

**VIVO MONITOR** 

DE USUARIO USER'S MANUAL MANUEL D'UTILISATION BENUTZE DO USUARIO MANUAL DE USUARIO USER'S MANUAL MANUEL D'ITIANDBUCH MANUAL DO USUÁRIO MANUAL DE USUARIO USER'S ITILISATION BENUTZERHANDBUCH MANUAL DO USUÁRIO MA IUAL MANUEL D'UTILISATION BENUTZERHANDBUCH MANUAL INSTALADOR INSTALLATION ONSHANDBUCH MANUAL DO INSTALADOR MANUAL DE INSTALA SOM MANUAL MANUEL D'INSTALLATION SHANDBUCH MANUAL DE INSTALLATION MOSTANDBUCH MANUAL DE INSTALLATION INSTALLATION SHANDBUCH MANUAL DE INSTALLATION INSTALLATION SHANDBUCH MANUAL DO INSTALADOR MANUAL BERS MANUAL MANUEL D'INSTALADOR MANUAL DO INSTALADOR MANUAL DO I



USER'S MANUAL

**ENGLISH** 



# Section II - User Manual

# Congratulations on purchasing this quality product!

The VIVO Video Door Entry System is hands-free and with a 7" full colour screen that allows you to communicate with the entry panel, see the caller and open the entrance door if you wish.

Thanks to its on-screen menu new features are included for configuring the monitor's parameters.

We hope you enjoy its range of functions. www.fermax.com.



#### **VIVO Monitor**

### Introduction:

The VIVO monitor is a monitor based on the Internet Protocol. This monitor is part of the LYNX system: data, multi-channel audio and video based on TCP / IP PoE. Communication is held via the panel based on an IP video door entry system (the LYNX module for Audio and Video).

The VIVO monitor is handsfree, with duplex audio, colour video and a 7" touch screen and additional capacitive buttons for the most common functions.

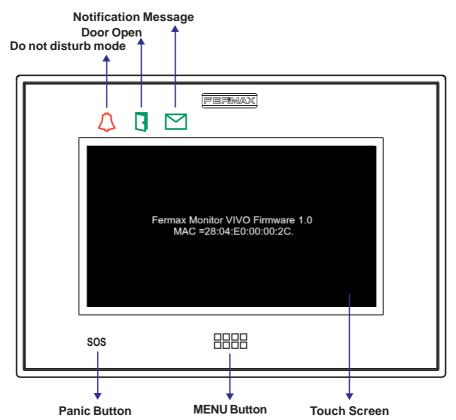
A high-tech monitor designed to maximize the home's communication, security and comfort. The monitor is installed on the wall via a VIVO LYNX Connector (Ref. 1605) .

# Operating Guide: Buttons and Icons

Once on, the monitor starts up and displays the FERMAX logo, the firmware version and the MAC address. The start-up process takes less than 60 seconds and the monitor enters in stand-by mode.

The monitor's screen is off when in stand-by. In order to access some of the basic functions you must touch the MENU button in order to activate and select the icon of the desired function.

The LED icons are displayed on the top part of the monitor's frame. These icons are only visible when the LED is on.





## **Buttons Operating description**



MENU button

- When the touchscreen is in standby, the screen will light up by pressing the MENU button.
- When the touchscreen is lit, by pressing the MENU button you can return it to standby.
- When the user is browsing in a submenu, by pressing the MENU button you can return to the homepage.

**SOS** Panic Button. No function in the kit.

### Icons

## Description



Do not disturb mode

- A function to deactivate the sound of a call from the monitor.



Message notification.

- When you receive a new message on the monitor, the message icon is lit and you hear an optional "beep" since this sound can be deactivated.
- When this message icon is light, you may have a message, an audio note or a missed call. A text appears on the lower part of the screen informing what the notification is about.



Door Open.

