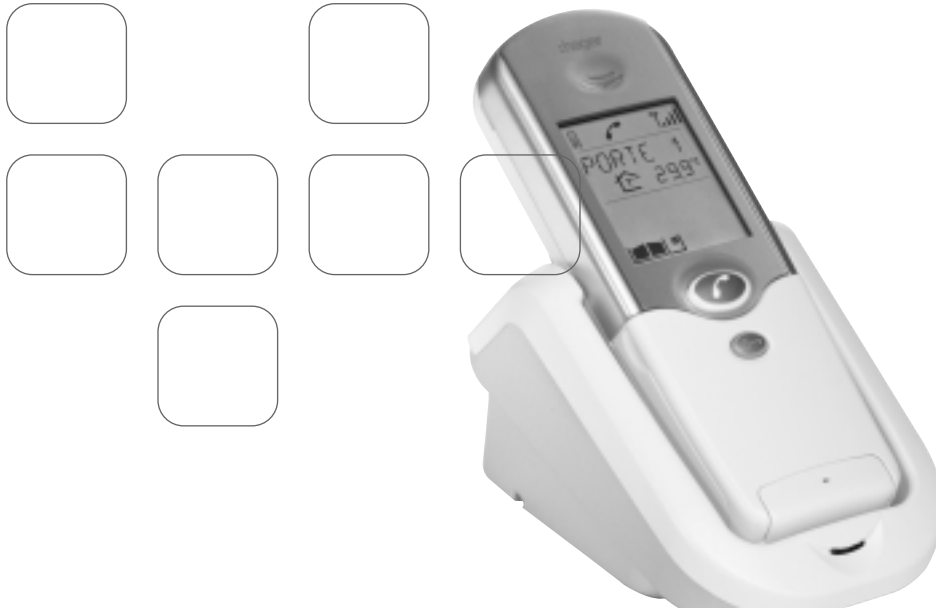
LCP01U / LCP02U / LCP03U / LCP04U
LCA01U
LCB01X
MHF01X / MHF02X / MHF03X
MHF04X / MHF05X / MHF06X
Doorphone

GB

User guide



805012/B

This manual describes how to use the following products:

LCP01U	1-button 1-home doorphone kit
LCP02U	Code-operated 1-home doorphone kit
LCP03U	2-button 2-home doorphone kit
LCP04U	Code-operated 2-home doorphone kit
LCA01U	Interior handset unit + base + EU power pack
LCB01X	Controller
MHF01X	Translucent 2-home outdoor caller unit
MHF02X	Translucent code-operated 2-home outdoor caller unit
MHF03X	Opaque 1-home outdoor caller unit
MHF04X	Opaque 2-home outdoor caller unit
MHF05X	Opaque code-operated 1-home outdoor caller unit
MHF06X	Opaque code-operated 2-home outdoor caller unit

Foreword

The doorphone system can be used to welcome and filter visitors, listen in to background sounds at each access point and communicate with another handset.
It can also be used to remotely control:
- one or several electrical latches,
- one or several automatic gate control systems,
- one or several automatic garage door control systems,
- one or several lights.

It also allows users to check the status of access points or lights using the screen on the handset at any time.
Several additional interior handset units can be added to the doorphone system (maximum of 4 per call button).

DECLARATION OF CONFORMITY 10

Manufacturer: **Hager Security SAS** • Address: **F-38926 Crolles Cedex - France**
Product type: **Doorphone** • Trade mark: **Hager**

We declare under our sole responsibility that the product to which this declaration relates is compliant with the essential requirements of the following directives:

- **R&TTE Directive: 99/5/CE**
- **Low Voltage Directive: 2006/95/CE**
- **ROHS directive: 2002/95/CE**

in compliance with the following harmonised European standards:

Product reference	LCA01U
EN 300 220-2 V2.1.2	X
EN 60950 (2006)	X
EN 301 489-1 V1.8.1	X

This product can be used in all EU and EEA countries and Switzerland.

Crolles, 06/05/10

Signature: Patrick Bernard
Research & Development Director

Non-binding document subject to modifications without prior notification.

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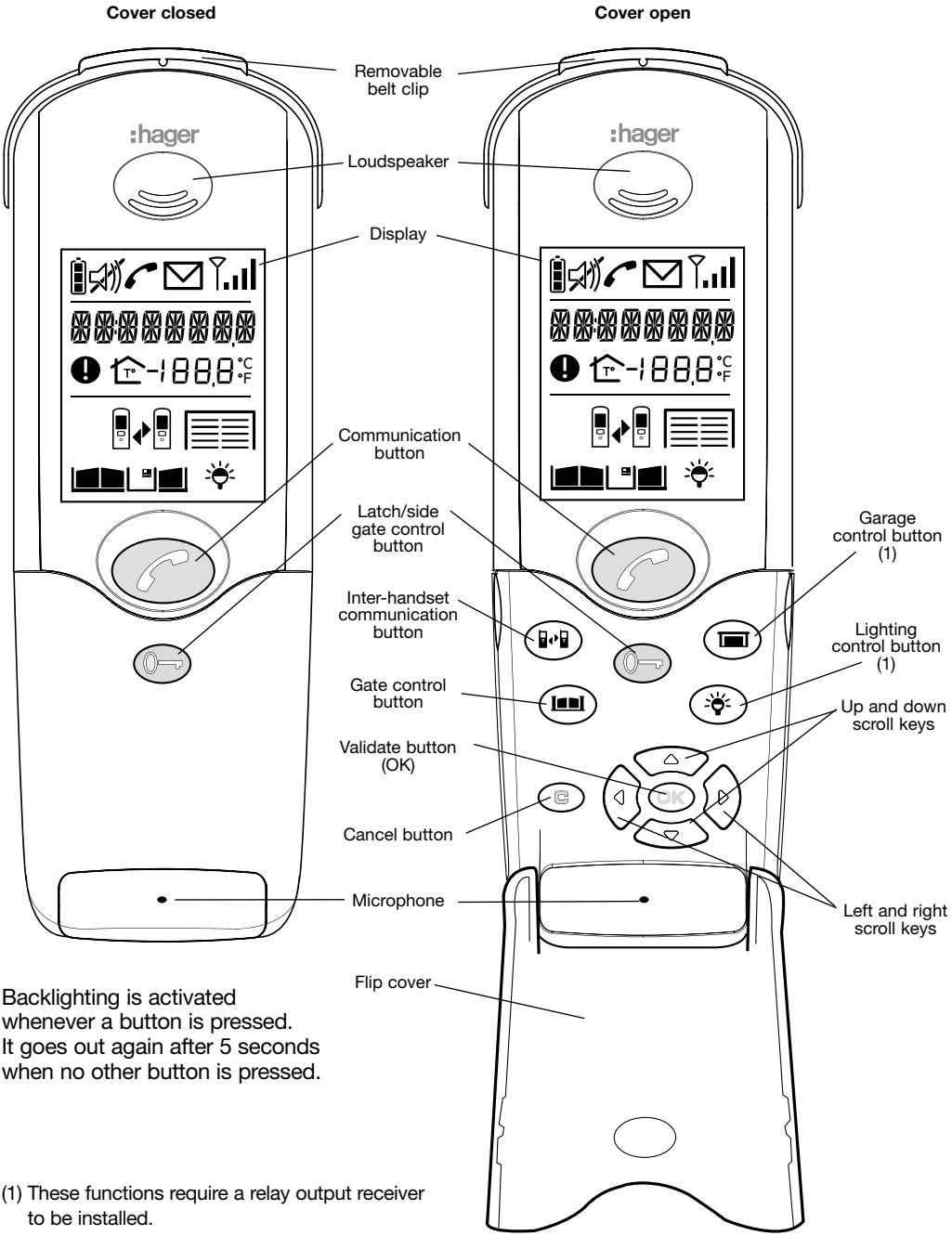
Waste processing of electrical and electronic devices at the end of their service life (Applicable in European Union countries and other European countries with a waste collection system). Used on products or product packaging, this symbol indicates that the product must not be thrown out with household waste. It must be taken to a waste collection point for electrical and electronic product recycling. When you make sure that this product is disposed of in the most appropriate manner, you are helping to protect the environment and human health. If you would like additional information concerning the recycling of this product, please contact your town/city council, nearest waste collection centre or the shop where you bought the product.

