



Entryphone[®]

DOOR ENTRY SYSTEMS

5DDP Digital Dial Panel

Installation and set-up manual

Contents

	Page
Introduction	3
Wiring	5
Hardware setup	6
Fitting	8
Defaults	9
Keypad programming	10
Edit Phone ID	10
Access Codes	11
Edit Master Code	11
Ring Time	12
Release Time	12
Set Tones	13
USB programming	14
Codes.	16
Settings	17
Testing and Commissioning	20

Introduction

The Entryphone 5DDP is a dial-type entrance panel suitable for larger installations particularly where a conventional panel with individual call buttons might be considered to be physically too large.


The 5DDP is suitable for Entryphone 500 Series equipment that requires just 5 common conductors to each part of the system; no individual call wires are necessary as the calling signal is encoded on the speech lines.

This booklet does not include system schematics or wiring diagrams and installers should refer to the separate 500 series wiring diagrams relevant to the system being installed.

In addition to the calling of phones the 5DDP has other features including audible and visual user feedback, coded access, second camera input and USB or keypad programming and these are explained in this booklet.

If you have a query on the features of the 5DDP or a technical problem please do not hesitate to contact either our sales or technical departments on 020 8870 8635.

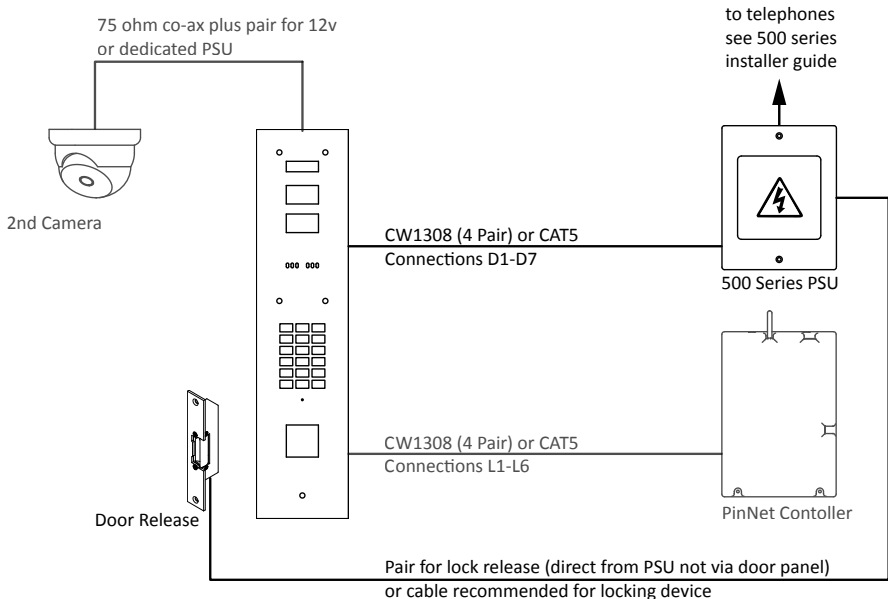
Parts Front

- 
- Video camera
 - LCD display
 - Speaker
 - Laser etched stainless keypad
 - Integrated Coded Access
 - Trade Switch
 - Direct call buttons
 - Microphone
 - PinNet proximity reader

Wiring

There are no call lines needed with the Entryphone 5DDP and therefore only a few connections need to be made by the installer. We recommend the following:

1. From the entrance panel to the power supply either 1 x CW1308 (4 pair) or 1 x CAT5 for connections D1 to D7.
2. **If a PinNet reader is fitted** an additional cable for this needs to be run from the reader to the PinNet controller either 1 x CW1308 (4 pair) or 1 x CAT5 for connections L1 to L6.
3. **If a second camera is being fitted** a co-axial cable (75 ohm) and a pair to power the camera should be installed from the second camera position to the entrance panel.
Note: The 5DDP provides 12v DC 300ma to supply a remote camera if the remote camera requires a higher current or a different voltage it should be provided with its own voltage from a dedicated power supply.
4. The cabling for the electric lock or release needs to be run from the 500 series power supply relay outputs direct to the lock or lock controller and not via the door unit.

