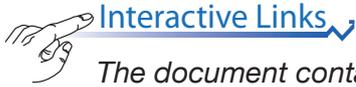




2Voice Installer Tools

USER MANUAL



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1 THE URMET 2VOICE INSTALLER TOOLS APP

The following booklet describes the use of the 2Voice Installer Tools app.

The installer via the App can:

- create a new project for a 2Voice installation;
- define the topological of the project by positioning the devices and video door phone in the topological nodes to enable the use of the call forwarding function;
- create the video door phone contacts list and the list of special activations that can be imported on the video door phones of an individual apartment or on the video door phones of all the apartments within a topological node of the Staircase type;
- configure certain parameters on video door phones Ref. 1760/31 - /33 present in the system.
- configure the call forwarding function on devices in the topological structure of the system.
- generate a **.KXML** file to be shared with the apartment block administrator who, via the CallMe Manger App, can automatically import the system configuration, i.e.: the system topological, the apartment master data, the multi-user call forwarding devices present in the various staircases, and the video door phones Ref. 1760/15 - /16 or Ref. 1760/31 - /33 present in the various apartments. Next, manage user accounts associated with devices using the call forwarding function via the CallMe app.

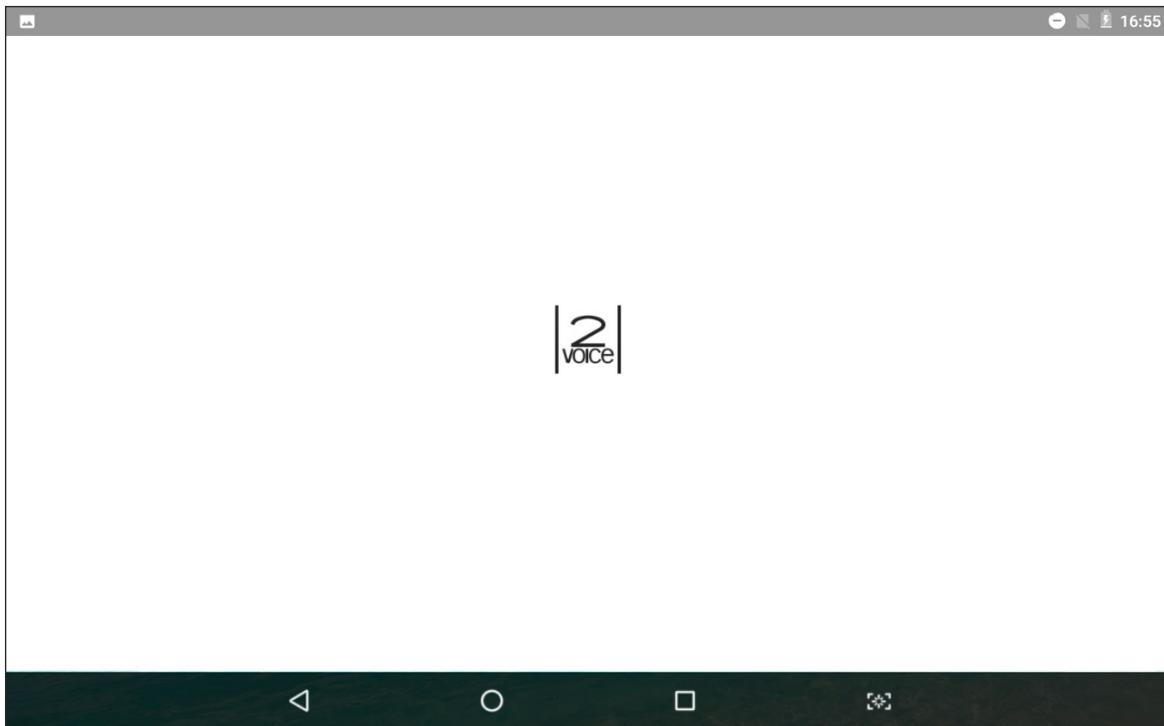
Using the 2Voice Installer Tools application, **the administrator is no longer required:**

- to receive from the installer the code UID the device for forwarding of the call multi-user Ref. 1083/83;
- import the apartment master data from the call station configuration files or create the apartment master data file manually on the CallMe Manager app.

Download the 2Voice Installer Tools application on a tablet from the Play Store (Android).

WARNING! The application can only be installed on a tablet with an Android operating system. Make sure the tablet is connected to the Internet via its own data connection or via WiFi in order to be able to download and use the app.

Once the download is complete, launch the application and the following screen appears.

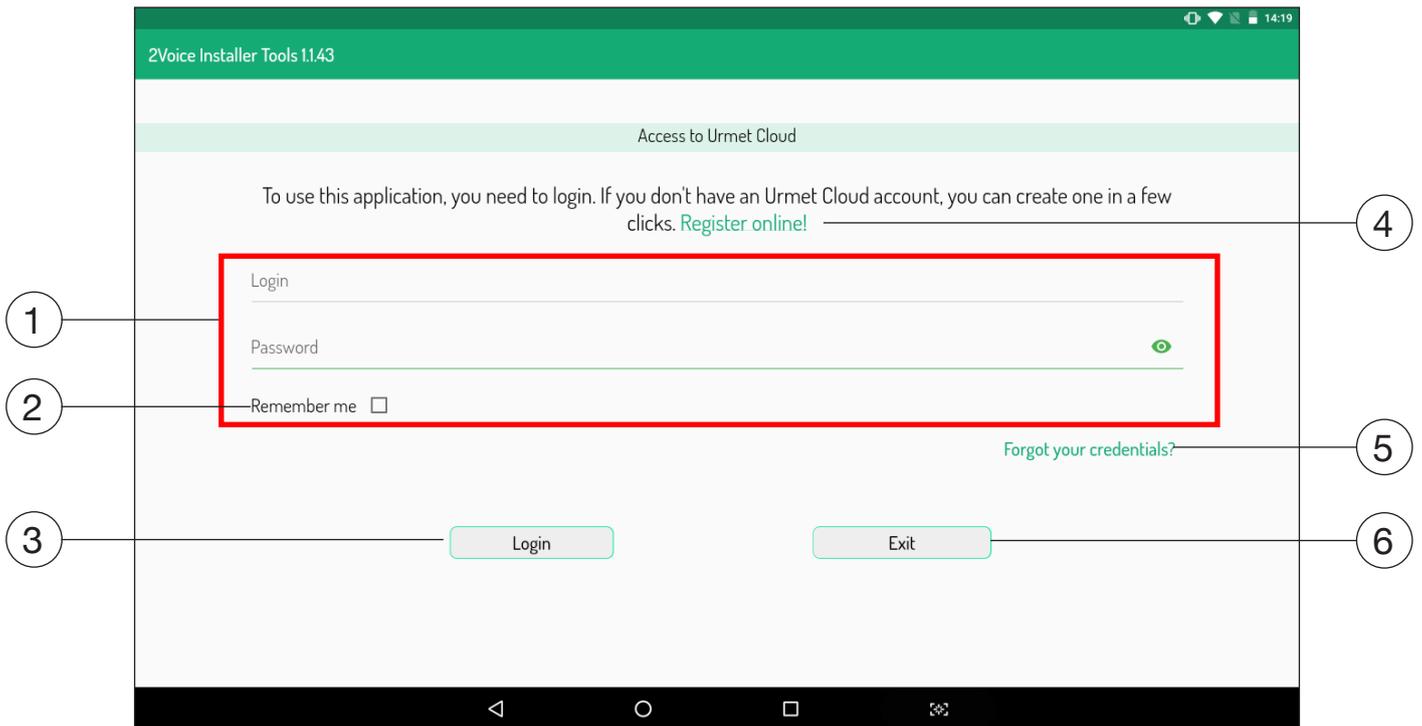


Immediately afterwards, the “**Create an account or log in**” screen appears.

 *This is the situation when the app is launched for the first time.*

2. CREATE AN ACCOUNT OR LOG IN

In order to use the App, you need to create an Urmet Cloud account or log in with an already registered account.

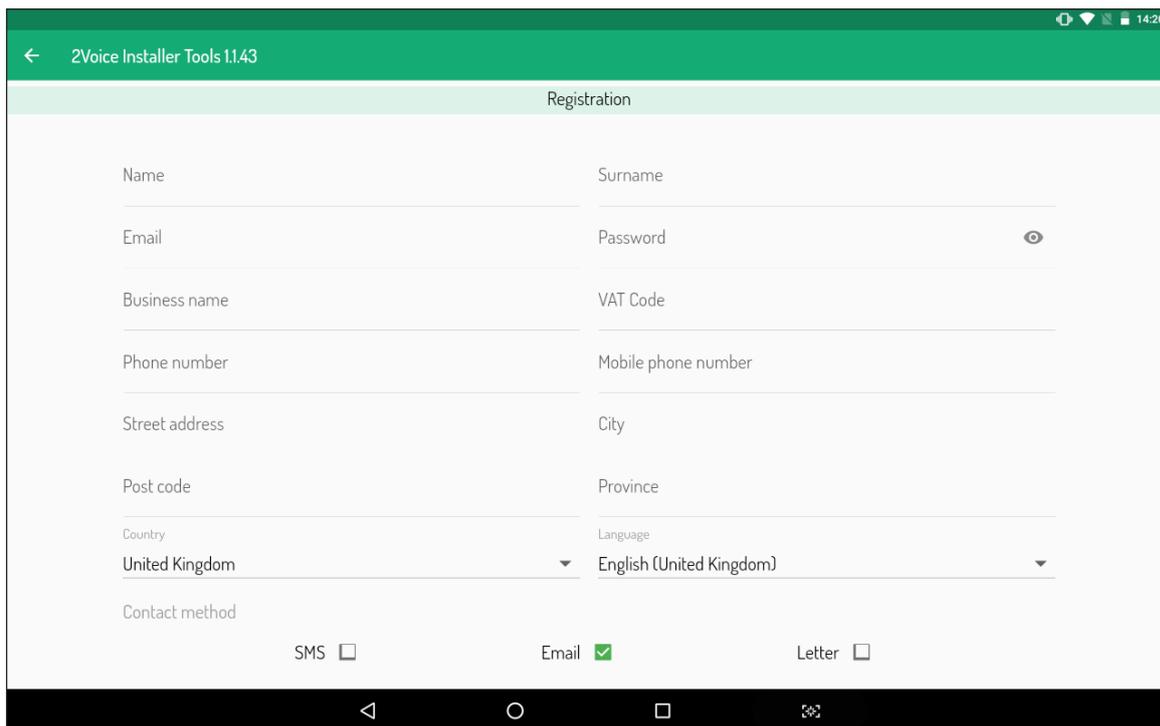


Below is a description of the various fields and buttons:

1. Allows you to enter the **Username** and **Password** of an account already registered on the Urmet Cloud. Pressing the icon  displays the password entered.
2. Checking the “**Remember me**” box allows the application to keep in memory the user name and password used during the last login
3. The “**Login**” button allows you to log in with an account already registered on the Cloud
4. By clicking on the link “**Register online!**” you can create a new account on the Urmet Cloud. To be selected if you do not have an account.
5. It allows you to obtain a new password in case you forget it or change your existing one. It is essential to enter the e-mail address with which the account was registered.
6. Closes the 2Voice Installer Tools application on the tablet.