1. Overview of handset keys and display

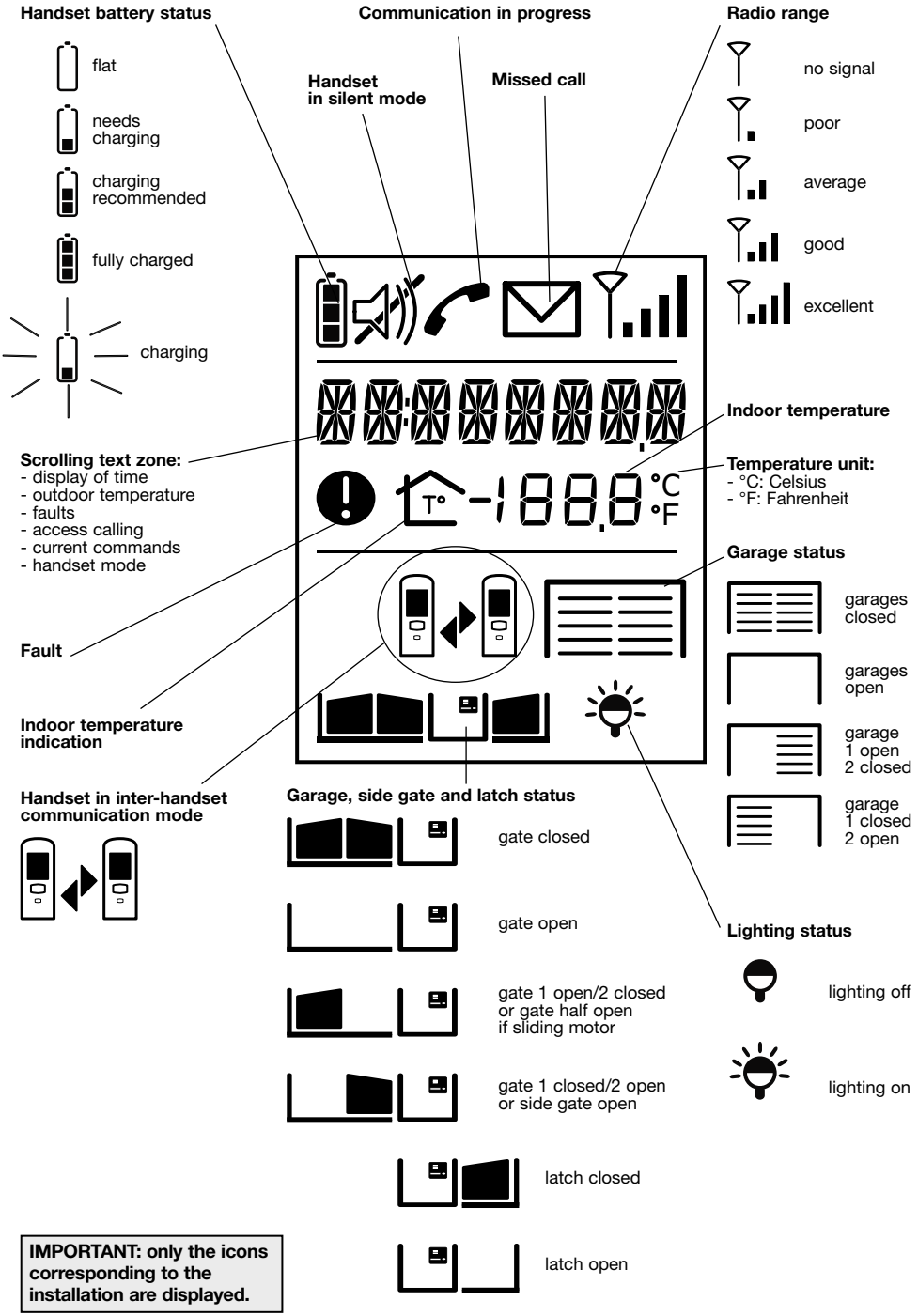
1.1 Description of handset



Backlighting is activated whenever a button is pressed. It goes out again after 5 seconds when no other button is pressed.

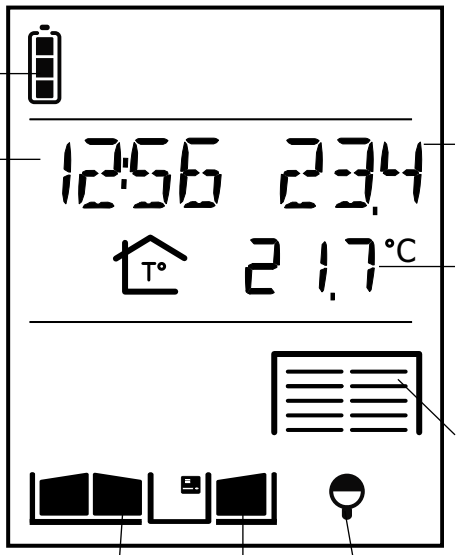
(1) These functions require a relay output receiver to be installed.

1.2 Description of display



IMPORTANT: only the icons corresponding to the installation are displayed.

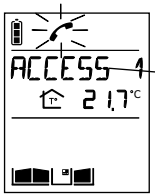
1.3 Handset display in standby mode (general information screen)



IMPORTANT: if the handsets or controllers are too close to each other when you perform different tests, this may cause disturbance (Larsen effects, crackling, etc.). Move the various devices over 3 metres away from each other.

2. Answering a visitor's call

The handset rings (1) (unless it is in silent mode) and the backlighting flashes.

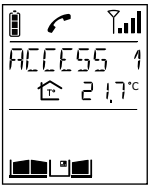


The name of the access point calling (2) is displayed.

(1) If nobody answers, the handset rings for 20 secs (factory setting) and then stops. The duration of ringing can be adjusted (see Programming handset operating options). If the handset is on its base, the handset rings at the programmed volume (see Modifying handset operating options). If the handset is off its base, the ringing volume becomes progressively louder (from level 1 to the programmed level).
(2) The names of access points can be customised (see Modifying doorphone operating options).

2.1 Using the handset in handsfree mode (handset on base)

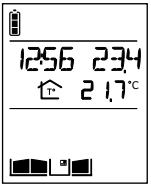
1. Press .



2. You can now talk.

3. At the end of communication, press .

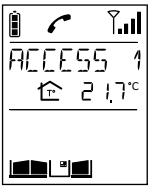
If no button is pressed, communication is automatically cut off after 3 minutes.



You can switch to “handheld” mode at any time by taking the handset off the base.

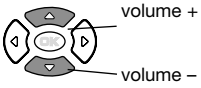
2.2 Using the handset in handheld mode (handset off base)

1. If the handset is on the base, pick it up:
- if the automatic handheld mode has been activated, communication is established,
- if not, press .



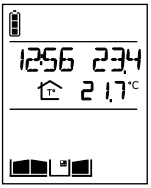
If the handset is already off the base, press .