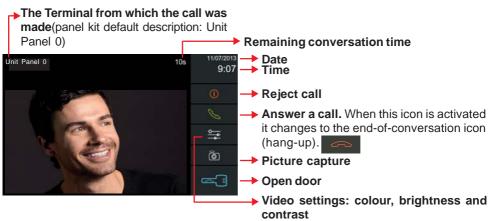
 When the door is opened from the monitor, the open door LED is lit, (if installing the door sensor see your installer).

**Note:** For more information, see the VIVO Monitor manual (Cod. 97721) available at www.fermax.com.

## Operation

#### 1. RECEIVING CALLS

Upon receiving a call the **conversation screen** automatically opens.



The monitor allows you to adjust brightness, contrast and colour by pressing the **Video settings** icon. See page 13.



# 1.1 Not answering a call - Missed calls

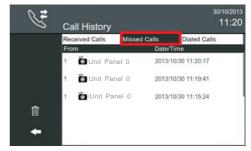
When the monitor receives a call, the video immediately appears and plays the selected ring tone on the monitor, depending on the call origin. The monitor displays the call origin (kit panel, another residence's monitor...etc). If the call is not answered in 30", the monitor returns to standby and the call is registered as a missed call.





With the monitor in standby, if we press the menu button or the screen and activate it, we can view the **Missed calls.** 







## 1.1.1 Missed call history

The **call history** icon on the home screen may have two different options:

- Call history. The call history without showing any numbers, indicates that there are new missed calls.
- **New call history.**The **call history** icon changes to show that there are new missed calls, showing a blue circle with the number of new missed calls.

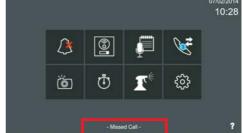
A **missed call** is reported to the user three different ways:

- The corresponding icon will appear on the monitor.

 The call history icon on the start menu displays a blue circle with the number of missed call numbers.

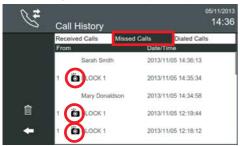
- The status bar displays that a new missed call has been registered.





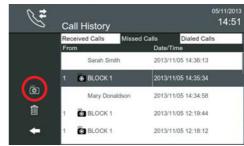


By pressing the **call history** icon you access the **Call History** screen.



By pressing the **Missed call** tab, they are displayed.

If a picture has been taken during a call, an image icon is added to the element on list.



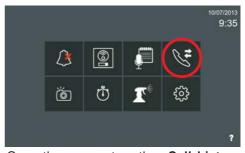
When the selected element on the list includes the picture icon, the camera's button is available in the bar on the left.

Besides the image icon, there are two more buttons:

- Delete: Delete the selected call.
- Return: Return to the start menu.



If the user presses the image icon, the picture view appears (screen: **Picture view**), it is opened with the corresponding picture for the call. If there is more than one picture, the window shows the first picture taken.



Once the user enters the **Call history** screen, the blue circle disappears and the **call history** icon recuperates its original view.



## 1.2 Reject a call

When the monitor receives a call, the video immediately appears and plays the selected ring tone on the monitor, depending on the call origin. You can reject a call by pressing the reject a call icon. This icon is hidden when you return the call (green telephone).







## 1.3 Answer call - Audio settings and mute

If the call is answered by pressing the icon: **answer call** (green telephone), the audio communication is connected and the audio controls appear: audio settings and mute.



Regarding the icons that appear on the screen:

- Reject call is hidden
- Answer call (green telephone), changes to End conversation (red telephone).







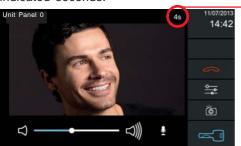
You can temporarily disconnect the descending audio by pressing the **MUTE** icon, in order to avoid that the internal conversation is heard in the street panel.

The ascending audio volume can be adjusted with the **Audio settings** bar.

**Note:** This volume control bar and the MUTE icon are only available when the audio is on.

#### 1.4 Conversation

The conversation is limited to 90". When the conversation time reaches 90 seconds, that is only 10 seconds are left before returning to standby, the countdown is displayed on the upper right corner of the screen, warning the user that the communication will end in the indicated seconds.