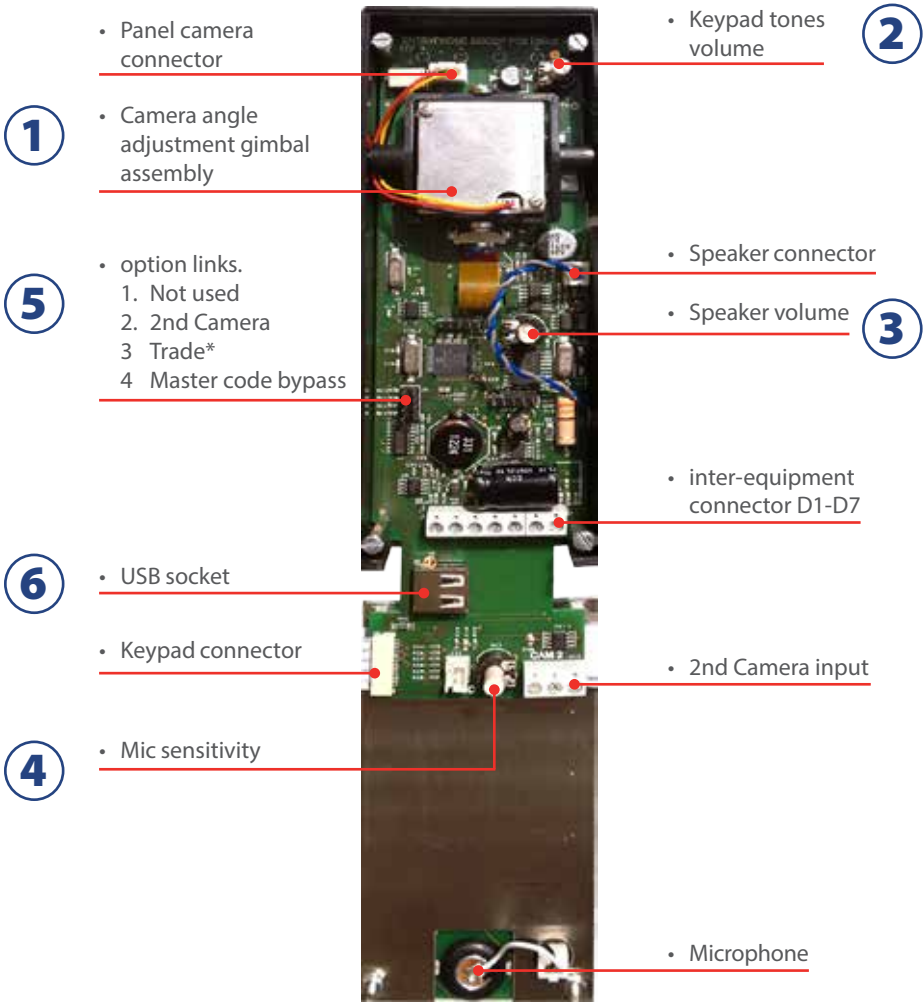


Hardware setup

The 5DDP is supplied ready to fit with its default configuration suitable for most installations but there are a number of adjustments, settings and options that you may want or need to change. Please see the notes below that refer to the diagram on page 7. To access the components on the door panel PCB remove the stainless steel cover from the rear of the module and replace when done.

1. **Camera angle:** The camera is fitted towards the top of the module and is mounted in a gimbal assembly that allows the camera to be angled left, right, up or down. The amount of movement is limited by the view through the panel front lens and therefore the view angle has to be checked on a telephone monitor to ensure the view is not obstructed.
2. **Reassurance tones volume:** The 5DDP provides audible reassurance feedback when the keypad is used as well as for the door release and other messages. Turning this clockwise will increase the volume. There are also programming options for these tones, see software programming settings on page 13 & 18.
3. **Speaker volume:** To adjust the volume of the speaker turn clock-wise to increase.
4. **Microphone sensitivity:** To increase the sensitivity of the microphone turn clock-wise.
5. **Option Links:** There are four pairs of pins on the on the left hand side of the PCB that set the options for:
 - Link 1.** Unused
 - Link 2.** Link if a second camera is fitted - this tells the unit to toggle between the two cameras about every two seconds.
 - Link 3.** Enable trades button. To restrict this to certain times this link needs to be wired via a time-switch.
 - Link 4.** Master code by-pass
6. **USB Socket:** The 5DDP can be programmed using a PC and writing a XML file to a USB memory card (see pages 14-19).