2. Open the flip cover to talk and adjust the volume using the keys



3. At the end of communication, press

and/or put the handset back on the base (the handset beeps 3 times if it is correctly positioned on the base).

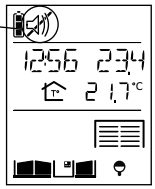


If no button is pressed, communication is automatically cut off after 3 minutes.

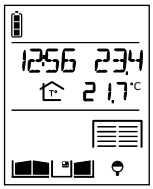
3. Switching the handset to silent mode

The handset can be switched to silent mode using the key .
The handset then remains in silent mode for 12 hours or until it is switched back to ringing mode.

1. Press for 5 seconds until the icon is displayed.



2. To switch back to ringing mode, press for 5 seconds until the icon disappears.

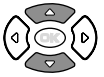


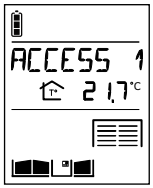
4. Listen-in function

You can listen in to background sounds at the different access points where the outdoor caller units are installed using the key.

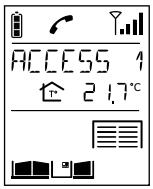
1. Quickly press .

2. If you have more than 2 access points, select the one you wish to listen in to using the keys

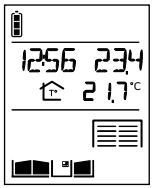
 then .



If you only have one access point
Listen-in begins and you will hear what is happening at the selected outdoor caller unit and the persons in front of the unit will be able to hear you too.

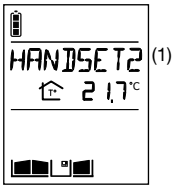
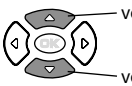
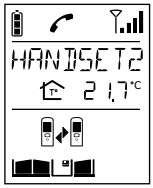
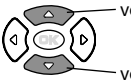
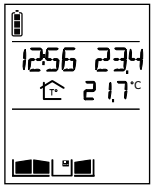
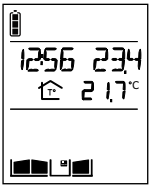


3. Press again on to end listen-in.



5. Inter-handset communication function

You can communicate with another handset using the key .

Handset making the call	Handset being called
1. Pick up the handset (if it is on the base), open the flip cover and quickly press .	
2. If you have more than 2 handsets, select the handset to be called using the keys then .  (1)	
If you have 2 handsets, the inter-handset communication function is activated.	The handset rings (unless it is in silent mode) and the backlighting flashes. If the handset is on the base, pick it up. Otherwise, press .
3. You can talk and adjust the volume using the keys  	Open the flip cover and talk, adjusting the communication volume using the keys 
4. At the end of communication, press and/or put the handset back on the base. 	At the end of communication, press and/or put the handset back on the base. 

IMPORTANT: if a call is triggered by an outdoor caller unit during inter-handset communication, the outdoor caller unit sounds engaged.

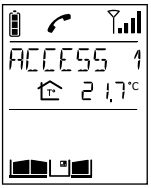
(1) The name of the handset can be customised (see Modifying handset operating options).

6. Controlling latch access

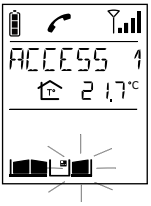
The installation has a latch or a lock and a gate.

6.1 When communicating

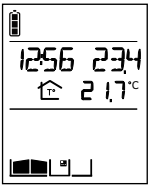
You are communicating with access 1, for example.



1. Press (1).



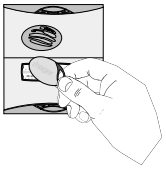
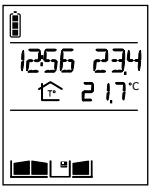
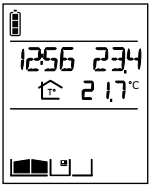
2. The latch of the access making the call is unlocked within 5 sec. At the end of communication, the latch status icon is updated (if a position contact is connected).



(1) Latch access can be operated using (see HANDSET/CONFIGURATION/OPEN BUTTON menu).

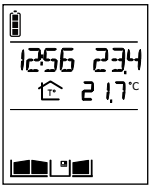
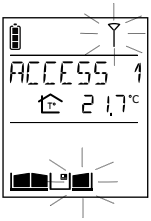
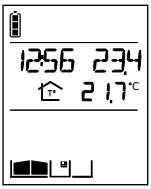
6.2 When not communicating

6.2.1 Using the keypad caller unit

Activate the outdoor caller unit	Status display on the handset (1)	Latch access status
1. Hold the tag in front of the name label.  Or enter the access code (2) 		Closed
2. Press (3).		
3. The latch is unlocked within 5 seconds.		Open

(1) If a position contact is connected.
(2) If you press the wrong button, press then enter the access code again.
(3) Only applies to the outdoor caller unit with keypad. If the AUTO COMMAND parameter (see ACCESS/PARAMETERS/AUTO COMMAND menu) is set to ELECTRIC STRIKE, the latch is opened as soon as the tag is held up to the caller unit or the access code is entered. There is then no need to press .

6.2.2 Using the handset

Activate the handset	Status display on the handset (1)	Latch access status
1. Quickly press (2).		Closed
2. If you have more than 2 latch access points, pick up the handset (if it is on the base), open the flip cover and select the access point to be opened using the keys then OK.		Closed
If you only have one latch access point, the opening command is sent directly to it.		Opening command sent
3. The latch is unlocked within 5 seconds.		Open

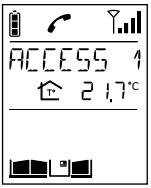
(1) if a position contact is connected.
(2) Latch access can be operated using (see HANDSET/CONFIGURATION/OPEN BUTTON menu).

7. Controlling gate access

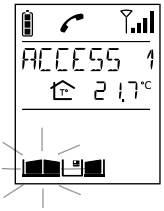
The installation includes a gate and a latch.

7.1 When communicating

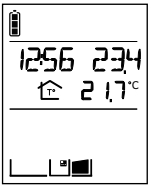
You are communicating with access 1, for example.



1. Press (1).



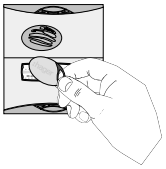
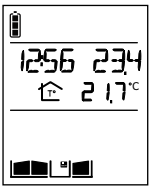
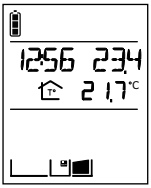
2. The gate at the access point making the call is activated within 5 seconds. At the end of communication, the gate status icon is updated (if a position contact is connected).



(1) Gate access can be operated using (see HANDSET/CONFIGURATION/OPEN BUTTON menu).

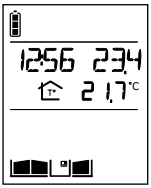
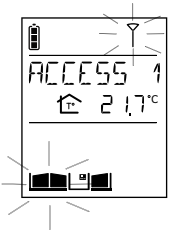
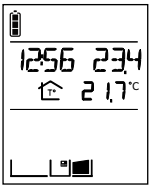
7.2 When not communicating

7.2.1 Using the outdoor caller unit with keypad

Activate the outdoor caller unit	Status display on the handset (1)	Gate access status
1. Hold the tag in front of the name label.  Or enter the access code (2) 		Closed
2. Press ◁▷ (3).		
3. The gate is activated within 5 seconds.		Open

(1) If a position contact is connected.
(2) If you press the wrong button, press ⊗ then enter the access code again.
(3) Only applies to the outdoor caller unit with keypad. If the AUTO COMMAND parameter (see ACCESS/PARAMETERS/AUTO COMMAND menu) is set to GATE, the gate is opened as soon as the tag is held up to the caller unit or the access code is entered. There is then no need to press ◁▷.

