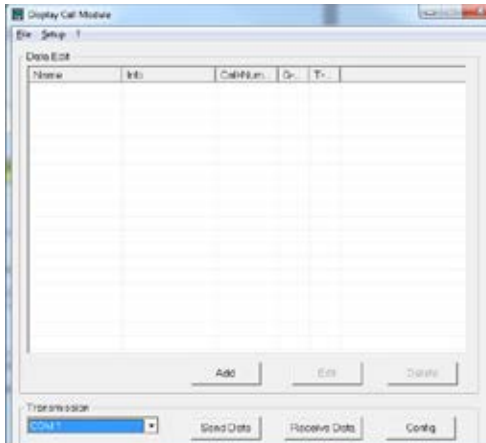To start the process, select the interface once.
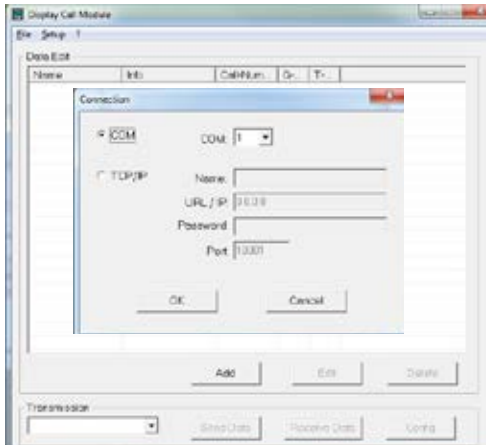
- Select **Setup** -> **Connections** -> **Add**.

  In the **Connection** dialog window, select *COM* and a free interface 1-8 on your PC.

- Use the data cable supplied to connect the RE..705.. to the RS232 interface on your PC.

The RE..705.. must be in standby (graphics animation visible).

Configuring the RE..705..

- Select the set interface under **Transmission** and press the **Config** button to confirm.

  The current settings are then read out from the RE..705.. and displayed in the dialog window.

- Select the intercom system you are using under **Modus**.
 For the bus system, the *Audio* or *Video* door station settings and the assigned door address must also be made.

- **Door address**: Door address setting on the red rotary switch or 5A parameter, depending on type of door station. See also the installation example.

- Define the access code (consisting of 1 to 6 digits) and the relay pulse time for **Codelock 1** and **Codelock 2**.

  The **master code** (consisting of 1 to 6 digits) is the security code for configuration of the

RE..705.. using the 12 keys on the RE..704.. keyboad.

Add/Change/Delete resident data
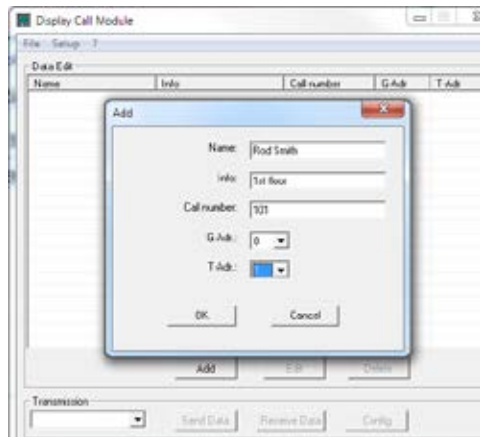
- To add resident data, press the **Add** button. The following entries can be made in the dialog that opens next:

 **Name:** Display name in the list of names sorted alphabetically.

- If you want an entry to always appear first in the list of names, start the name with a blank space!

  Info: Additional information that is displayed when the resident is selected.

  Call number: Number: Call number (consisting of 1 to 6 digits) for direct selection using the 12 keys on the RE..704.. keyboard.