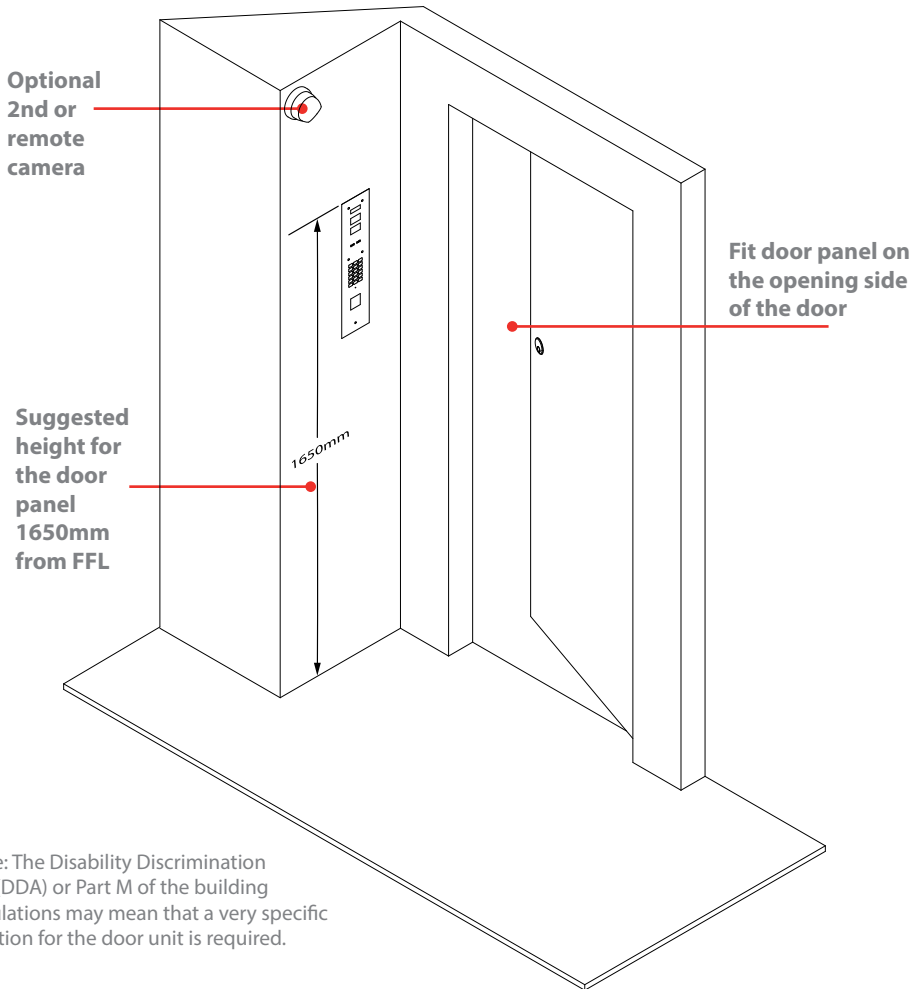
Parts Rear



*When the unit is configured as a porter's telephone this link has a different function - refer to separate plan 2 documentation

Fitting

The 5DDP can be fitted flush or surface and ideally on the return wall facing across the entrance on the opening side of the door. This is likely to give the best view of a visitor positioned for them to open the door when it is released. There are often circumstances when the ideal position is not possible in which case a second camera fitted remotely will give a better view of a caller. The 5DDP has two camera inputs which will allow alternate views switching about every two seconds (see page 6, ⑤ for setup).