7.2.2 Using the handset

Activate the handset	Status display on the handset (1)	Gate access status
1. Pick up the handset (if it is on the base), open the flip cover and quickly press (2).		Closed
2. If you have several gate access points, select the access point to be opened using the keys then OK.		Closed
If you only have one gate access point, the opening command will be sent directly to that access.		Opening command sent
3. The gate is activated within 5 seconds.		Open

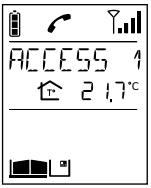
(1) if a position contact is connected.
(2) Gate access can be operated using (see HANDSET/CONFIGURATION/OPEN BUTTON menu).

8. Controlling side gate access

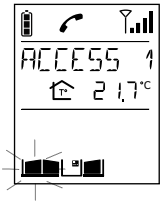
The installation only has one gate.

8.1 When communicating

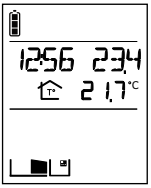
You are communicating with access 1, for example.



1. Press .

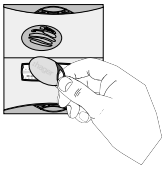
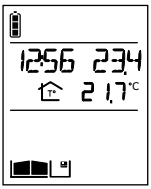
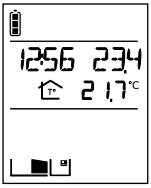


2. The side gate at the access point making the call is unlocked within 5 sec.
At the end of communication, the side gate status icon is updated (if a position contact is connected).



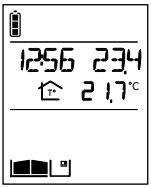
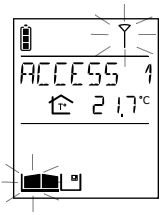
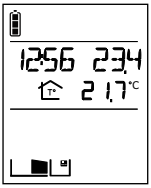
8.2 When not communicating

8.2.1 Using the outdoor caller unit with keypad

Activate the outdoor caller unit	Status display on the handset (1)	Side gate access status
1. Hold the tag in front of the name label.  Or enter the access code (2) 		Closed
2. Press (3).		
3. The side gate is unlocked within 5 seconds.		Open

(1) If a position contact is connected.
(2) If you press the wrong button, press then enter the access code again.
(3) Only applies to the outdoor caller unit with keypad. If the AUTO COMMAND parameter (see ACCESS/PARAMETERS/AUTO COMMAND menu) is set to ELECTRIC STRIKE, the side gate is opened as soon as the tag is held up to the caller unit or the access code is entered. There is then no need to press .

8.2.2 Using the handset

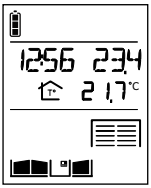
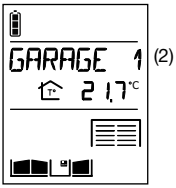
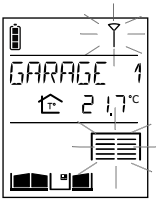
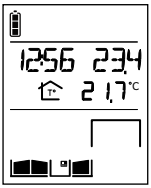
Activate the handset	Status display on the handset (1)	Side gate access status
1. Quickly press .		Closed
2. If you have more than 2 side gate access points, pick up the handset (if it is on the base), open the flip cover and select the access point to be opened using the keys then .		Closed
If you only have one side gate access point, the opening command is sent directly to it.		Opening command sent
3. The side gate is unlocked within 5 seconds.		Open

(1) if a position contact is connected.

9. Operating an automatic garage door control system

This function requires one or several relay output receivers to be connected.

The key can operate up to four different automatic garage door control systems.

Activate the handset	Status display on the handset (1)	Garage door system status
1. Pick up the handset (if it is on the base), open the flip cover and quickly press .		Closed
2. If you have several garages, select the garage to be opened using the keys then .	 (2)	Closed
If you only have one garage, the opening command will be sent directly to it.		Opening command sent
3. The garage is activated within 5 seconds.		Open

IMPORTANT: if the key operates:

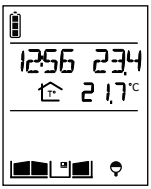
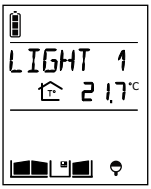
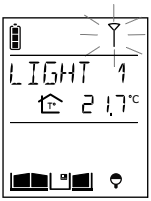
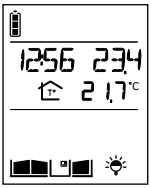
- **2 automatic garage door control systems, the handset displays:**
  - **if both garages are closed,**
  - **if both garages are open,**
  - **if garage 1 is open and 2 is closed,**
  - **if garage 2 is open and 1 is closed.**
- **more than 2 automatic garage door control systems, the handset displays:**
  - **if all the garages are closed,**
  - **if all the garages are open,**
  - **if at least one garage is open.**

(1) if a position contact is connected to the output receiver.
(2) The name of the automatic garage door control system can be customised (see Modifying handset operating options).

10. Controlling lighting

This function requires one or several relay output receivers to be connected.

The key can operate up to four different lights.

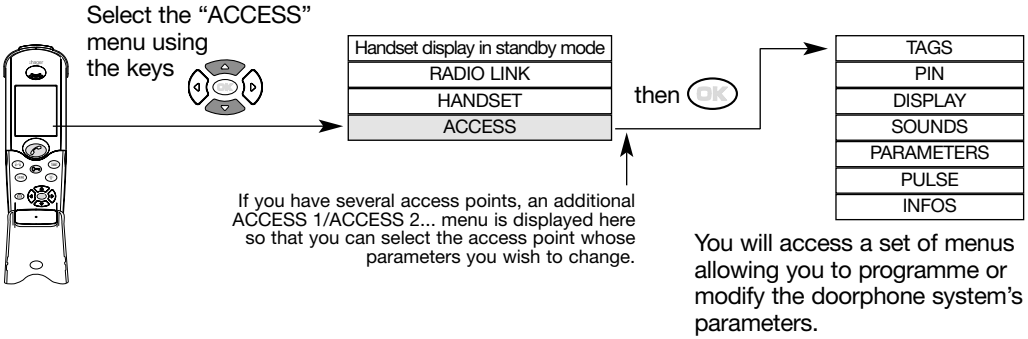
Activate the handset	Status display on the handset (1)	Light status
1. Pick up the handset (if it is on the base), open the flip cover and quickly press .		OFF
2. If you have several lights, select the light to be switched on using the keys then .	 (1)	OFF
If you only have one light, the ON command will be sent directly to it.		ON command sent
3. Backlighting is activated within 5 seconds.		ON

(1) The name of the light can be customised (see Modifying handset operating options).