## Remaining conversation time

### Notice:

In order to manually **end the communication** the user must press the red telephone icon on the conversation screen.





## 2. VIDEO SETTINGS: colour, brightness and contrast.

The monitor allows you to adjust brightness, contrast and colour by pressing the **Video settings** icon. See page 14.



### 3. PICTURE CAPTURE - PICTURE VIEW

The **Picture capture** icon (camera) can take pictures manually or automatically.



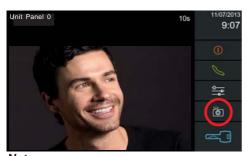
## 3.1 Capture the images automatically

The default monitor comes with the image capture option. **Only missed calls.** See option **8.4 Picture settings.** 



## 3.2 Capture pictures manually

By pressing on the **capture pictures** icon, you can save images while on the conversation screen. The image is frozen for 1 second and a flash sound is played. During this time, the image icon turns green.





### Notes:

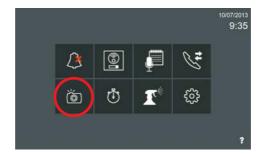
- During the conversation, all sound effects on the conversation window are silenced. The camera shutter sound is not on when the audio connection is open.

The picture is saved in the memory with a name based on: <date> \_ <time>, jpg. It has capacity for 128 pictures. If the memory is full and a call is received, the oldest picture is deleted to save the new one.



### 3.3. Pictures- Screen Picture view

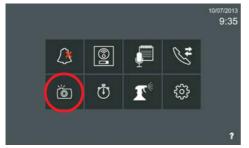
To see the captured images we must press the **pictures**icon on the home screen. The **Picture view** screen allows you to view all the images taken on the conversation screen while in a call or taken automatically.



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When you press the **images** icon you access the **picture view** screen that shows the most recent picture, with the description defined by the **Terminal from which you made the call**, **date and time**. By sliding your finger from left to right the most recent pictures are displayed, and if you slide it from right to left you show the older pictures (sequentially). If the image is pressed once, it is displayed in full screen. If you press the picture again, it takes the user back to the previous presentation.







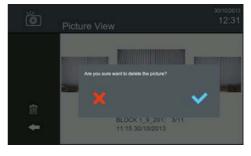






To delete an image, select the desired image and press the **delete** button (trash bin); it requires confirmation. The selected image is deleted, which is the one displayed a little larger than the rest.







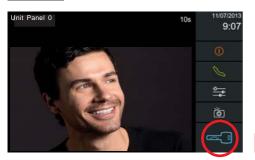


**RESETTING IMAGES:** To **delete all the images**, press the **delete** button (trash bin) for more than 1 second. This requires confirmation. These actions are not synchronised with the monitors in the same residence.



## 4. OPENING THE DOOR

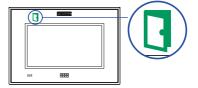
The **Door open** icon (key), is used to open the door. If only one relay is defined for the panel, you open the door by pressing the key icon. If there are two relays defined on the panel, a menu appears with the two options for the user to select from. The default description is for relay 1:. Door 1 and relay 2: Door 2, (ask your installer). When the door is opened, the key icon turns green for 1 second.







Select one of the two available options by pressing it:



Upon opening the door, it turns green for 1 second and the selected door is opened.

#### Notes:

- When the door is opened from the monitor, the open door LED is lit, (if installing the door sensor see your installer).
- If no relays are available (disabled relays or conversation with another monitor), the key icon does not appear.

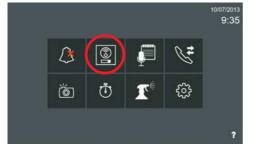




# 5. AUTO-START: CONNECTING OUTDOOR PANEL / IP CAMERA (if applicable)

With the monitor in standby, if you press the **panel** icon from the monitor's start menu, the kit panel is displayed (with its default description) and if you have access to the IP cameras (if installed, ask your installer).