2.1. CREATION OF A NEW ACCOUNT

Normally a user does not have an Urmet Cloud Account. Press on “**Register online!**” to create one. The following screen appears:



The screenshot shows a registration form with the following fields:

- Name
- Surname
- Email
- Password (with a visibility toggle icon)
- Business name
- VAT Code
- Phone number
- Mobile phone number
- Street address
- City
- Post code
- Province
- Country (United Kingdom)
- Language (English (United Kingdom))
- Contact method: SMS , Email , Letter

Enter the data required to register your Account.

IMPORTANT! It is mandatory to fill in the fields marked with the symbol (*) to proceed with the registration.

Choose at least one of the three methods in the “**Contact method**” field. If you choose a mode other than “Email”, some fields that were optional will become mandatory.

IMPORTANT! The email address must be a valid address.

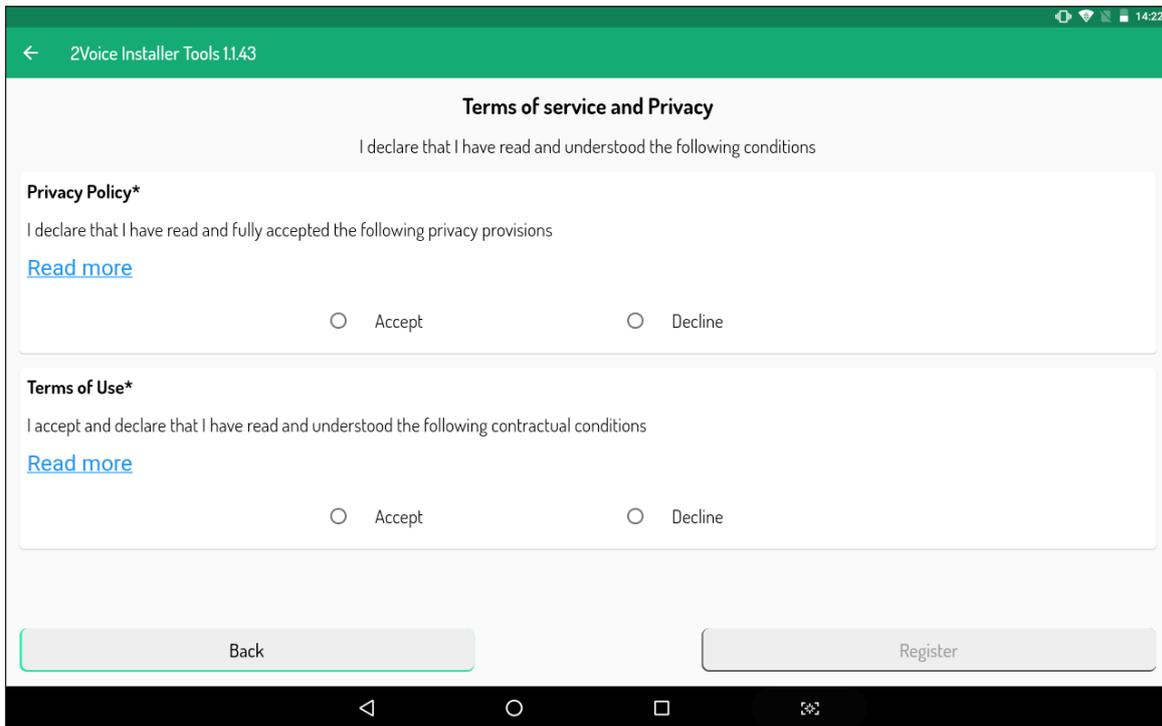
The password must respect the following safety criteria:

- It must be at least six characters long.
- It must contain at least one upper case letter.
- It must contain at least one lower case letter.
- It must contain at least one number.
- It must contain at least one of the following special characters **&_?!\$@**
- The user name must not be included in the password.

Press the icon  to display the password you entered.

 *If entered password does not comply with the indicated criteria, it will turn red and you will not be able to continue with the registration.*

Press the “NEXT” button. The following screen will appear:

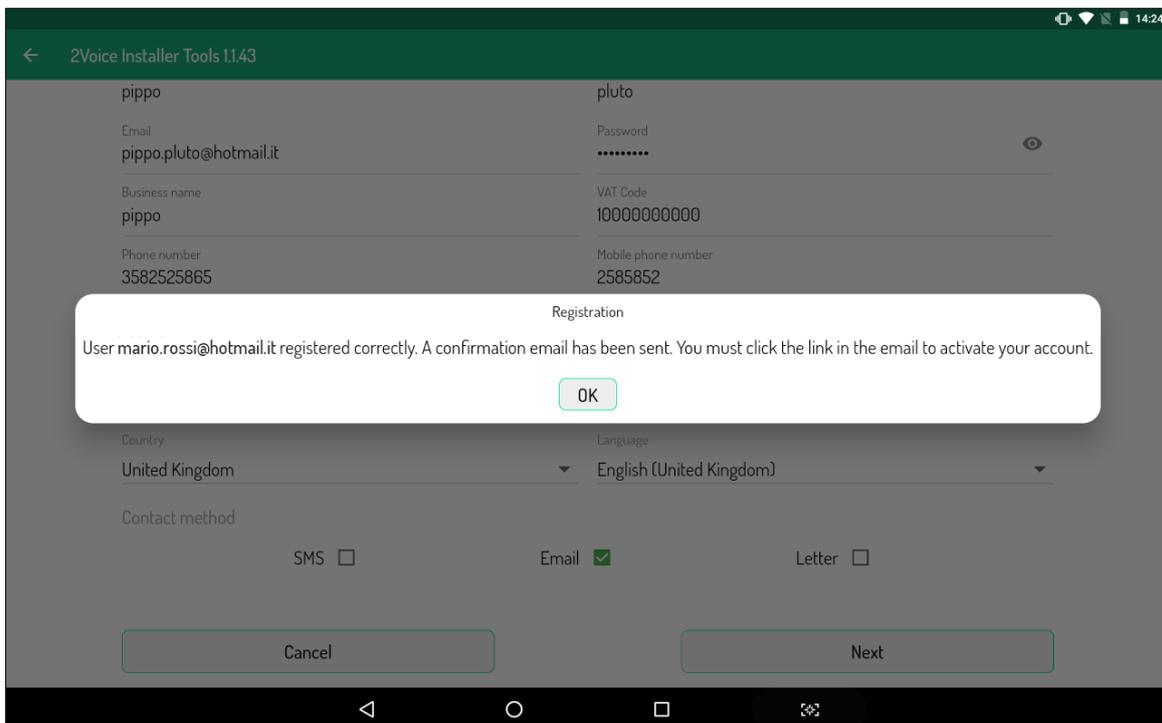


To complete the registration it is necessary to tick the boxes for acknowledgement of the *Privacy Policy and the General Conditions of Use*.

 Press one of the two links “**Read more**” to go to www.urmet.com and display the complete disclosures.

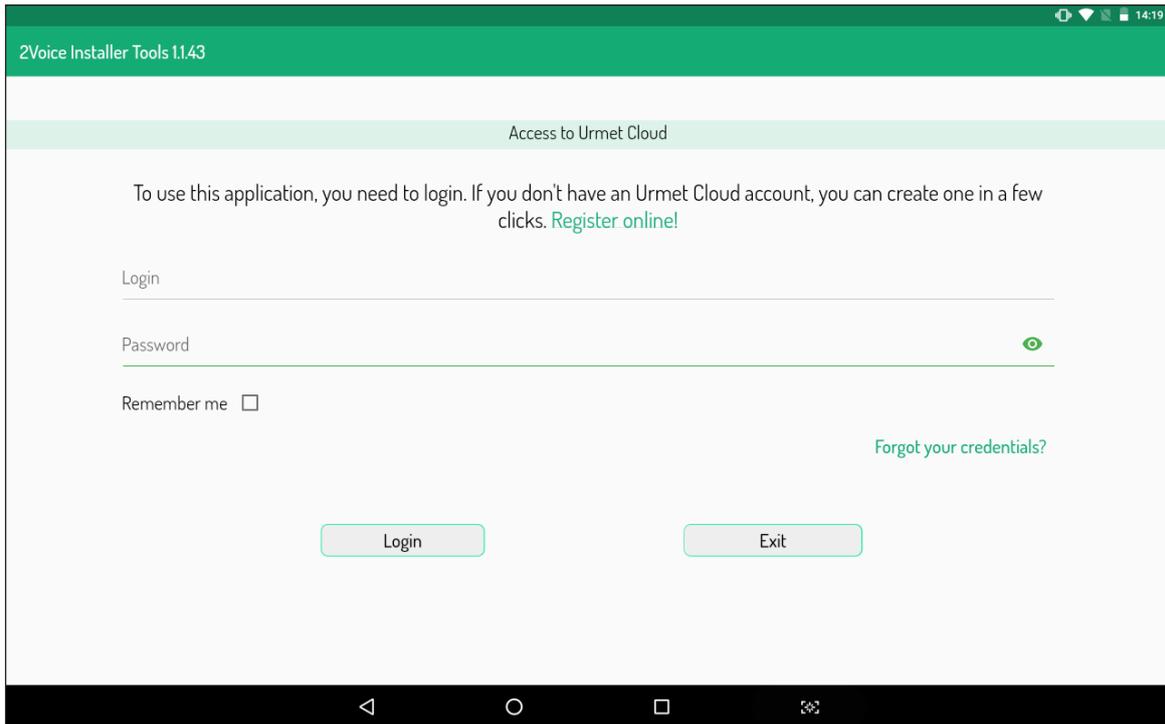
Press “**REGISTER**” to receive an email to the address entered and you will be redirected to the Login page.