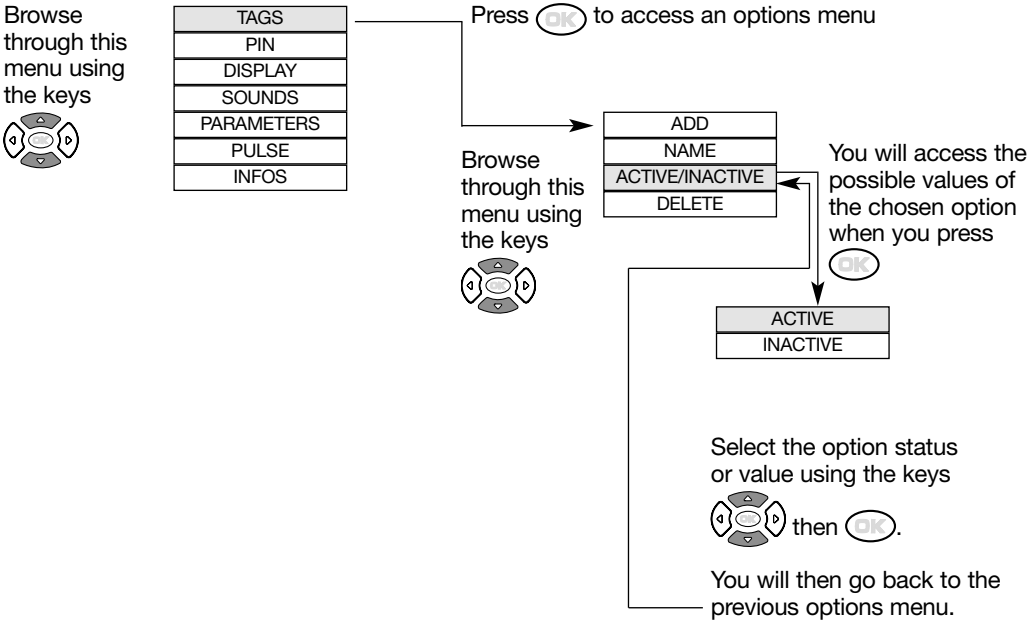
11. Modifying outdoor system operating options

11.1 How to browse through the menus

Pick up the handset and open the flip cover.

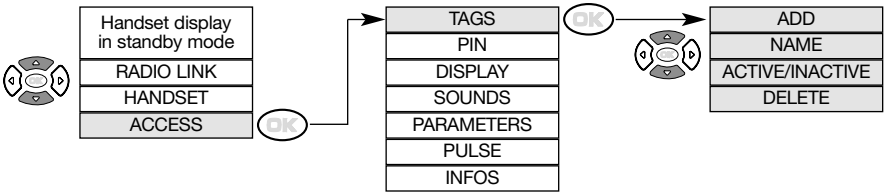


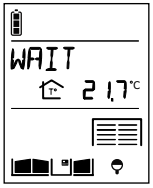
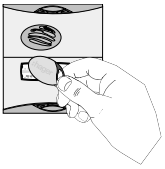
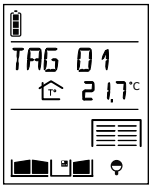
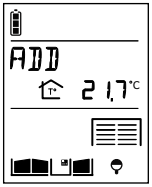
Example of how to browse through the **ACCESS** menu:



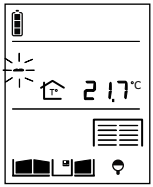
- **Quickly press C to return to the previous display at any time.**
- **Press and hold C to return to the handset display in standby mode.**
- **If no button on the handset is pressed for 30 sec, the screen returns to the handset display in standby mode.**

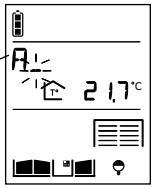
11.2 Modifying tag options



Menu	Setting possible	Using the setting
ADD	Factory: no Programmed tag	Can be used to register a tag on the outdoor caller unit so that a side gate, gate or latch can be opened (16 tags max.). **1.** Pick up the handset and stand in front of the outdoor caller unit. **2.** Press once on OK.  **3.** Hold the tag to be registered in front of the name label on the outdoor caller unit.  **4.** Each time a new tag is registered, an additional value is added to the counter.  The handset then displays the next screen. 

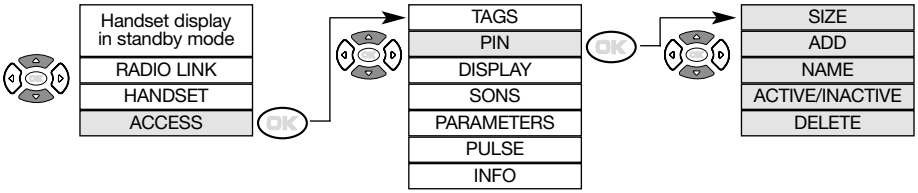
Menu	Setting possible	Using the setting
NAME	Factory: TAG 1 for 1st tag, TAG 2 for 2nd tag, etc.	Can be used to change the name allocated to a previously registered tag (8 characters max.). **1.** Select the tag to be modified. **2.** Modify the 1st character using the keys. **TIP: press and hold the keys to quickly scroll through the characters.** **3.** Move on to the next character using the key. The key selects the previous character. **4.** Perform steps 2 and 3 for all the characters and then, once the desired name has been programmed, press OK.
ACTIVE/ INACTIVE	**ACTIVE** **INACTIVE** Factory: ACTIVE for all tags	Activates or deactivates a tag that has already been registered. Each tag is enabled by default when it is registered.
DELETE		Deletes a tag that has already been registered.

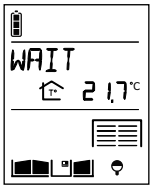
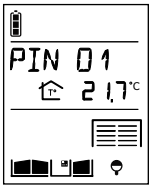
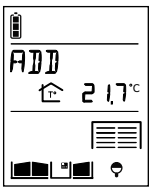


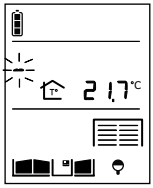
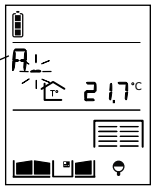


11.3 Modifying access code options

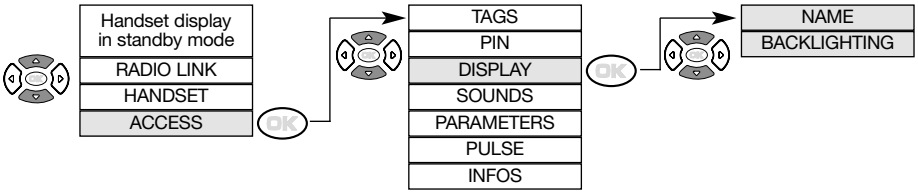
IMPORTANT: the CODES menu is only displayed if the outdoor caller unit has a digicode.



Menu	Setting possible	Using the setting
SIZE	**4, 5, 6** Factory: 4	Can be used to define the number of digits (between 4 and 6) for the 16 access codes. To later change the size of the access code, all codes must first be deleted (see DELETE menu).
ADD	Factory: no code programmed for the 16 possible codes	Can be used to programme an access code on the outdoor caller unit so that a side gate, gate or latch can be opened (restricted to 16 codes max.). **1.** Stand in front of the outdoor caller unit with keypad holding the handset. **2.** Press OK.  **3.** Enter the desired 4 to 6-digit code on the outdoor caller unit keypad. **4.** Each time a new code is entered, an additional value is added to the counter.  The handset then moves on to the next screen. 

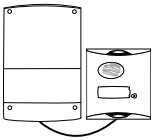
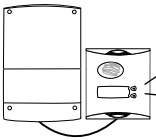
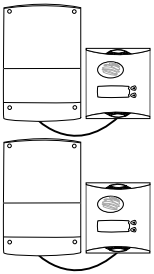
Menu	Setting possible	Using the setting
NAME	Factory: CODE 1 for 1st code, CODE 2 for 2nd code, etc	Can be used to change the name given to an access code that has already been registered (8 characters max.). **1.** Select the code to be modified. **2.** Modify the 1st character using the keys.  **TIP: press and hold the keys to quickly scroll through the characters.** **3.** Move on to the next character using the key. The key selects the previous character.  **4.** Perform steps 2 and 3 for all the characters and then, once the desired name has been programmed, press OK.
ACTIVE/ INACTIVE	**ACTIVE** **INACTIVE** Factory: ACTIVE for all access codes	Activates or deactivates a code that has already been registered. Each code is enabled by default when it is created.
DELETE		Deletes a code that has already been registered.