  As call numbers are always checked for compatibility immediately on entry, they must be the same length for all users.
  (Wrong: Resident A = *10*, Resident B = *100*)
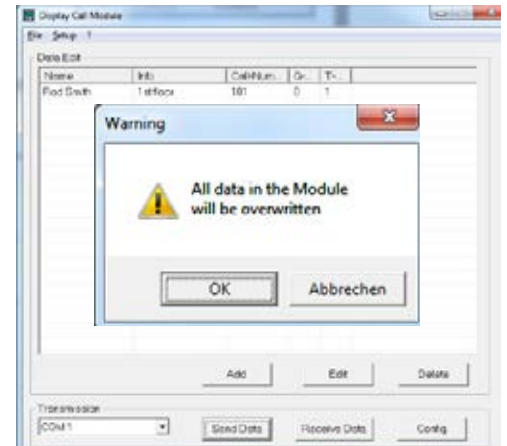 (Correct: Resident A = *010*, Resident B = *100*)
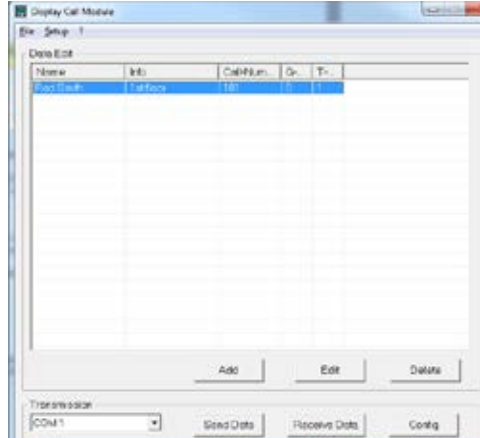
G-Adr.: group address (*0-9, A-F*), corresponds to the black rotary switch on the indoor station.

T-Adr.: intercom device address (*0-9, A-F*), corresponds to the blue rotary switch on the indoor station.

- To edit or delete resident data, select the name in the table and press the **Edit** or **Delete** button.

Transmitting resident data

- To transmit data to the RE..705.., select the interface you have set up from **Transmission** and then press the **Send Data** button.

- Press the **Receive Data** to read out the data from the RE..705...

Saving/loading resident data

Resident data can be saved/loaded on the PC with the **File** -> **Save** and **File** -> **Open** functions.

Configuration with RE..704.. keyboard module for display call built-in

Initiate configuration

- In standby, press and hold down the 🔔 button.
- Press button ↪ on the keyboard.
- Enter master code ▦ (Factory setting 1234).
- Confirm entry with ↪.

  The configuration menu appears.

1 Add Entry	(Add resident)
2 Edit Entry	(Change resident)
3 Delete Entry	(Delete resident)
4 Code Lock 1	(Code lock 1)
5 Code Lock 2	(Code lock 2)
6 Operation Mode	(Set operating mode)
7 Master Code	(Change master code)
C Quit	(Exit)

Exit configuration

- Press button C to exit configuration menu.

Operating mode Bus Set intercom system

- Press the 6 button to select "Set operating mode" **Operation Mode**.

- Press the 2 button to select "**BUS**" operating mode or the 1 button to select "**1+n**".

- Confirm entry with button ↪.

- Select door station type
  (**1** = video doors, **2** = audio doors).

- Confirm entry with button ↪.

- **Door address** Use the arrow keys ↑ / ↓ to set the door address (address *0–9, A–F*).

- The door address must be identical to the 5A setting on the door station; in the case of the REU311X/REU511X it must be identical to the **red rotary switch**.

- Confirm entry with button ↪.

Add resident

- Press the ☐1 button to select "Add resident" **Add Entry**.
- **Name** Enter name (a max. of 16 characters) using the keyboard ▦.
- **Info** Use the keyboard to enter additional information (max. 16 characters) which appears when someone rings the bell.
- Confirm entry with button ⬗.
- **Call number** Enter call number (a max. of 6 digits) using the keyboard ▦.
- **G-adress** Use the arrow keys ☐↑ / ☐↓ to set the group address (address *0–9, A–F*).
- Confirm entry with button ⬗.
- **T-adress** Use the arrow keys ☐↑ / ☐↓ to set the intercom device address (address *0–9, A–F*).
- Confirm entry with button ⬗.

Modify resident

- Press the ☐2 button to select „Edit resident" **Edit Entry**.
- Use the arrow keys ☐↑ / ☐↓ to select a resident.
- Confirm the selection with the ☐ button.
  Name is displayed and can be changed.
- Confirm entry with button ⬗.
  Once you have changed the name, proceed as you would after entering a name in the "Add resident" process.