The user can select the panel and communicate with it. At first only the video connects. If desired, the user can connect the audio as seen in point 1. RECEIVING CALLS.





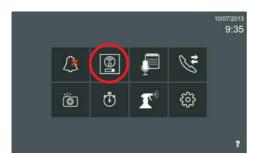




The user can connect the audio if desired. The screen returns to standby by pressing the **Reject call** icon or after waiting 30 seconds if the audio has not been connected. The time is set for 90 seconds if audio is connected.

#### 5.1 IP Cameras

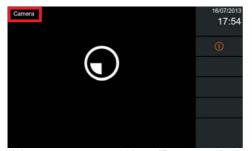
The **IP cameras** are managed from the monitors just like the panels. They have the same IP address range as the panels, with the only difference being that they do not control a door, (there are no relays to open so there is no open door **icon**: key). Currently **this is compatible with Hikvision cameras, with which it has been tested** (ask your installer).













If the user connects with an IP camera, in this case no key icon appears since there are no relays to open.

#### Notes:

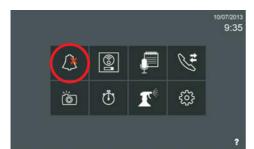
- The monitor detects the camera during start-up and once an hour. The camera must be on when starting up the monitor. If the camera is started after the monitor has started, you must wait 1 hour for it to update and detect it.
- The camera appears on the panel's list with its IP address, even though you can put a name on each camera using the corresponding tool, (the camera's name on the web server is not always compatible with ONVIF).
- The monitor has a 30 minutes timer to automatically disconnect the IP cameras, this saves on system resources that may provoke instability.



## 6. DO NOT DISTURB MODE: Canceling Ringtones

Function for deactivating the ringtone.

You can select this mode via the **do not disturb** icon. This way, when a call is received, the ringtone is not generated and only activates a video. You can activate this mode temporarily or permanently. When the do not disturb mode is enabled, the **do not disturb LED** is on and the **do not disturb** icon changes indicating that the mode is activated.



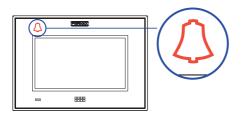


Press the Do not disturb mode icon.

On the **Do not disturb** screen you can see the possible periods of time available. By default **Permanently** is selected. If this period of time is selected, press confirm, otherwise select the desired time period and press confirm.

When the do not disturb mode is enabled, the **do not disturb LED** is on and the **do not disturb** icon changes indicating that the mode is activated.







The normal mode is reset after the programmed period has expired or by pressing the **do not disturb** icon on the home screen. Once disabled the **led will turn off**.





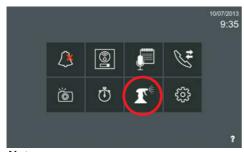
#### Notes:

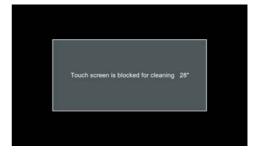
- If the do not disturb mode is enabled and the monitor is reset or turned off (without power), it is disabled.
- When the do not disturb mode is enabled, the message reception sound is not deactivated. See option **8.1 Picture settings.**



#### 7. CLEANING THE SCREEN

The **clean the screen** function blocks the touch screen and capacitive buttons for 30 seconds. During this time no action from the touch interface is permitted, allowing the user to clean the screen. A countdown is shown on the screen indicating the time remaining.





## Notes:

- If a call is received during the cleaning period, the monitor is automatically unblocked.



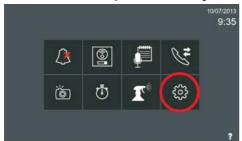
 To clean just use a soft cloth without lint. Abrasive cloths, towels, paper towel and the like may cause damage to the Vivo monitor's screen. Do not put the openings in contact with liquid or humidity. Do not use aerosols, dissolvents or abrasives. Do not spray directly with cleaning sprays.