Go to your email inbox, find the email you have received and click on the validation link to activate the account.



2.2. LOGIN

You can log in using the account created as described above or if already have an administrator account (for example because it was created previously).



Enter your credentials:

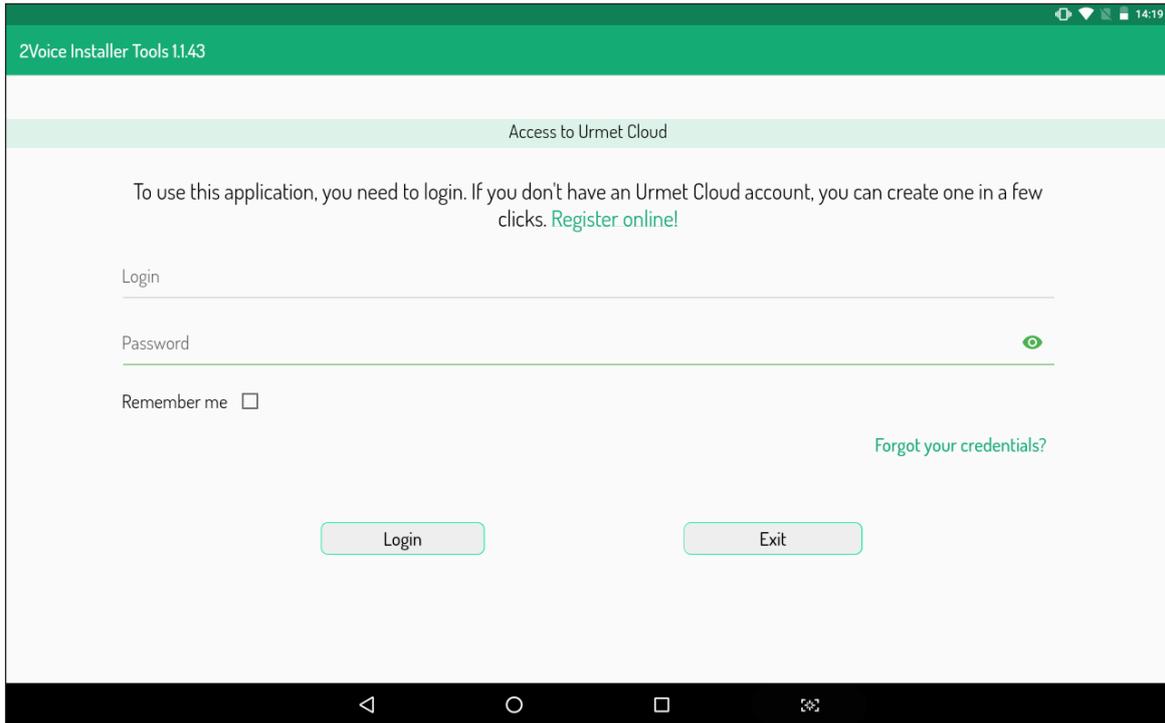
- Login (Email address)
- Password

Press the “**LOGIN**” button to log in.

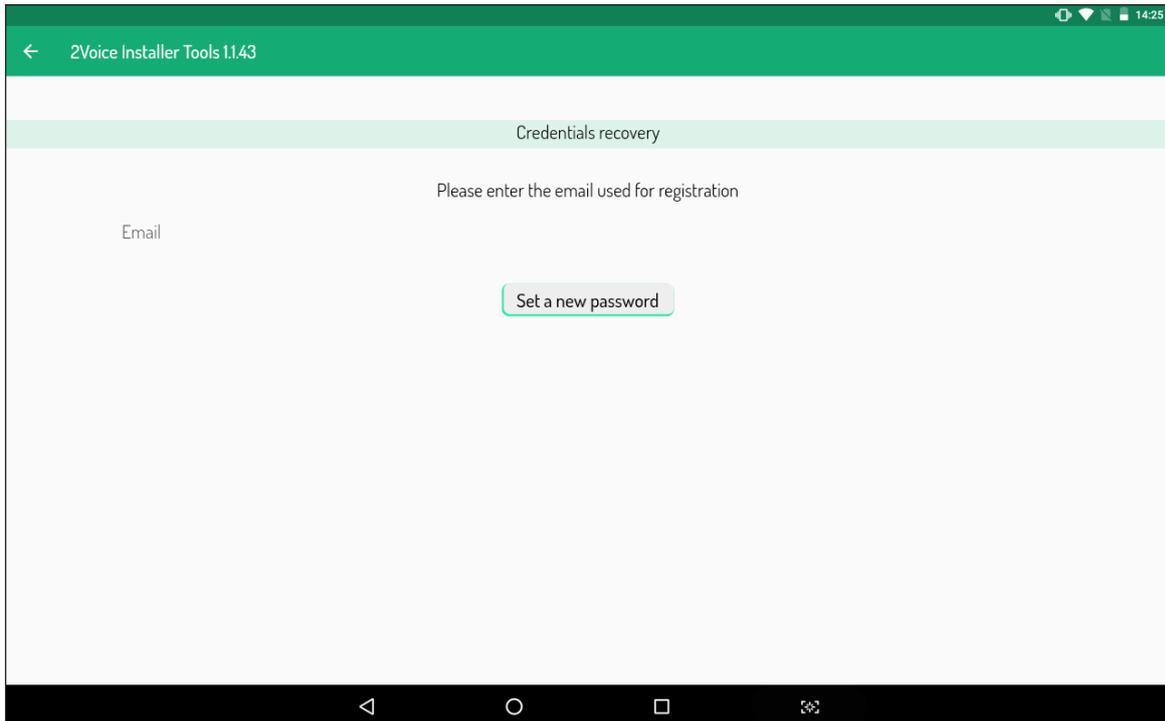
2.3. CHANGE INSTALLER ACCOUNT PASSWORD

It is possible to change the password for an account by following the procedure below:

1. On the login page, click on “**Forgot your credentials?**”.



2. The credentials retrieval screen is displayed.



3. Enter the email address used during account registration and press the “**Set new password**” button.
4. An e-mail is sent to the e-mail address entered, containing a link allowing access to Urmet Cloud to change the password.
5. Click on the link received by e-mail.

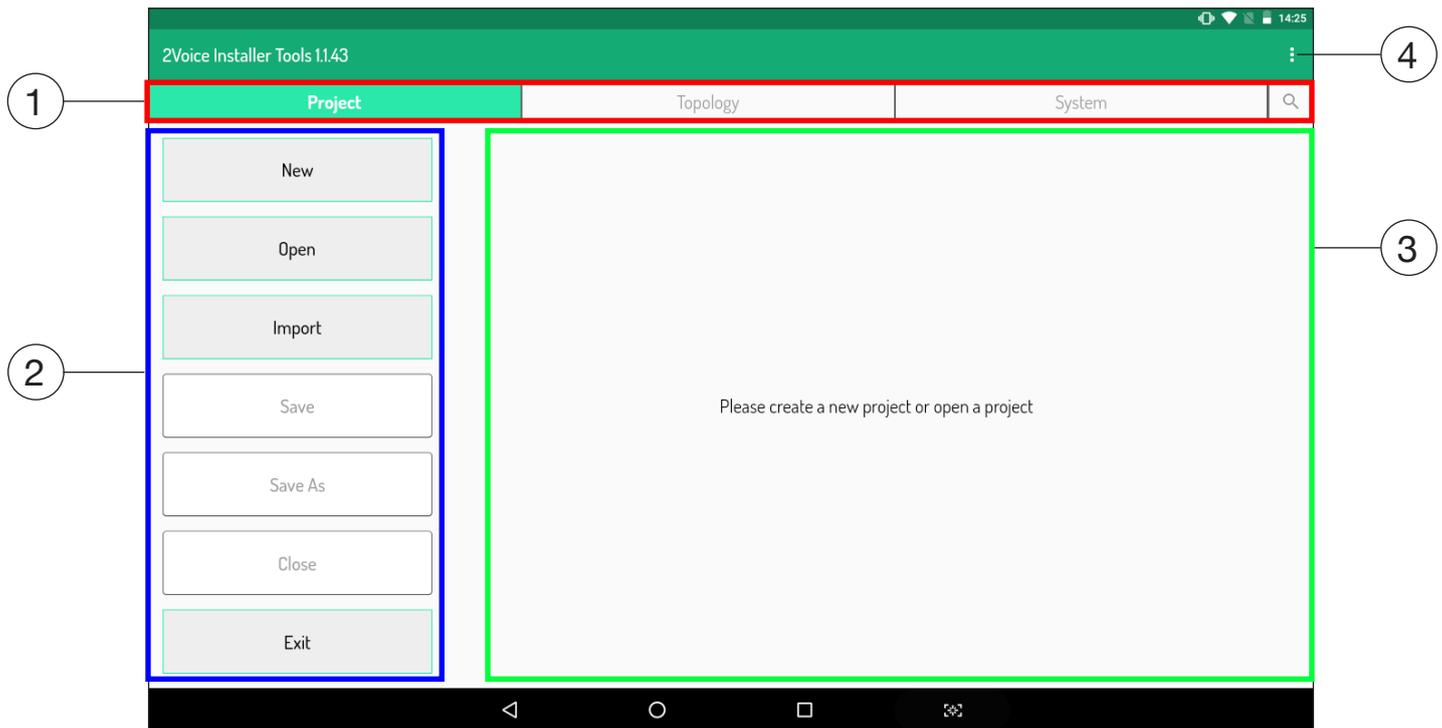
The screenshot shows the top navigation bar with the 'urmet cloud' logo and the 'urmet' brand name. Below this is a decorative banner with a house icon, the text 'Welcome to Urmet Cloud', and a woman sitting on a cloud using a laptop. The main content area is titled 'Change your password' and contains two input fields labeled 'New password' and 'Confirm password', both with 'Password' as placeholder text. A 'Send' button is located below the second field. At the bottom of the form, there is a copyright notice: 'Copyright © 2014 URMET S.p.A. P.IVA 06888290019 - All rights reserved'.