Delete resident

- Press the ☐3 button to select "Delete resident" **Delete Entry**.
- Use the arrow keys ☐↑ / ☐↓ to select a resident.
- Confirm the selection with the ☐ button.
  Resident data are displayed.

  ```
  Name
  Info
  Call number
  0=Delete C=Cancel
  ```

- Press the ☐0 button to delete the resident or the ☐C button to cancel.

Code lock 1

- Select "Code lock1" **Code Lock 1** by pressing button ☐4.
- Use the keyboard ▦ to enter the code (max. 6 digits).
- Confirm entry with button ⬗.
- Enter the switching duration (*1–9* sec. or *0* = on/off function) via the keyboard ▦.
- Confirm entry with button ⬗.

Code lock 2

- Select "Code lock2" **Code Lock 2** by pressing button ☐5.
- Use the keyboard ▦ to enter the code (max. 6 digits).
- Confirm entry with button ⬗.
- Enter the "switching duration" **Switching time** (*1–9* sec. or *0* = on/off function) via the keyboard ▦.
- Confirm entry with button ⬗.

Change master code

- Press the ☐7 button to select "Change master code" **Master Code**.
- Use the keyboard ▦ to enter the code (max. 6 digits).
- Confirm entry with button ⬗.

Keyboard assignment for entering names

Button	Possible characters
1	<EMPTY> 1
2	a ä â à b c A Ä Â B C 2
3	d e é è f D E É F 3
4	g h i î G H I 4
5	j k l J K L 5
6	m n o ö ó ô M N O Ö 6
7	p q r s ß P Q R S 7
8	t u ü û ú v T U Ü V 8
9	w x y z W X Y Z 9
0	<EMPTY> - . 0

1	ABC 2	DEF 3
GHI 4	JKL 5	MNO 6
PQRS 7	TUV 8	WXYZ 9
C	- . 0	🔑

Factory settings

The RE..705.. is delivered with the following settings:

- Operating mode:
  i2 bus, Video door station, door address 0
- Codes lock 1:
  Code = 1; Switching duration = 1 sec.
- Codes lock 2:
  Code = 2; Switching duration = 1 sec.
- Master code: 1234

Data import/export

The Display Call Module software saves the resident data as a *CSV* file. In this format, the data can be imported into and exported from other programs (e.g. spreadsheet programs).

Field lengths and permissible characters:

Name (a max. of 16 characters)	{a-z, A-Z, 0-9, äöüèéêáàâßAÈÀÖÜ.!}
Info (a max. of 16 characters)	{a-z, A-Z, 0-9, äöüèéêáàâßAÈÀÖÜ.!}
Call number (a max. of 6 characters)	{0-9}
Group addr. (1 character)	{0-9, A-F}
Subscriber addr. (1 character)	{0-9, A-F}

Replacing data storage

- When you open the cover you will see two EEproms (9).
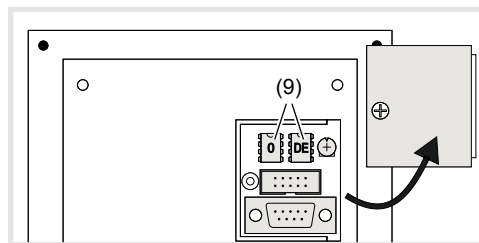
Resident data is stored in the left-hand EEprom **0**. When a device is replaced, the resident data can be transferred by changing over the EEprom.

Country-specific texts are saved in the right-hand EEprom **DE** .

## Operation

Making a selection from the list of names

The names of all residents appear in the list of names sorted alphabetically. Use the arrow keys ☐↑ / ☐↓ to scroll through the list of names from A to Z or Z to A. Press and hold down a button to automatically increase the search speed.

- Use the arrow keys ☐↑ / ☐↓ to select a resident.

  ```
  Landmann Peter
  Maier Hans
  Nietschke Erwin
  Ottmann Fritz
  ```
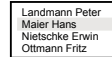
- Once you have made your selection, press the ☐ button.

 The resident is called and the **Info** additional information and **Call number** call number are displayed.
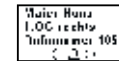
- To call the resident again press button ☐.

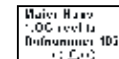### Making a selection by entering a call number (RE..704.. only)

If you know the resident's call number, you can enter it using the 12 keys on the keyboard.