Note: The Disability Discrimination Act (DDA) or Part M of the building regulations may mean that a very specific position for the door unit is required.

Defaults

The 5DDP is supplied programmed with a default configuration suitable for most installations. These settings are ;

Telephone addresses

The unit is pre-programmed with numbers 1 to 100 to call their corresponding phones addresses. i.e. dialing "1" then "CALL" will ring the phone with its DIP switch setting to "1", dialing "2" then "CALL" will ring the phone with its DIP switch setting to "2" and so forth.

There is one addition to this sequence, the number "12A" is also programmed by default to ring phone address "13". i.e. dialing "12A" then "CALL" will ring the phone with its DIP switch setting to "13".

General Settings

release1	3 seconds
release2	3 seconds
postrelease	20 seconds
lcdinfo	3 seconds
dataentry	15 seconds
ringdefault	2 seconds
maxon	120 seconds
options	0 0 0 0 1 1 1 1
siteref	00000
mastercode	00000

Codes

The unit is shipped with no coded access codes set.

Keypad programming

The 5DDP has two methods for programming, either using the unit's keypad or using a PC to edit an XML text file that can be uploaded to the unit from a USB memory stick. For small changes programming via the keypad is quick and simple and can be done without removing the panel. For more complex or extensive changes the USB option is recommended.

Programming Mode - Master Code

To change any option using the keypad you must first enter a master code to get to the options menu.

Press [CLEAR]

Press [CODE] for about 3 seconds

displays "ENTER CODE" for 3 seconds then displays "ENTER MASTER".

enter the master code (factory default is 00000) and the first menu screen will appear.

1. ADD NEW PIN
2. DELETE PIN
3. EDIT MASTER
4. EDIT PHONE ID
5. SETUP

4. EDIT PHONE ID

You can either add a phone or edit an existing one with this option.

Select option [4].

displays "ENTER FLAT NO, PRESS CALL"

enter the number you would dial, e.g. [231A]

displays "231A"

press [CALL]

displays "ENTER PHONE NO, PRESS CALL"

enter the number of the phone to be called (as set on the DIP switches) e.g. [31]

displays "31"

press [CALL]

press [CLEAR] to return to "DIAL NUMBER PRESS CALL"

The unit will now be programmed to call phone address 31 when the number 231A is keyed in.

Keypad programming

1. ADD NEW PIN

Select option [1].

displays "ENTER NEW CODE"

enter a five digit code, e.g. [98765]

displays "*****"

displays "REPEAT" repeat the code [98765]

displays "*****"

displays " ENTER LOCK NO, PRESS CALL" enter either [1] or [2] (usually 1)

displays "ENTER LOCK NO, 1, PRESS CALL" press [CALL] to validate

display reverts to the menu after a brief moment

press [CLEAR] to return to "DIAL NUMBER PRESS CALL"

2. DELETE PIN

Select option [2].

displays "CODE TO DELETE"

enter the existing five digit code, e.g. [98765]

displays "*****"

displays "REPEAT" repeat the code [98765]

displays "*****"

displays "DONE" display reverts to the menu after a brief moment

press [CLEAR] to return to "DIAL NUMBER PRESS CALL"

3. EDIT MASTER

Select option [3].

displays "ENTER NEW CODE"

enter a new five digit master code, e.g. [45632]

displays "*****"

displays "REPEAT" repeat the code [45632]

displays "*****"

displays "DONE" display reverts to the menu after a brief moment

Error Messages. If you key incorrectly or a number is not permitted you may get one of the following error messages "INVALID CODE", "INVALID NUMBER", "NUMBERS DIFFER" or "ALREADY USED" if this occurs the unit will revert to the top menu and you will need to start again. At any time press [CLEAR] to abort.