11.4 Modifying the display options

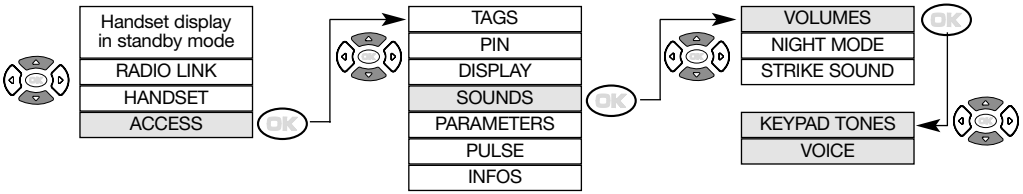


Menu	Setting possible	Using the setting
NAME	**ACCESS 1** **KEYPAD 1** **KEYPAD 2** Factory: • ACCESS 1 for 1st access, ACCESS 2 for 2nd, etc. • KEYPAD 1 for 1st key, KEYPAD 2 for 2nd, etc., **as described in the table on the next page**	Can be used to modify a name given to an access or to a call button (8 characters max.). **1.** Select the name to be modified **2.** Modify the 1st character using the keys. **TIP: press and hold the keys to quickly scroll through the characters.** **3.** Move on to the next character using the key. The key selects the previous character. **4.** Perform steps 2 and 3 for all the characters and then, once the desired name has been programmed, press OK. **IMPORTANT: the KEYPAD 1/KEYPAD 2 menu is only displayed if the 2 outdoor caller unit call buttons have been programmed to be recognised by the same handset.**
BACK-LIGHTING	**ON ACTION** **NIGHT MODE ACTIVE**	Can be used to define the outdoor caller unit backlighting operating mode. **If the controller is connected to an external power supply,** you can select the following depending on the type of outdoor caller unit: MHF03X / MHF04X MHF05X / MHF06X units: ACTIVE — MHF01X MHF02X units: ACTIVE — Backlighting is activated 24 hours/day MHF01X MHF02X units: NIGHT MODE — Backlighting is activated at night time MHF03X / MHF04X MHF05X / MHF06X units: ON ACTION — MHF01X MHF02X units: ON ACTION — Backlighting is activated when a button is pressed or a tag used **IMPORTANT: if a power cut occurs and the controller has battery back-up, backlighting is activated when a button is pressed or a badge used.**

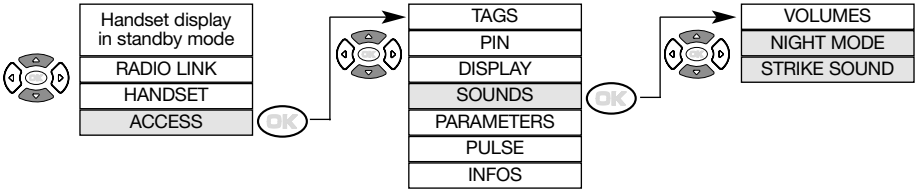
Menu	Setting possible	Using the setting
BACK-LIGHTING *(cont.)*	Factory: ON ACTION	**If the controller is battery-powered,** backlighting is activated when a button is pressed or a tag used (the BACKLIGHTING menu is not displayed and no other operating mode is possible).

Controller/outdoor caller unit combinations possible	Default message displayed on handset during a call
from 1 to 4 controllers with 1 outdoor caller unit 1 button 	**ACCESS X** (with X being from 1 to 4 depending on the controller being called)
1 controller with 1 outdoor caller unit 2 buttons 	**BUTTON 2** or **BUTTON 1**
from 2 to 4 controllers with 1 outdoor caller unit 2 buttons 	**ACCESS X, TOUCHE 1** or **TOUCHE 2** alternately (with X being from 1 to 4 depending on the controller being called)

11.5 Modifying sound options

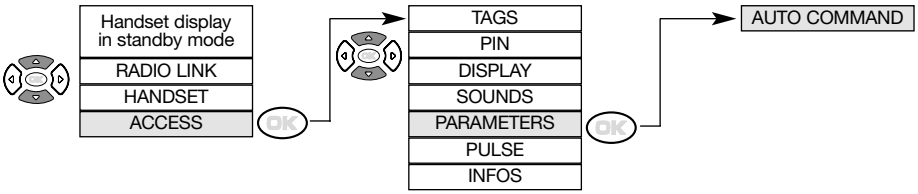


Menu	Setting possible	Using the setting
KEYPAD TONES	**INACTIVE LOW HIGH** Factory: LOW	Can be used to disable or set the volume of a button when it is pressed and of ringing on the outdoor caller unit. The chosen volume can be heard on the outdoor caller unit when the setting is validated.
VOICE	**1 to 4** Factory: 3	Can be used to set the communication volume on the outdoor caller unit to between 1 (quiet) and 4 (loud).



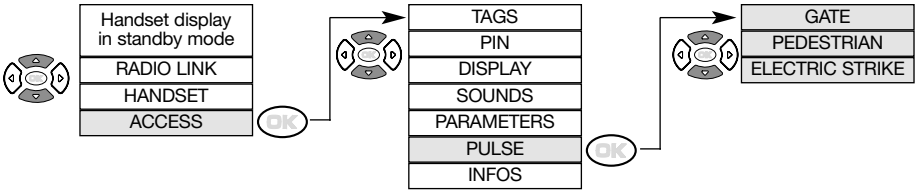
Menu	Setting possible	Using the setting
NIGHT MODE	**ACTIVE** **INACTIVE** Factory: INACTIVE	Can be used to lower the volume of a button when it is pressed or of ringing on the outdoor caller unit (the volume is lowered to QUIET). **IMPORTANT: the NIGHT MODE menu is only displayed if the doorphone system has been fitted with an MHF01X or MHF02X caller unit.**
STRIKE SOUND	**INACTIVE** **LOW** **HIGH** Factory: LOW	Can be used to disable or adjust the volume on the outdoor caller unit when an electrical latch is operated.

11.6 Modifying control options



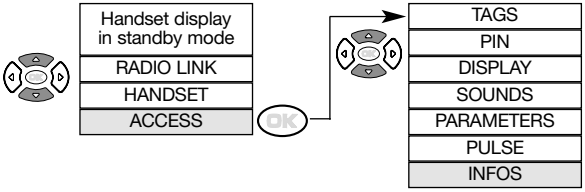
Menu	Setting possible	Using the setting
AUTO COMMAND		Can be used to define the command issued when a tag is detected or a code entered.
	KEYPAD	When a tag is used or a code entered, the system waits for the or key to be pressed in order to open a latch or a gate control system. **IMPORTANT: the KEY setting is only displayed if the doorphone system has been fitted with an outdoor caller unit with keypad.**
	ELECTRIC STRIKE	Latch opening (or side gate opening or closing if no latch is connected) will be directly triggered when a tag is used or a code entered rendering it unnecessary to press .
	GATE Factory: ELECTRIC STRIKE	Gate opening or closing will be directly triggered when a tag is used or a code entered rendering it unnecessary to press .

11.7 Modifying opening options



Menu	Setting possible	Using the setting
GATE	**0.5 SEC** **1 SEC** **1.5 SEC** **2 SEC** **2.5 SEC** Factory: 2.5 S	Can be used to change the pulse duration for gate motorisation control (terminal blocks 12 and 14).
PEDESTRIAN	**0.5 SEC** **1 SEC** **1.5 SEC** **2 SEC** **2.5 SEC** Factory: 1 S	Can be used to change the pulse duration for gate motorisation pedestrian opening control (terminal blocks 12 and 14).
ELECTRIC STRIKE	**2 SEC** **5 SEC** Factory: 5 S	Can be used to change the pulse duration for electrical latch control (terminal blocks 3 and 4).