6. Enter the new password, confirm the new password and finally press the “**Send**” button to save the changes.

This screenshot shows the same top navigation and banner as the previous image. The main content area now displays a success message: 'OPERATION PERFORMED CORRECTLY' in bold, followed by 'The password was changed successfully' and 'Thank you' on separate lines. The copyright notice at the bottom remains the same: 'Copyright © 2014 URMET S.p.A. P.IVA 06888290019 - All rights reserved'.

3. PROJECT

After logging in (Login), the “Project” tab screen appears.



 This is an example where one finds oneself the first time one logs in.

Il significato delle sezioni e dei pulsanti presenti nella seguente schermata è il seguente:

1. The meaning of the sections and buttons on the following screen is as follows:

- The “**Project**” tab displays the screen with the functions for creating a new project, opening previously created projects and saving the project in progress.
- The “**Topology**” tab allows the topological of the current project to be configured, adding devices, contacts and activations to the various topological nodes.
- The “**System**” tab allows you to configure certain parameters of the current project.
- The icon  allows a quick search among the elements that make up the project.

 The “**Topology**”, “**System**” and the “**Search function** ”, are only enabled after creating a new project or after opening or importing an existing project (for more information, please refer to the following chapters “[Topology](#)”, “[System](#)” and “[Search Function](#)”).

2. In the following area, functions related to the “**Project**” tab are available.

- The “**New**” button allows the creation of a new project.
- The “**Open**” button displays a screen where all projects previously created and saved on the Urmet Cloud can be opened.
- The “**Import**” button allows you to import a project created and shared by another installer account.
- The “**Save**” button saves the current project to the Urmet Cloud.
- The “**Save As**” button allows you to save the current project to the Urmet Cloud by renaming the file name.
- The “**Close**” button allows you to close the current project.

 The “**Save**”, “**Save As**” and “**Close**” are only enabled after creating a new project or after opening or importing an existing project.

- The “**Exit**” button closes the 2Voice Installer Tools application by logging out of the account with which you are logged in.

3. The following area contains information about the current open project.

4. The following button allows you to view information related to the installer account with which you are logged into the app.

3.1 STEPS NECESSARY FOR THE CORRECT CREATION, AND CONFIGURATION OF A PROJECT FILE

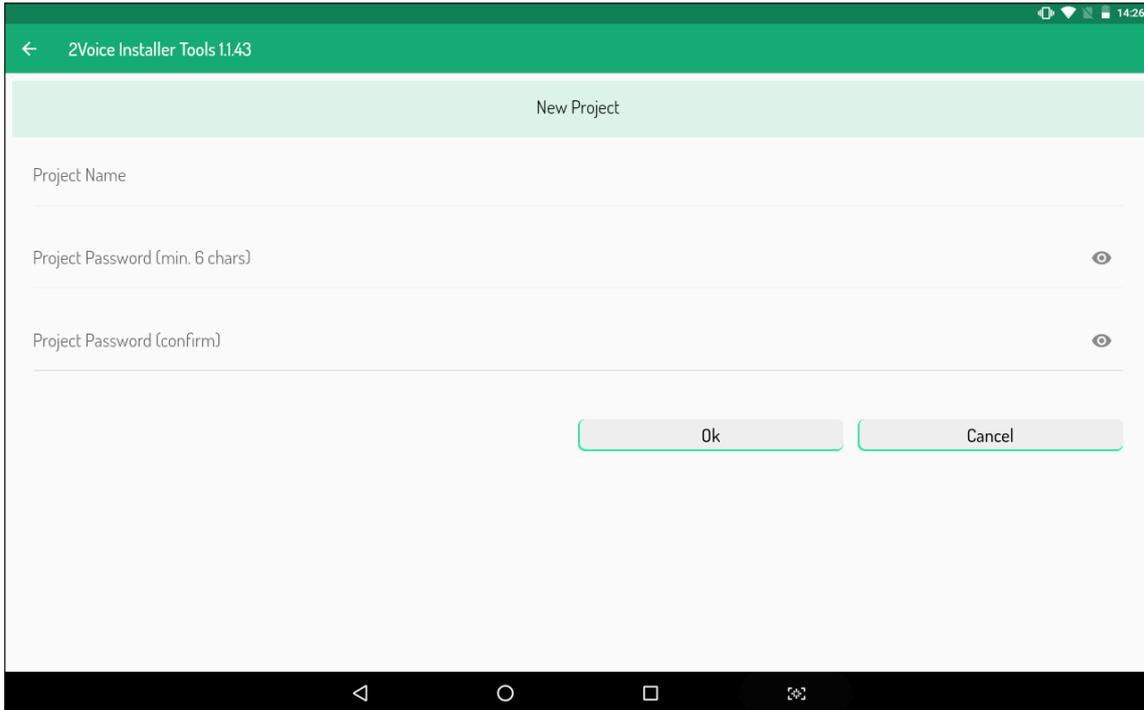
Listed below are the necessary steps to be taken for the correct and easy creation of a project file using the 2Voice Installer Tools app.

1. Creating a new project file (chap. [Creation of a new project](#));
2. Definition of the project topological: definition of the topological node Site, definition of the number of topological nodes Staircase and assignment of meaningful names (chap. [Insertion of Staircase Nodes](#));
3. Definition of the number and master data of Apartment topological nodes present in each Staircase node (chap. [Apartment master data](#)).
4. Addition of a possible multi-user call forwarding device Ref. 1083/83 in the staircase nodes if foreseen in the installation (Chap. [Creation of a new project](#));
5. Addition of Master video door phones and any Slaves in apartment topological nodes (chap. [Addition of a video door phone in an apartment node](#));
6. Creation of contacts on Apartment topological nodes. The following contacts are only imported on the video door phones of the Apartment topological node in which they were created (chap. [Creation of one or more contacts on an apartment node](#));
7. Creation of special activations on topological nodes Apartment. The following activations are only imported on the video door phones of the Apartment topological node in which they were created (chap. [Creation of one or more contacts on an apartment node](#));
8. Creation of contacts on Staircase topological nodes. The following contacts are imported on all video door phones in the Apartment topological nodes of the Staircase node in which they were created (chap. [Creation of one or more contacts on a Staircase node](#));
9. Creation of activations on Staircase topological nodes. The following activations are imported on all video door phones in the Apartment topological nodes of the Staircase node in which they were created (chap. [Creation of one or more contacts on a staircase node](#));
10. If there are video door phone in the apartments Ref. 1760/31 - /33 certain parameters can be defined (chap. [System](#));
11. If present in the system, configure the call forwarding function on the multi-user call forwarding devices Ref. 1083/83 present in the various Staircase topological nodes (chap. [Addition of a multi-user call forwarding device Ref. 1083/83 at a staircase node](#)).
12. Configuration of the call forwarding function and import of contacts and special activations on all video door phones in the various topological nodes Apartment (chap. [Addition of a video door phone in an apartment node](#)).
13. If necessary, export and share the project file with the apartment block administrator for importing the topological to the CallMe Manager app (chap. [Export](#)).

3.2 CREATING A NEW PROJECT

Follow the steps below to create a new project.

1. In the screen of the tab **“Project”** tab, press the **“New”**, the App will display the following screen:



2. Select the **“Project Name”** field and enter a meaningful name.

 The field **“Project Name”** has a maximum length of 64 characters and a minimum length of 6.

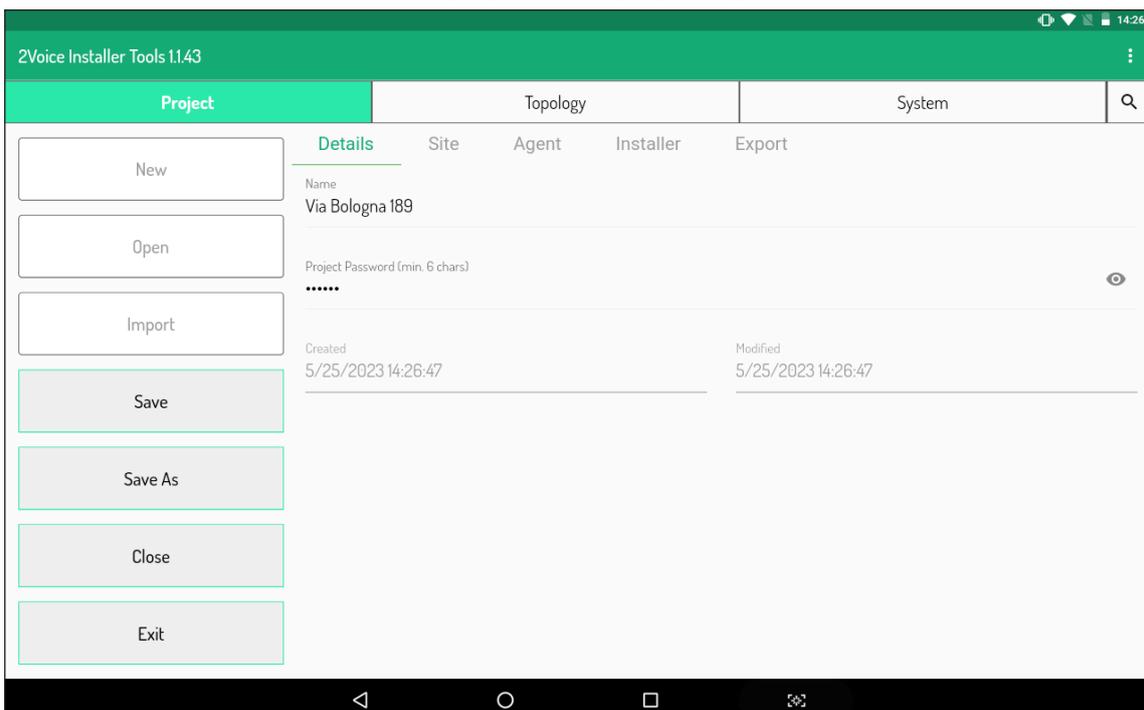
3. Select the **“Project Password”** field and enter a password for the project.