Keypad programming

5. SETUP

This option takes you to the next set-up menu

- 1. READ USB
 - 2. WRITE USB
 - 3. RING TIME
 - 4. RELEASE TIME
 - 5. SET TONES
- } refer to the USB programming section of this booklet

5_3. RING TIME

This option changes the default ring time for all phones on the system. If you need a an individual flat with its own ring time this has to be set using USB programming (see page19)

Select option [3].

displays "SET RING TIME 01-99 SECONDS"

it then displays the present ring time e.g. "CURRENTLY 03 SECONDS"

enter in seconds the new ring time required e.g. [0],[5]

displays "PRESS CALL 05 TO FINISH"

press [CALL]

displays "DONE" and returns to first menu after a brief time.

press [CLEAR] to return to "DIAL NUMBER PRESS CALL"

5_4. RELEASE TIME

This option changes the default release time for either lock 1 or 2

Select option [4].

displays "ENTER LOCK NO PRESS CALL"

enter lock number, either [1] or [2]

displays "SET RELEASE TIME 01-99 SECONDS"

it then displays the present ring time "CURRENTLY 03 SECONDS"

enter in seconds the new ring time required e.g. [0],[5]

displays "PRESS CALL 05 TO FINISH"

press [CALL]

displays "DONE" and returns to first menu after a brief time.

press [CLEAR] to return to "DIAL NUMBER PRESS CALL"

Keypad programming

5_5. SET TONES

This option changes the assurance tones that can be heard at the entrance panel. The volume of these tones can be changed using the volume control on the main PCB (see page 8, item 2). But if you want some tones audible and others not they can be set here.

The tones are set using a 4 digit binary number e.g. 1111 (default)

Each digit represents which assurance tones are on. If "1" indicates the tones will sound, "0" indicates the sounds are muted

1	1	1	1
Ringing tones	Release tones	Error tones	Keypad tones

for example if you wanted only the key pad tones sounding and no reassurance tones for the ringing, door release or error messages you would change the SET TONES option to 0001

Select option [5].

displays "SET TONES" briefly and then displays "CURRENTLY 1111"

enter the option sequence you require, e.g. [0] [0] [0] [1]

displays "PRESS CALL TO FINISH"

press [CALL]

displays "DONE" and returns to first menu after a brief time.

press [CLEAR] to return to "DIAL NUMBER PRESS CALL"

USB programming

The 5DDP can be programmed by uploading an XML text file to the unit from a USB memory stick. This is useful if there are unusual numbers in the call sequence or you require many of the options to differ from the default set-up. Most importantly perhaps the XML file can also be downloaded from the 5DDP to a memory stick so the settings can be backed-up. If the unit ever needs changing the XML file can be used to transfer the entire set-up (including coded access numbers) to a new unit.

The 5DDP is supplied with a small USB memory stick which contains a settings file DDU.XML

To back-up the 5DDP settings to a USB memory stick:

Insert the USB memory card into the USB socket in the main PCB (see diagram on page 7)

On the keypad enter programming mode via the master code sequence (see page 10)

Select option [5] SETUP and then option [2] WRITE USB.

displays "WAIT" then

displays "RECORDS 106 TO USB" (the number varies according to set-up)

The unit will have over-written the file DDU.XML

Remove the USB memory card and keep safely. Please keep a back-up of the files. We also recommend you copy and rename the file DDU.XML to avoid it being accidentally over-written.

To restore the 5DDP settings from a USB:

Insert the USB memory card into the USB socket in the main PCB (below the main connector 1D-7D) ensuring the correct version of DDU.XML is present.

On the keypad enter programming mode via the master code (see page 10)

Select option [5] SETUP and then option [1] READ USB.

displays "WAIT" then

displays "RECORDS 106 FROM USB" (the number varies according to set-up)

Remove the USB memory stick

USB programming

Changing the settings by editing the XML file.