11.8 Information

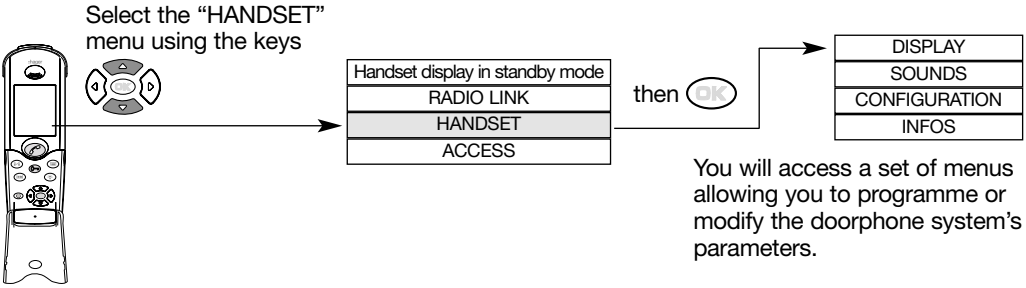


Information for use by the manufacturer.

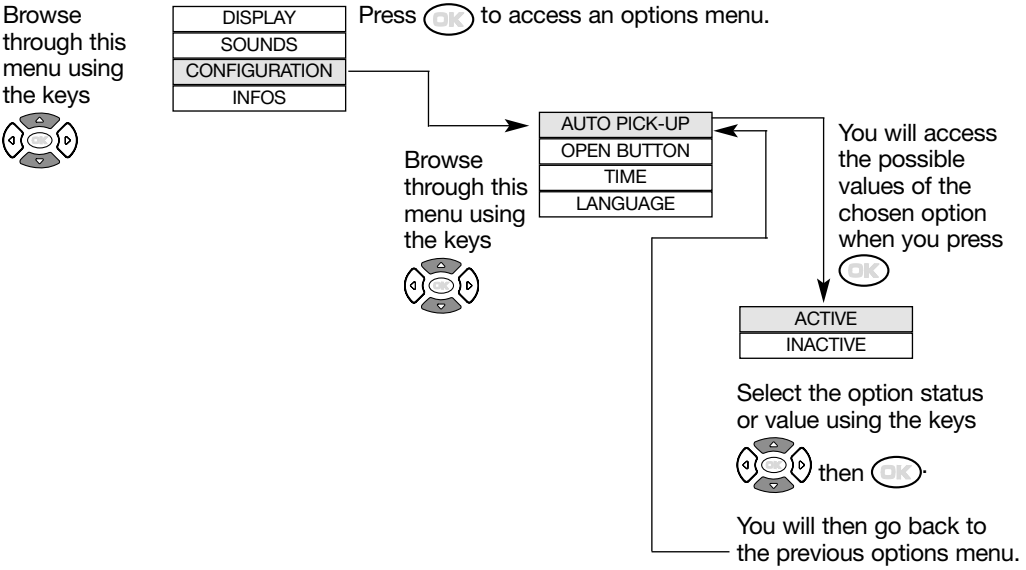
12. Modifying handset operating options

12.1 How to browse through the menus

Pick up the handset and open the flip cover.

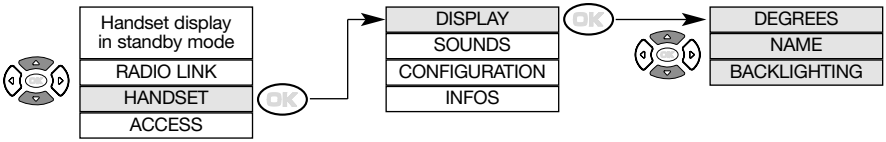


Example of how to browse through the **HANDSET** menu:



- **Quickly press C to return to the previous display at any time.**
- **Press and hold C to return to the handset display in standby mode.**
- **If no button on the handset is pressed for 30 sec, the screen returns to the handset display in standby mode.**

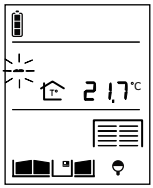
12.2 Modifying display options



Menu	Setting possible	Using the setting
DEGREES	**CELSIUS** **FAHRENHEIT** Factory: CELSIUS	Can be used to change the unit of temperature.
NAME		Can be used to change the name allocated:
	HANDSET	to the handset
	LIGHT 1 **LIGHT 2** **LIGHT 3** **LIGHT 4**	to a Light control button ( ).
	GARAGE 1 **GARAGE 2** **GARAGE 3** **GARAGE 4**	to a Garage control button ( ).
BACK-LIGHTING	**ACTIVE** **INACTIVE** Factory: ACTIVE	Activates or deactivates handset backlighting. Backlighting is always activated during calls.

1. Select the name to be changed.

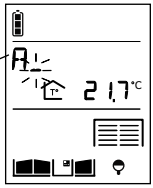
2. Modify the 1st character using the keys .



TIP: press and hold the keys to quickly scroll through the characters.

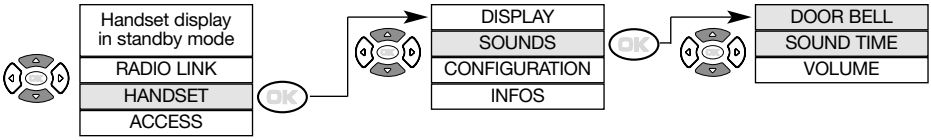
3. Move on to the next character using the key .

The key selects the previous character.

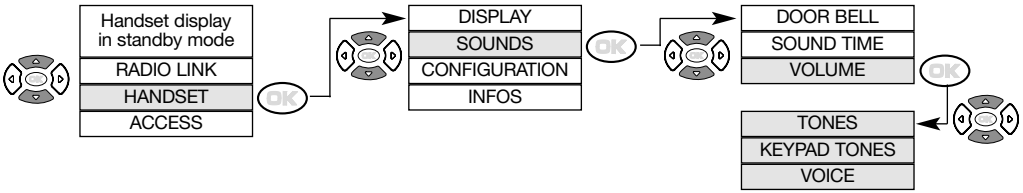


4. Perform steps 2 and 3 for all the characters and then, once the desired name has been programmed, press OK.

12.3 Modifying sound options

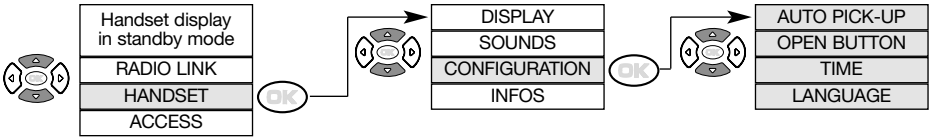


Menu	Setting possible	Using the setting
DOOR BELL		Can be used to change ringing when:
	ACCESS 1 **ACCESS 2** **ACCESS 3** **ACCESS 4**	a call arrives from access 1 from access 2 from access 3 from access 4
	INTERCOM	or when a call arrives from another handset
	Factory: ACCESS 1: door bell 1 ACCESS 2: door bell 2 ACCESS 3: door bell 3 ACCESS 4: door bell 4 INTERCOM: door bell 5	**1.** Select the door bell to be changed. **2.** Choose the desired door bell from among the 9 available and then press OK.
SOUND TIME	**3 SEC** **5 SEC** **10 SEC** **20 SEC** **30 SEC** Factory: 20 SEC	Can be used to choose the duration of handset ringing.