### 8. GENERAL SETTINGS

Via this function you can access others to adjust different monitor settings.

**Note:** Access to the **General Settings** menu may be restricted with a PIN. By default it is not restricted. See option **8.6 Privacy settings**.







8.1 CALL SETTINGS



8.2 BACKGROUND SETTINGS



8.3 LANGUAGE SETTINGS



8.4 PICTURE SETTINGS



8.5 REGIONAL SETTINGS (Date-Time)



**8.6 PRIVACY SETTINGS** 



**8.7 INTERCOM SETTINGS.** Operative feature in building installations.



**8.8. INSTALLATION SETTINGS** Functions only for the Installer are only accessed via the installer's PIN. For more information, see the VIVO Monitor manual (Cod. 97721) available at www.fermax.com.





Description and operations for the General Settings screen, developed for the Kit.



#### 8.1 RING SETTINGS

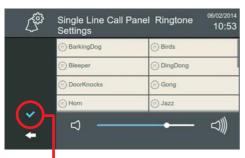
The **ring settings** allow you to select a ringtone for the panel kit along with its volume.

**Notice:** This function has other optional features in building installations.

## Other settings:

- Select the Continuous ring tone :
  - With this option selected the ringtone sounds for 30 seconds.
  - If this option is not selected the ringtone only sounds once.
- Select if you want to hear a sound upon receiving a:
  - Message. Beeps when receiving a message.
  - The door is opened by a member of the family. Beeps when family enters. If there is
    integrated access control in the system (ask your installer), the door can be opened
    via a User ID. You can select this option for the monitor to emit a sound when this
    opening occurs, (a steady sound).





When you have selected all of the parameters, click to validate them.



Press the **Private panel** screen to hear the current tone and volume. This screen displays the available tones and and the volume bar; select the desired tone and volume.

 Note: In order to exit this start menu, press the intuitive icons displayed on the monitor, such as: arrows, icons corresponding to the screen you are currently on, by pressing the MENU button, or by time, since after 30 seconds the monitor returns to standby (screen off). VIVO KIT





### 8.2 BACKGROUND SETTINGS

The **Background settings** allow you to:

- Select the background colour and brightness.
- Select the touch screen's audio level. Change the click volume











## 8.3 LANGUAGE SETTINGS

The **language settings** function allows you to select the desired language for the monitor. The default monitor language is English. *See page 15.* 

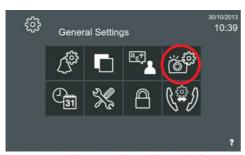


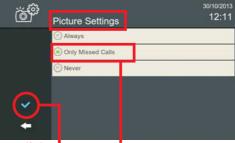
#### 8.4 PICTURE SETTINGS

The **picture settings** function allows you to take pictures automatically in each call. The default parameter is programmed for the monitor to take pictures for missed calls: **Only missed calls.** 

The automatic picture setting options are:

- Always
- Only missed calls (default setting)
- Never





Once you have selected the desired option, click to validate it.





**Warning:** Check the legal requirements for data protection and privacy to take and save public images.



### 8.5 REGIONAL SETTINGS (Date-Time)

The **regional settings** option also allows you to adjust/update the date and time, adapting it to the user's local date format. See page 15.



### 8.6 PRIVACY SETTINGS

The **Privacy settings** allow you to protect some of the monitor's characteristics requiring privacy with a PIN.

The Vivo monitor can be configured to request a PIN for:

- Accessing the user configuration menu and/or
- Accessing the message inbox.

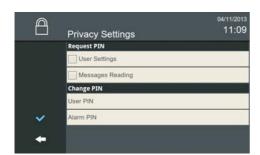
From this screen you can also change the monitor's PIN that is programmed by default:

- User PIN (default: 1234) - Alarm PIN (default: 0000)



User PiN	1	2	3	04/11/2013 11:10
	4	5	6	:
Enter User PIN	7	8	9	
	C	0	Ok	

By pressing the **Privacy settings** icon, you must enter the **PIN**, which by default is **1234** and then press **OK** to access the screen where you will find the privacy settings options. To enable this function press it. To disable it do the same, press the desired function.