- Use the 12 keys on the keyboard ▦ to enter the call number.
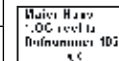
  Input field is displayed.
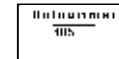
  Once the call number has been entered in full, the call is made to the resident.

- To call the resident again press button ☐.

Intercom connected indicator

When the user picks up the door call, a loudspeaker symbol appears on the display.

Code lock function

- Press button ⬗.
- Use the keyboard ▦ to enter the code.
- To confirm, press button ⬗ again.
  If the code is entered correctly, **OK** also appears in the display and the relevant code lock contact is closed for the set amount of time.

  or

  If the code is entered incorrectly, **------** also appears in the display and an error signal sounds.

Installation and electrical connection

⚠ **DANGER!**

Touching live parts in the installation environment can result in an electric shock!

An electric shock can be lethal!

Before working on the device or load, disconnect all associated circuit breakers. Cover all live parts in the area!

Installing the device

ℹ Installation of the device depends upon the respective product it is going to be installed in (see relevant mounting instructions)

Circuit symbols and elements of the circuit diagrams

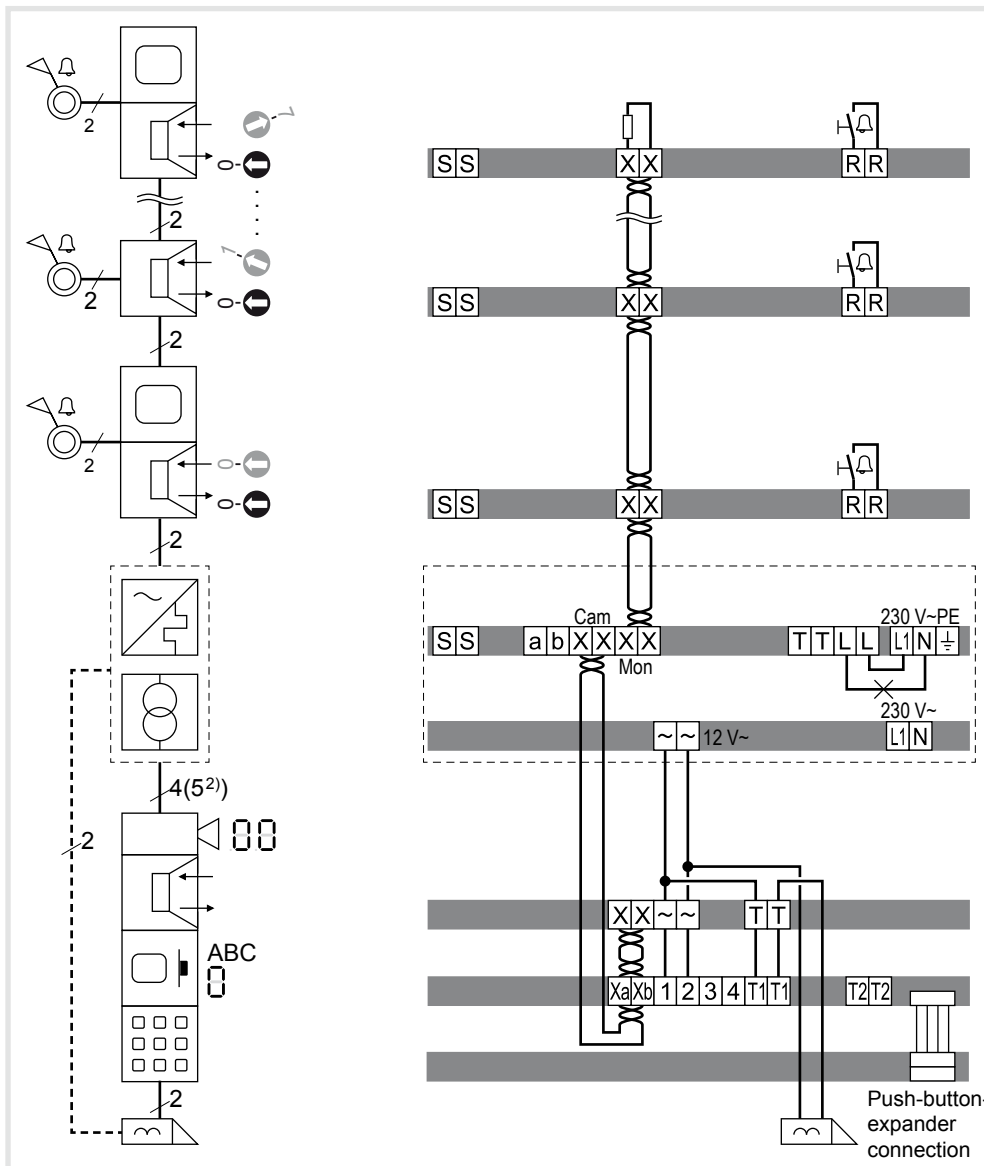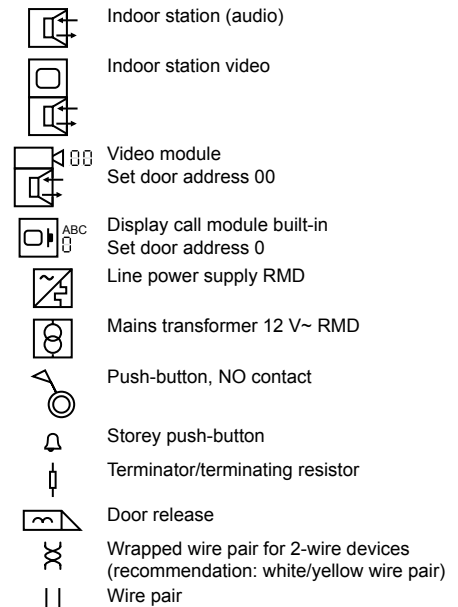| Symbol	Description
	Indoor station (audio)
	Indoor station video
	Video module — Set door address 00
	Display call module built-in — Set door address 0
	Line power supply RMD
	Mains transformer 12 V~ RMD
	Push-button, NO contact
	Storey push-button
	Terminator/terminating resistor
	Door release
	Wrapped wire pair for 2-wire devices (recommendation: white/yellow wire pair)
	Wire pair