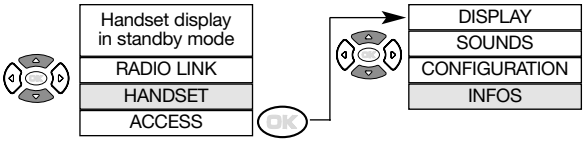
Menu	Setting possible	Using the setting
TONES	**INACTIVE** **1 TO 4** Factory: 2	Can be used to disable or set the handset ringing volume to between 1 (quiet) and 4 (loud).
KEYPAD TONES	**INACTIVE** **LOW** **HIGH** Factory: LOW	Disables or sets the volume of a handset key when it is pressed.
VOICE	**1 to 4** Factory: 2	Sets the handset communication volume to between 1 (quiet) and 4 (loud).

12.4 Modifying use options



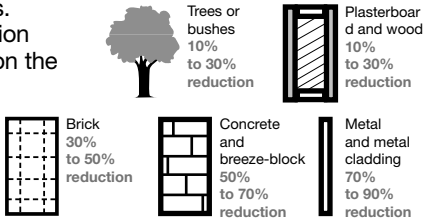
Menu	Setting possible	Using the setting
AUTO PICK-UP	**ACTIVE** **INACTIVE** Factory: ACTIVE	Can be used to automatically establish communication when the handset is picked up off the base without pressing .
OPEN BUTTON	Factory: ELECTRIC STRIKE	Can be used to change the commands associated with the and keys. When the ELECTRIC STRIKE command is selected (factory): The key controls electric strike opening. The key controls gate opening. When the GATE command is selected: The key controls gate opening. The key controls electric strike opening.
TIME	Factory: 00:00	Can be used to set the time displayed on the handset **1.** Set the 1st digit using the keys . **2.** Move on to the next digit using the key . The key selects the previous character. **3.** Perform steps 1 and 2 again to set the minutes then, once the chosen time has been programmed, press OK.
LANGUAGE	**ENGLISH** **FRANCAIS** **ITALIANO** **ESPANOL** **DEUTSCH** **NEDERLANDS** Factory: ENGLISH	Can be used to set the handset language.

12.5 Information

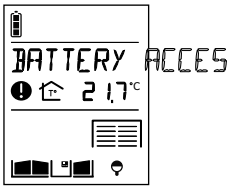


Information for use by the manufacturer.

13. Questions and Answers

Questions	Answers
Why can conversation be “broken” when using the handset?	This can happen when you are at the radio reception limit. The controller cuts off communication when you go beyond this limit. You should move closer to the controller.
What causes the interference (Larsen effect, crackling, etc.) that can be heard in the handset?	This can happen when the handset is too close to another handset or the controller. Move the various devices over 3 metres away from each other.
Why does the reception quality vary when I move around with the handset?	If there is no electromagnetic interference or no obstacle between the handset and the controller, the “free field” radio range is roughly 400 m. When the handset is inside the home, the radio range is less. Radio wave propagation is limited depending on the type and thickness of the walls or partitions through which they pass. 
What should I do if I lose the display on my handset?	Simply recharge the handset on its base. The time must be reprogrammed (HANDSET/CONFIGURATION/TIME menu)
What should I do if the handset does not beep and display when I put it back on its base?	Check the mains power supply.
Can I clean my doorphone?	Use soapy water and a soft cloth to clean products whenever necessary. Do not use alcohol or acetone to clean them.
What should I do if the handset does not ring during a communication test?	• Move closer to the controller. • Check that the handset is not in silent mode (icon displayed).
What does the icon displayed on the handset mean?	A visitor came to the outdoor caller unit while you were out. To delete the icon, press on a handset button.

14. Fault indications

Display	Meaning	Solution
	Handset battery charge low.	Put the handset back on its base to charge.
	Controller batteries flat.	Call the installer out to replace the controller batteries. It is advisable to change the handset battery at the same time.

15. Technical data

General data
- Failsafe multi-frequency radio technology with a free field (1) range of up to 400 m, according to environmental and installation conditions
- High-fidelity digital sound

Outdoor system data
- External boxes made of polycarbonate
- Controller and outdoor caller unit degree of protection: IP54/IK08
- Operating temperature from – 20°C to + 70°C
- Controller power supply: 4 LR20 type 1.5 V alkaline batteries and/or 12/24 V AC or 12/30 V DC power supply
- 3-year battery life (with 4 LR20 batteries) (2)
- Wiring using 4 wires between the outdoor caller unit and the controller
- Control and powering of any type of low consumption (0.5 A max.) 12 V latches
- Control of safety ELV motorisation system able to operate with a 48 V DC/1 A dry contact (relay or switch)
- All controller inputs/outputs are SELV types

Internal handset unit data
- Interior boxes made of ABS
- Degree of protection: IP31/IK04
- Operating temperature from -5°C to +55°C
- Base powered by mains supply via 220 V/6 V transformer
- Rechargeable handset powered by MTU01X plug-in lithium-ion battery
- Rechargeable handset battery life when off base: 15 days (3)

(1) The free field range corresponds to the maximum theoretical distance separating the controller and the handset when there are no obstacles in the way (e.g. wall, screen, vegetation, electromagnetic disturbance, etc.) likely to reduce the range.
(2) The battery life is calculated for household use, i.e. 2 x 10-sec communications, 7 latch commands and 6 gate commands per day.
(3) The battery life is based on household use, i.e. 2 x 10-sec communications, 2 x 10-sec inter-handset communications and 6 commands (2 latch commands, 2 gate commands, 1 lighting command, and 1 garage door command) per day. For the rechargeable handset battery life to last its full period (15 days) when off its base, it must be left on its base to charge for at least 2 days when it is first powered or 4 days if the display screen disappears (during which time it can of course be used).

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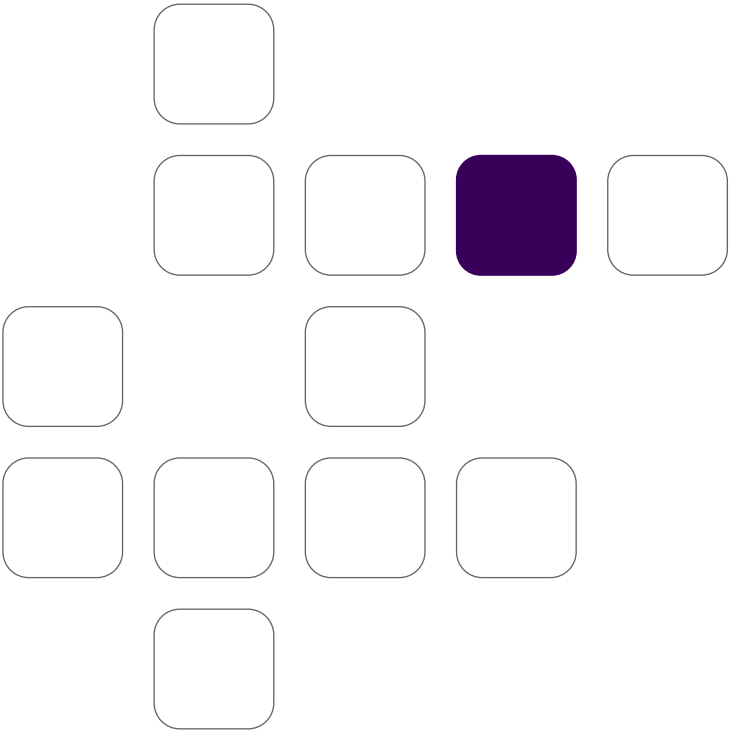

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