 The **“Password”** field has a maximum length of 16 characters and a minimum length of 6.

4. Select the **“Project Password (confirmation)”** field and enter the password entered in the previous field to confirm.

5. Press the **“OK”** button to create the project.

6. The **“Project”** tab screen with the created project is displayed again.

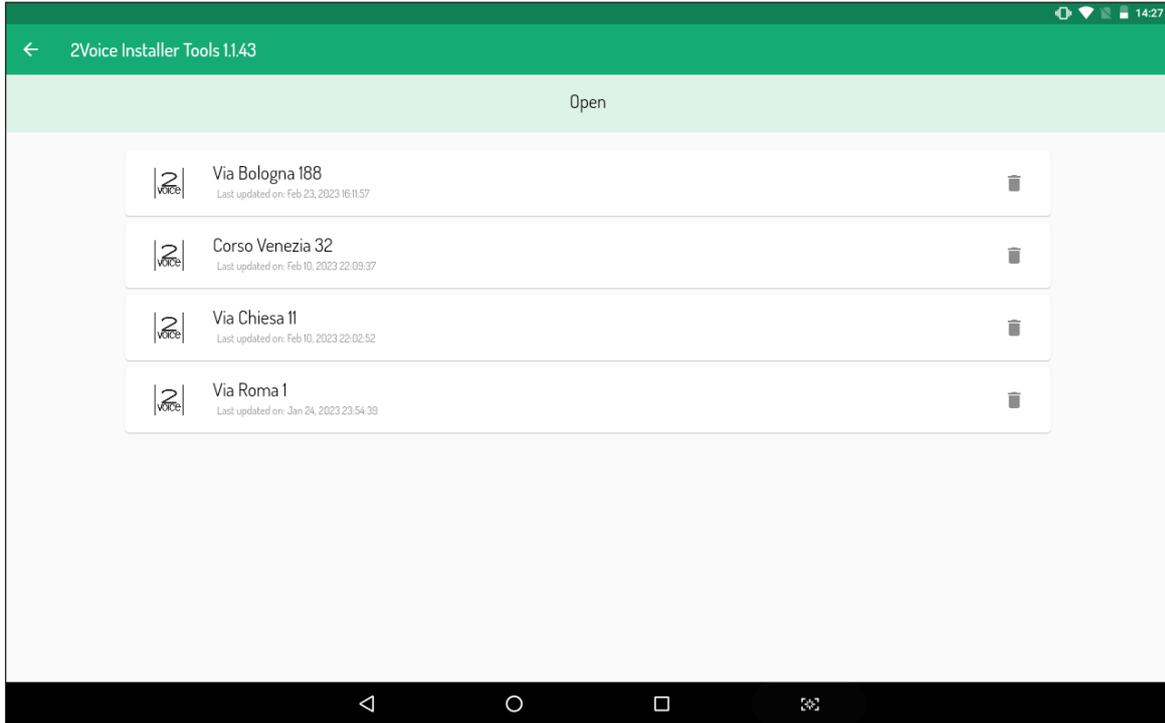


7. Press the **“Save”** button to save the project to the Urmet Cloud or press the **“Save As”** button to save the project by renaming the file name

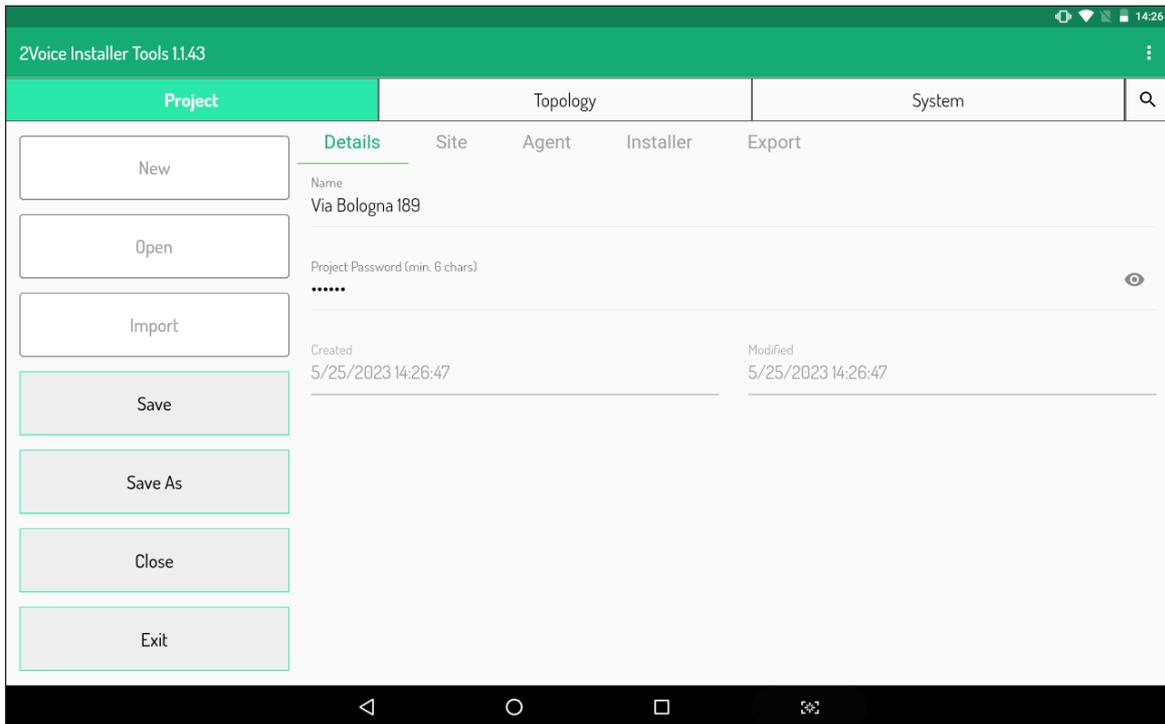
3.3 OPENING AN EXISTING PROJECT

To open a previously created project, follow the steps below.

1. In the “**Project**” tab screen, press the “**Open**” button, the app will display the following screen:



2. This screen displays all projects previously created by the account with which you are logged into the 2Voice Installer Tools app.
3. Select the project you wish to open.
 *By selecting the icon  it is possible to delete a previously created project..*
4. In this example, the project “**Via Bologna 188**” was selected.



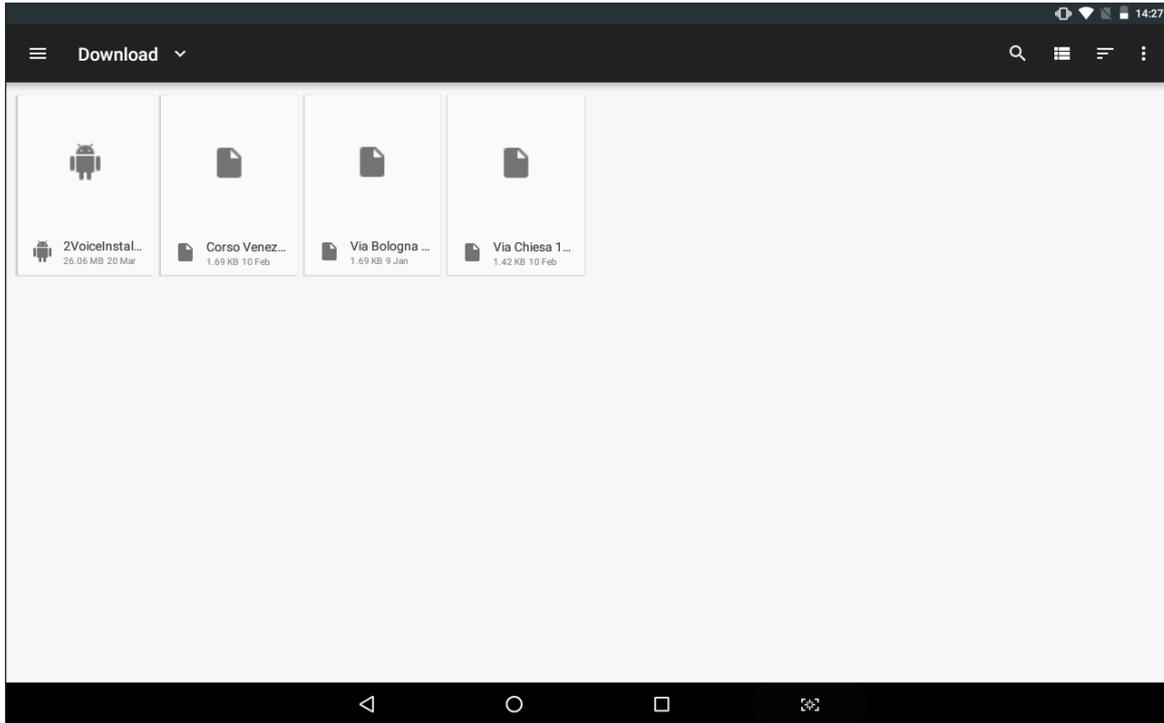
3.4 IMPORTING AN EXISTING PROJECT

Import allows you to open a project file created by another installer account via the 2Voice Installer Tools app.