For more information see the VIVO Monitor Manual (Cod. 97721) available at www.fermax.com.

VIVO KIT



## User quick operating guide:

#### 1. RECEIVING CALLS

Upon receiving a call the **conversation screen** automatically opens. Icons displayed here:



**Reject call.**This icon is hidden when you return the call (green telephone).



**Answer call** (green phone hung-up). When this icon is activated it changes to the **End-of-conversation icon** (red telephone hung-up).



From the Call History screen you can view Missed calls.



The Audio settings bar and MUTE.



2. VIDEO SETTINGS: Colour, brightness and contrast.



3. PICTURE CAPTURE, pictures can be taken manually or automatically.

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**Take pictures automatically.** The default monitor comes with the image capture option. **Only missed calls.** 



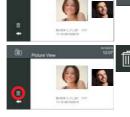
**Take picturesmanually** by pressing the **capture picture** icon, while in the conversation screen. The image is frozen for 1 second and a flash sound is played. During this time, the picture capture icon turns green.





PICTURE VIEW: View the pictures taken. When you press the pictures icon on the home screen, you access the Picture View screen where you can see the pictures.

Picture View



**Delete the pictures taken.** Select the image and press the **delete** icon (trash bin).

**RESETTING images:** To delete all the images, press the **delete** button (trash bin) for more than 1 second. This requires confirmation.



**4 OPEN DOOR** (KEY). Press this icon to open the door. If only one relay is defined for the panel, you open the door by pressing the key icon. When the door is opened, the key icon turns green for 1 second. If there are two relays defined on the panel, a menu appears with the two options for the user to select from.







# 5. AUTO-START: CONNECTING OUTDOOR PANEL / IP CAMERA (if applicable)

This function is for connecting with the kit panel and IP cameras (if applicable). Upon the auto-start with the kit panel, only the video is connected. If desired, the user can connect the audio as seen in point 1. RECEIVING CALLS.





## 6. DO NOT DISTURB MODE: Canceling Ringtones

Function for deactivating the ringtone. When a call is received, the ringtone is not generated and only activates the video. You can activate this mode temporarily or permanently. When the do not disturb mode is enabled, the **do not disturb LED** is on and the **do not disturb** icon changes indicating that the mode is activated.











### 7. CLEANING THE SCREEN

The **clean the screen** function blocks the touch screen and capacitive buttons for 30 seconds. During this time period the user can clean the screen. A countdown is shown on the screen indicating the time remaining.



### 8 GENERAL SETTINGS



### 8.1 CALL SETTINGS

The **ring tone settings** allow you to select a ringtone for the panel kit along with its volume.









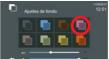
### 8.2 BACKGROUND SETTINGS

The Background settings allow you to:

- Select the background colour and brightness.
- Select the touch screen's audio level. Change the click volume.













### 8.3 LANGUAGE SETTINGS

The **language settings** function allows you to select the desired language for the monitor. The default monitor language is English.







### 8.4 PICTURE SETTINGS

The **picture settings** function allows you to take pictures automatically in each call. The default parameter is programmed for the monitor to take pictures for missed calls: **Only missed calls.** 







## 8.5 REGIONAL SETTINGS (Date-Time)

The **regional settings** option also allows you adjust/update the date and time, adapting it to the user's local date format.







#### 8.6 PRIVACY SETTINGS

The **Privacy settings** allow you to protect some of the monitor's characteristics requiring privacy with a PIN.

From this screen you can also change the monitor's PIN that is programmed by default:

User PIN (default: 1234)Alarm PIN (default: 0000)







**1234** (By default)





# HELP MENU "?"

Wherever a question mark appears on a screen, you can press it and a help screen appears explaining the icon.