***XML**(Extensible Markup Language) is a file format used to create common information formats and share both the format and the data on the World Wide Web, intranets, and elsewhere using standard ASCII text. This section assumes you have sufficient knowledge to edit an XML file so you can change or view the settings as described. If you prefer we can edit or prepare an XML file for you and e-mail it to you, please contact our technical department on 020 8870 8635 for details.*

To edit the XML files you can either use a standard text editor or an XML editor e.g. Microsoft's XML Notepad or foxe from firstobject. The diagrams shown in this booklet are screen captures using Microsoft's XML Notepad

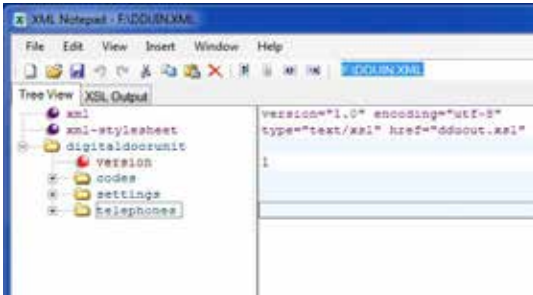
USB programming

There are three main headings for the 5DDP settings that can be edited in the XML file:

codes

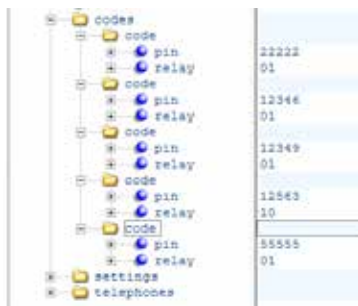
settings

telephones



Codes.

Codes refers to the coded access PINs that are programmed into the system that enable the door to be opened when a recognised code has been entered. Generally PINs should be added using the keypad (see page 11); up to 250 PINs can be added to the system. Viewing or editing the XML file however is a very useful method for checking or deleting numbers that have been used if no record has been kept.

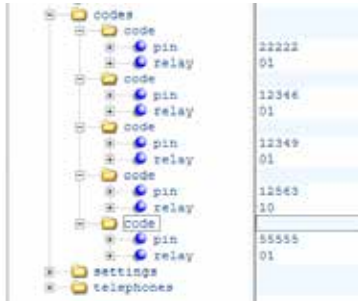


To view the codes programmed on the 5DDP open the file DDU.XML and expand the codes branch. Each code can be expanded to display the five digit PIN (pin) and which relay is switched - 01 for relay 1 and 10 for relay 2. You can edit or delete PINs as required but do ensure the syntax is sound.

USB programming

Settings

The following settings can be edited in the XML file



release1 (default 3 seconds). The time the 1st lock relay will operate for either when the door is released from a phone, using the coded access or trades button.

release2 (default 3 seconds). The time the 2nd lock relay will operate for either when the door is released from a phone or using the coded access.

postrelease (default 20 seconds). The time the system takes to revert to its "ready" state following a door release.

lcdinfo (default 3 seconds). The time that feedback messages remain on the LCD display

dataentry (default 15 seconds). The time allowed for keying a number or programming actions before the unit reverts to its "ready" state

ringdefault (default 3 seconds). The default time that phones ring for when called. The ring time of individual phones can be assigned using the "ringtime" option (see the next section - telephones)

maxon (default 120 seconds). The maximum time the system will remain active when a phone is called, if there is no answer the system will revert to its ready state after this time.

options - see below

siteref (default 00000). an optional 5 digit reference available for installers to identify the system

mastercode (default 00000). The master code to allow access to settings using the keypad (see pages 10-11)

USB programming

Options

The options setting is the same setting as SET TONES in the keypad programming as described on page 13 but there are additional digits in the XML file that prefix these four tone digits.

Coded 4. The default number of required digits for the coded access mode is 5 digits but the unit can be set to truncate the codes so only 4 digits need to be entered. If this is required set this digit to 1.

Plan 2 Ring. This changes the ring sequence from the door for porter's systems.

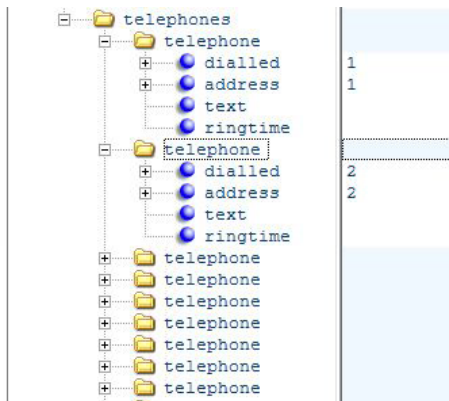
Plan 2 DU. If the door panel is on a plan 2 system (with porter facility) this should be set to 1.