WARNING! To import a project it is necessary for the installer who created the project to export the project file using the appropriate function and share it with the installer who needs to import it into his account (for more details see chap. “[Export](#)”). In addition to the project file, the password must also be shared to allow the file to be opened.

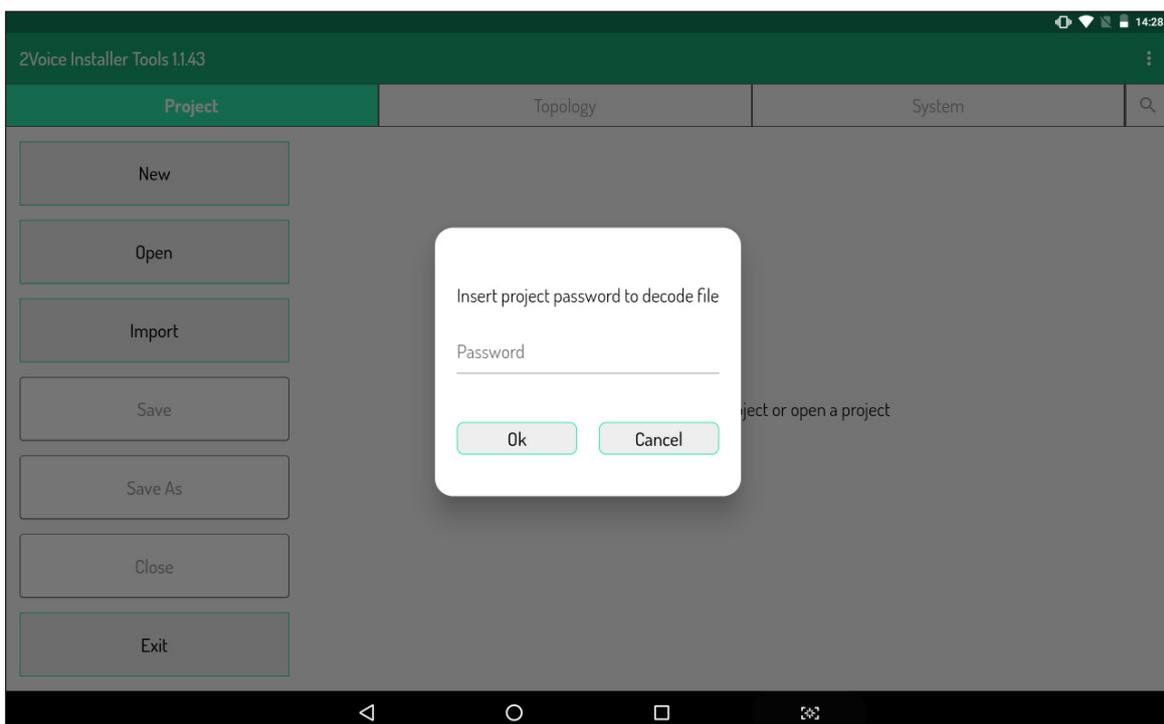
To import a project, follow the steps below.

1. In the screen of the tab “**Project**” tab, press the “**Import**”, the App will display the following screen:



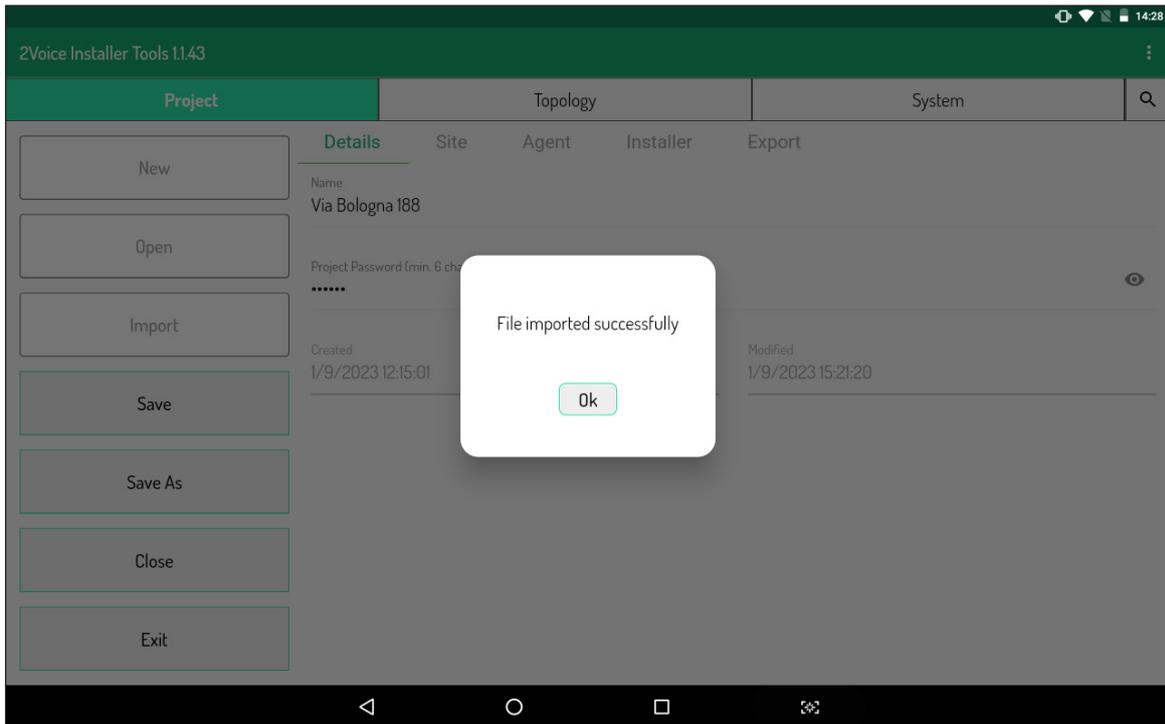
2. A screen opens in which you can select the path within the tablet’s internal memory where the project file, with the extension **.2vit**, to be imported is located.
3. Select the project file to import it. The following screen appears:

 In this example, the file “**Via Bologna 188-20230109-1532.2vit**”.

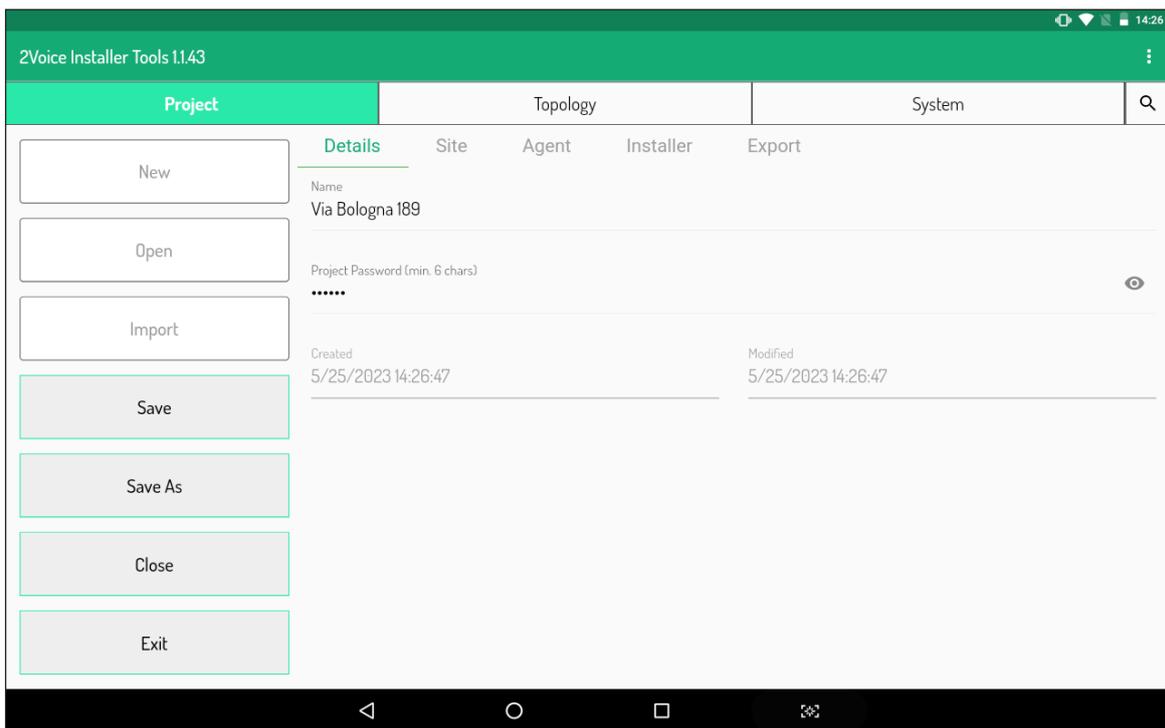


4. Enter the password to import the project file, then press “OK”.

WARNING! The project password must be shared with the installer account that imports the project file.