Technical data

Power supply:	12-18 V~ or 12-28 V= (max. 150 mA)
Intercom systems:	2-wire, i2 Audio, Replacement 1+n
Memory slot:	256 resident data records with: name field: 16 characters, info field: 6 characters, call number: 1–6 digits
Code lock: (only with RE..704..)	2 independent potential-free Switching contacts (max 24V/1A). Code 1-6 digits. Switch-on time 1–9 sec. or On/off mode (toggle mode)
Interfaces:	RS232; REE001X/DCI-256 LAN interface
Display:	128 x 64 pixels (63 x 44mm), illuminated
Temperature range:	-25 °C .. +55 °C
Dimensions (W x H x D):	120 x 120 x 39 mm

Connect device

The connection cables and indoor stations are connected to the line power supply while taking the maximum cable lengths and attenuations into account (see operating instructions of the line power supply).

- Bring pre-assembled station (door station, frame, etc.) in installation position - if necessary with safety rope and tools.

- Shorten connection cable of the station as required and strip the required wires.

- Connect the wire pair of the 2-wire bus cable, together with the additional wire pair, to the **Xa Xb** terminals of the display call module.

- Connect 12 V~ to terminals 1 and 2.

- Optional: Plug the connection cable for the keyboard module into the plug connector of the display call module. Optional: Connect a button expander to the plug connector for the keyboard module.

- Pull off connection terminal block from the audio or video module.

- Connect the additional wire pair of the 2-wire bus cable to the **XX** terminals and 12 V~ to the **~~** terminals of the connection terminal block of the video or audio module.

- The video/audio module must be connected to the 2-wire bus cable as the final device in the line.

- Connect the door release cable to the terminals **TT** of the connection terminal block if required.

- The door release can be installed in a tamper-proof manner without using the code lock function (see system manual).

- For call push-button backlighting and camera heating connect 12 V~ lead from the power transformer to the terminals **~~** of the connection terminal block.

- Attach connector of the module connection cable to the next call push-button module on the device.

- Attach connection terminal block to the device.

- Engage and screw in the module e.g. in the rear latching receptacle of a door station (see corresponding mounting instructions).

- Close station