Always on. On early 500 series systems the speaker did not mute when it was in its idle state. If the 5DDP is to be fitted on an early 500 system this digit needs to be set to 1.

Porter mode. The 5DDP can be built as a porter's telephone and if this is the case this digit is set to 1.

0	0	0	0	0	1	1	1	1
Coded 4	Plan 2 Ring	Plan 2 DU	Always on	Porter mode	Ringing tones	Release tones	Error tones	Keypad tones

telephones



USB programming

The XML file contains the details of all the phones programmed into the unit and if you expand the tree view you can view and edit the details. By default the unit is pre-programmed with numbers 1 to 100 to call their corresponding phone addresses. i.e. dialing "1" then "CALL" will ring the phone with its DIP switch setting to "1", dialing "2" then "CALL" will ring the phone with its DIP switch setting to "2" and so forth.

There is one addition to this sequence, the number "12A" is also programmed by default to ring phone address "13". i.e. dialing "12A" then "CALL" will ring the phone with its DIP switch setting to "13".

dialled

This is the number that a visitor will dial to call a telephone. It can be up to 5 digits and can contain both numbers and letters. It cannot contain two letters adjacent to each other as this cannot be dialled using the keypad e.g. 103A or A103 can be dialled but BB could not.

address

This is the address of the phone itself as set using the DIP switches in each phone. this number can be between 1 and 250. The dialled number will call the number of the phone set here. e.g. if you set the dialled number to 43 and set the address number to 12 then dialling the number 43 on the keypad will call any phone on the system with the address 12. If two phones on the system are set to 12 both will ring.

text

If text (up to 12 characters) is entered here that text will appear on the bottom line of the LCD display when that phone is called.

ringtime

If a particular telephone requires a different length of ring to that which is set globally (see page 12) setting this field from 01-99 will make that phone ring for that amount of time in seconds.

Dedicated Office and Porter's buttons

Some versions of the 5DDP have dedicated buttons on the keypad that call specific telephones; these are labelled Office and Porter and the unit recognises them as dialing AA and BB respectively. By default the unit sets AA to call phone address 251 and BB to call phone address 252. The text display for these is also set at "OFFICE" and "PORTER"

Test and Commission

Once installed the unit should be tested to ensure that it's operating correctly.

The phone addresses and numbering defaults are described on page 9 and how they are changed or set are detailed on pages 10 and 18. The testing procedure listed below assumes the unit is set to its default settings. Apart from phone addresses we recommend that other setting changes are done after the phones have been tested.

Power on

With the system powered up the window at the top of the unit should be illuminated and the LCD display should read "DIAL NUMBER, PRESS CALL"

Test the buttons

Test that each button on the keypad is functioning by pressing each button in turn in the following order "1" to "9", "A-Z", "0", "Z-A", "CODE", "OFFICE", "PORTER", "CLEAR", "CALL", "TRADE". Each push should produce a confidence tone on the speaker.

Test the telephones

This is best carried out by two people, one to test from the panel (P) and the other to visit each phone (T).

P should stay at the panel and T should go to the first phone to be tested, lift the handset (unless it's a PTS type) and press the power button. P and T should be able to converse. T should replace the handset and P should dial the number of that phone and press "CALL". T should wait until the ringing has stopped and then answer the phone. After a brief conversation T should press the release button and P can confirm the door release has operated. After a few seconds the system will return to its ready mode "DIAL NUMBER, PRESS CALL"

If the system is configured for dual camera or phone mute, these features should be tested at the same time.

Dual Camera. If a second camera is fitted and the option link is inserted (see page 6) the cameras will switch over every two seconds. To lock to one camera or switch cameras press the camera button on the phone.

Phone Mute. If available on the phone activate the mute switch by pressing it once, it will illuminate red. If a phone is called that has its mute switch set the door panel will display the message "PHONE MUTED"

Add access codes and test

See page 11

Change the master code and test

See page 11