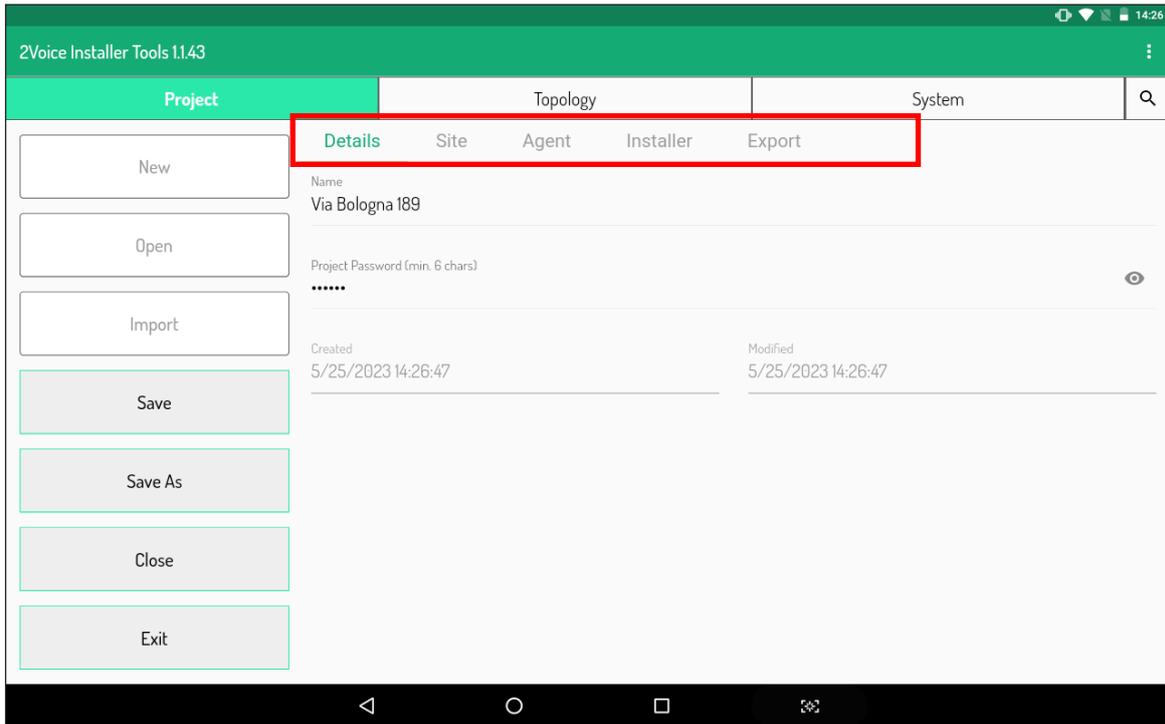
5. The project file was imported correctly. Press the “OK” button to close the pop-up window.



6. By pressing the “Save” or “Save As” button you can save the project file to the Urmet Cloud by associating it with the installer account to which the import was made.

3.5 PROJECT FILE MANAGEMENT

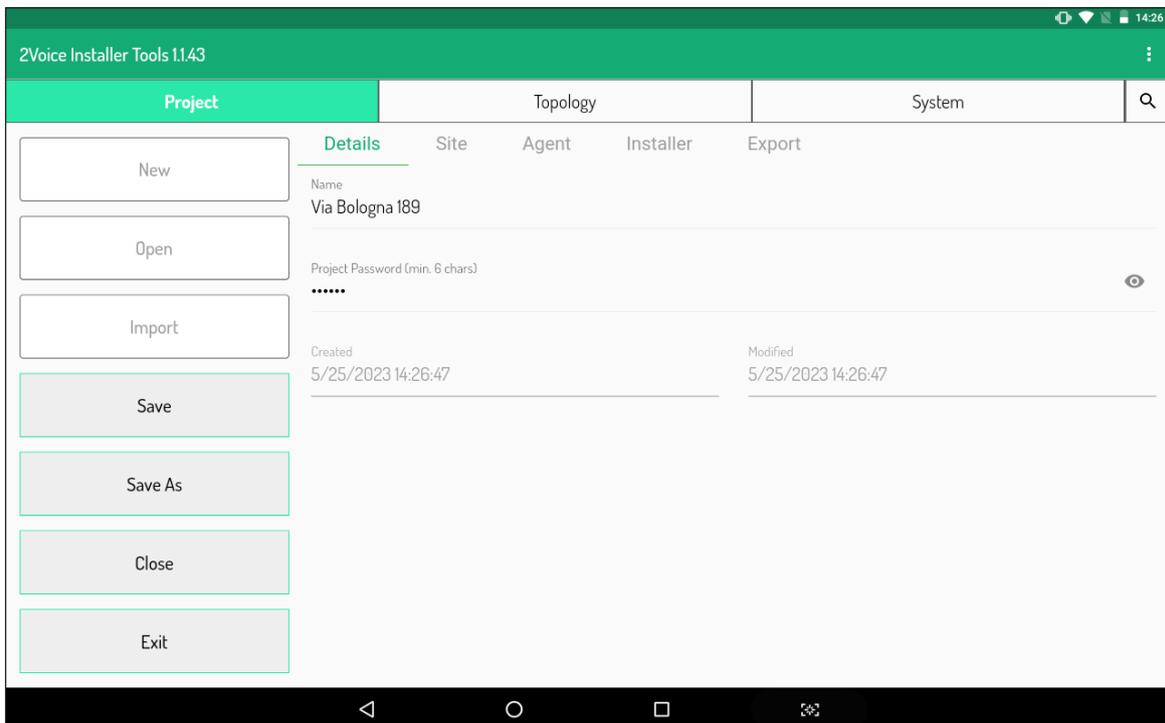
When a project is created, opened or imported, the “**Project**” tab screen displays a submenu with several items, related to the current project.



The various items that make up the submenu of the “**Project**” tab are described in detail below.

3.5.1 DETAILS

The “**Details**” tab is displayed by default when creating, opening or importing a project.



In this screen, it is possible to change some project-related parameters such as: the project name, the project password, as well as being able to view the date the project was created and the date of the last change made.

 Clicking on the icon  displays the password entered.

3.5.2 SITE

Clicking on “**Site**” displays the following screen.

The screenshot shows the '2Voice Installer Tools 1.1.43' application. The top bar is green with the title '2Voice Installer Tools 1.1.43' and a search icon. Below the top bar is a navigation bar with three tabs: 'Project' (highlighted in green), 'Topology', and 'System'. Underneath this is another navigation bar with five options: 'Details', 'Site' (highlighted in green), 'Agent', 'Installer', and 'Export'. On the left side, there is a vertical menu with seven buttons: 'New', 'Open', 'Import', 'Save', 'Save As', 'Close', and 'Exit'. The main area contains several input fields: 'Address', 'Zip Code', 'City', 'Province', and 'Country'.

In this screen you can enter information about the building to which the project is linked.

3.5.3 AGENT

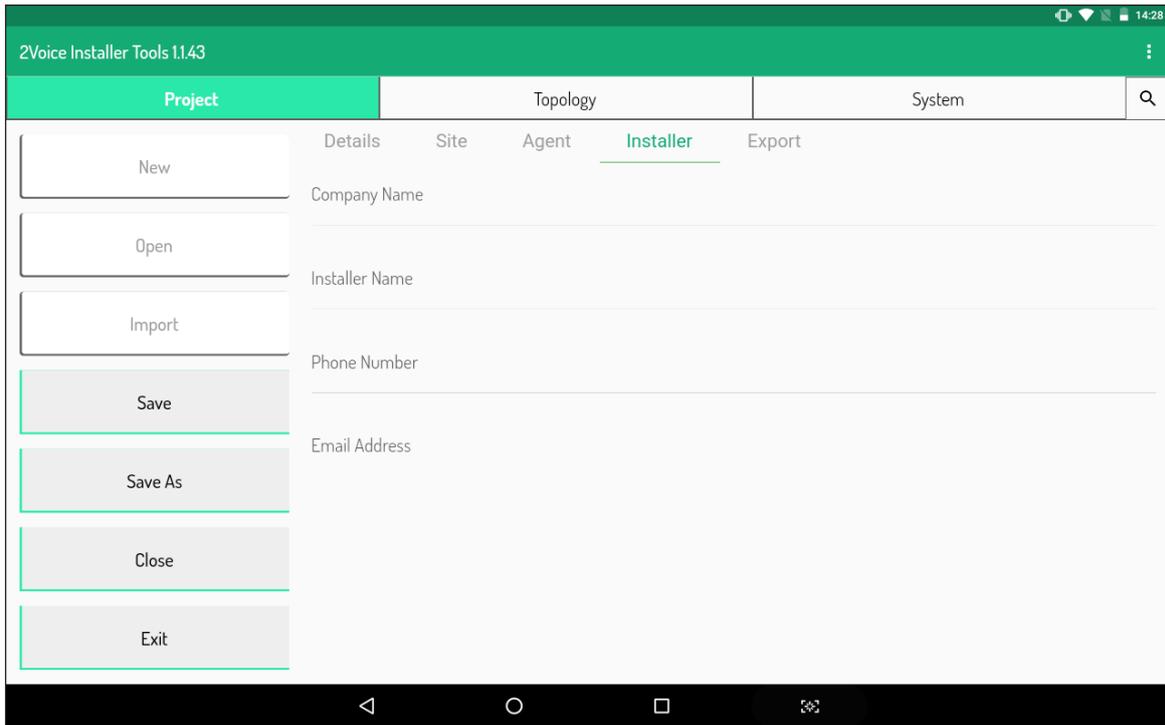
Pressing on the “**Agent**” item displays the following screen.

The screenshot shows the '2Voice Installer Tools 1.1.43' application. The top bar is green with the title '2Voice Installer Tools 1.1.43' and a search icon. Below the top bar is a navigation bar with three tabs: 'Project' (highlighted in green), 'Topology', and 'System'. Underneath this is another navigation bar with five options: 'Details', 'Site', 'Agent' (highlighted in green), 'Installer', and 'Export'. On the left side, there is a vertical menu with seven buttons: 'New', 'Open', 'Import', 'Save', 'Save As', 'Close', and 'Exit'. The main area contains several input fields: 'Company Name', 'Agent Name', 'Phone Number', and 'Email Address'.

In this screen you can enter information concerning the information regarding the agent who commissioned the project.

3.5.4 INSTALLER

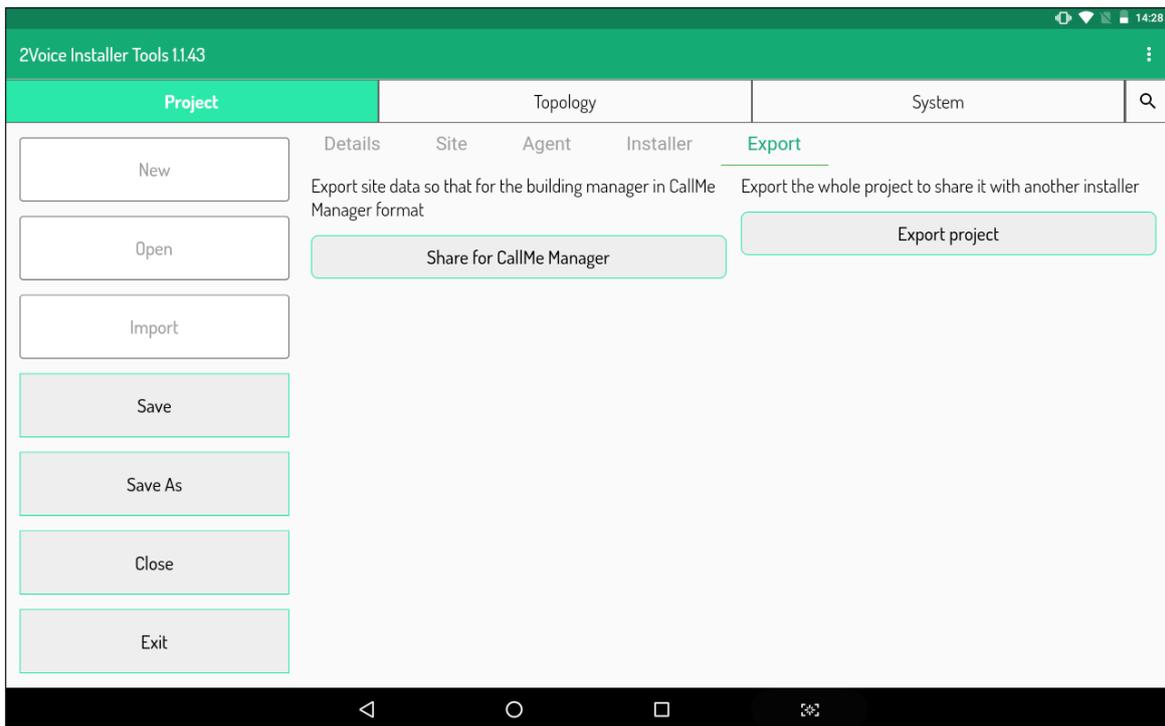
Pressing on the “Installer” item displays the following screen.



In this screen you can enter information regarding the installer who created the project file.

3.5.5 EXPORT

Clicking on “Export” displays the following screen.



In this screen you can export the project file. Two types of export are possible:

- **Export for CallMe Manager:** generates a **.KXML** file to be shared with the condominium administrator, in order to automatically populate the apartment master data once it has been imported to the CallMe Manager app (for more details please refer to the [“CallMe Manager app user guide”](#)).
- **Export project:** generates a **.2vit** file to be shared with another installer to import into your own account on the 2Voice Installer Tools application (for more details refer to the chapter [“Importing an existing project”](#)).

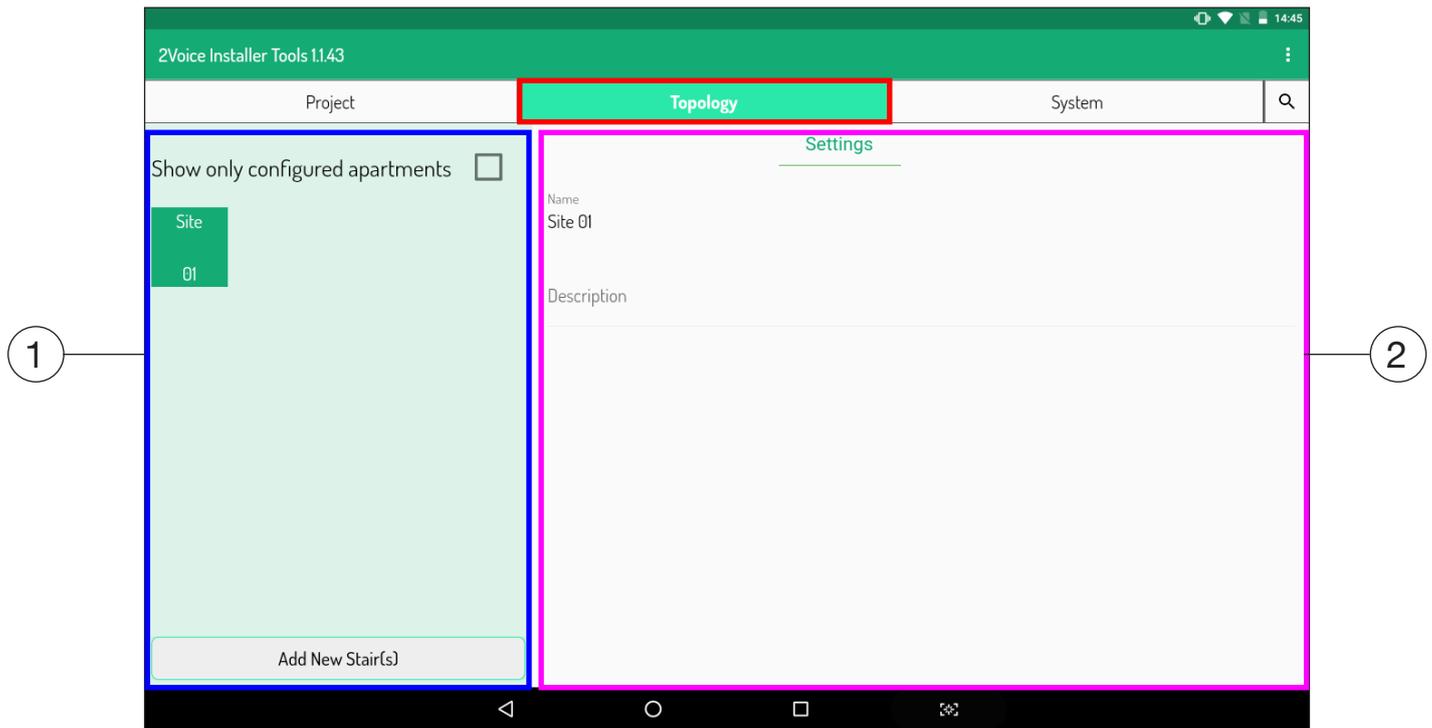
After selecting an export type, the 2Voice Installer Tools app opens a pop-up that allows you to select a third-party application (that has been previously installed on the Tablet) to send the project file to be shared.

WARNING! Export should only be carried out after the project topological has been defined (for more details please refer to the next chapter).

4. TOPOLOGY

After creating a project, it is necessary to define its topology, i.e. to define the topological nodes and the devices to be placed within them.

To define the topology of the current project, click on the “**Topology**” tab, the app will display the following screen:



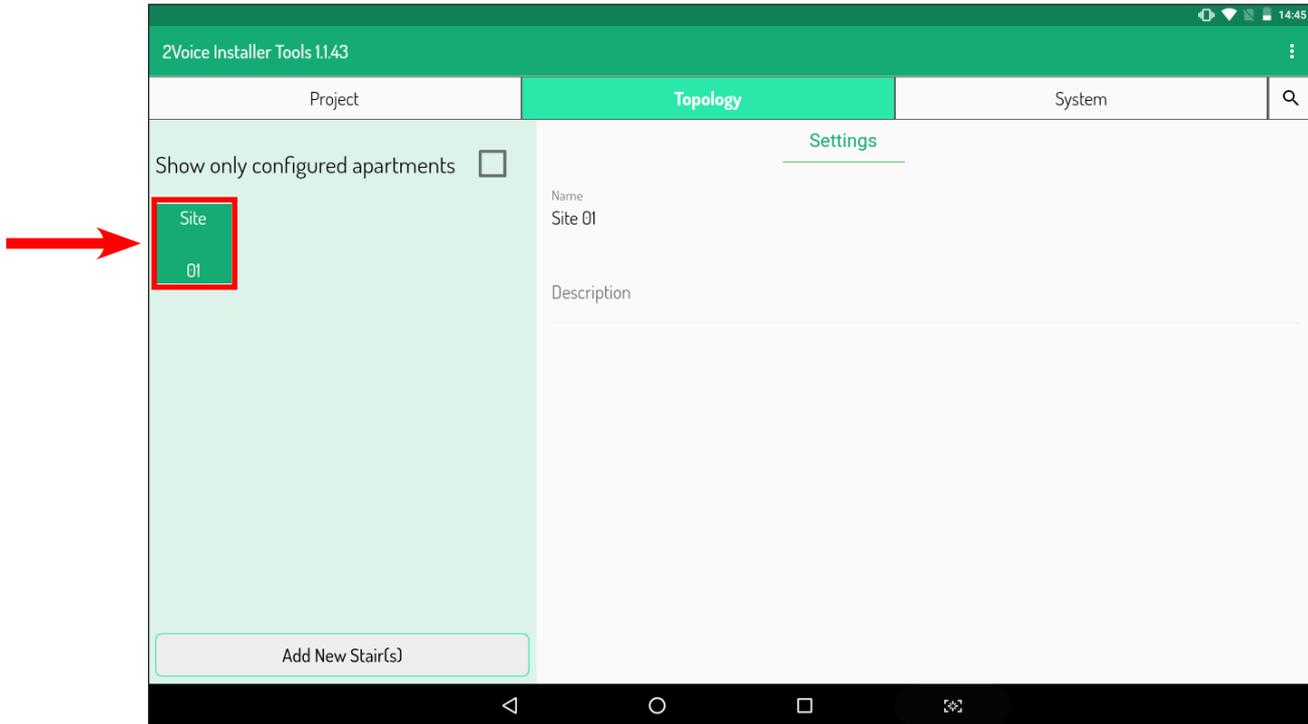
Below is the meaning of the various sections of the screen displayed:

1. Navigation module allowing the selection, addition and removal of various topological nodes.
2. Configuration module allowing the parameters of the selected topological node to be set. The configuration parameters differ depending on the topological node. In the case of “**Site**” (default display), only the “**Settings**” parameter is visible.

4.1 DEFINITION OF TOPOLOGY

The topology in a 2Voice system consists of the following topological nodes: **Site**, **Staircase** and **Apartment**. In each project there is only one **Site** that can contain up to a maximum of **32 Staircases** (risers) and each Staircase can contain up to a maximum of **127 Apartments**.

When a new project is created, a Site named “**Site 01**” is automatically created in the navigation module.



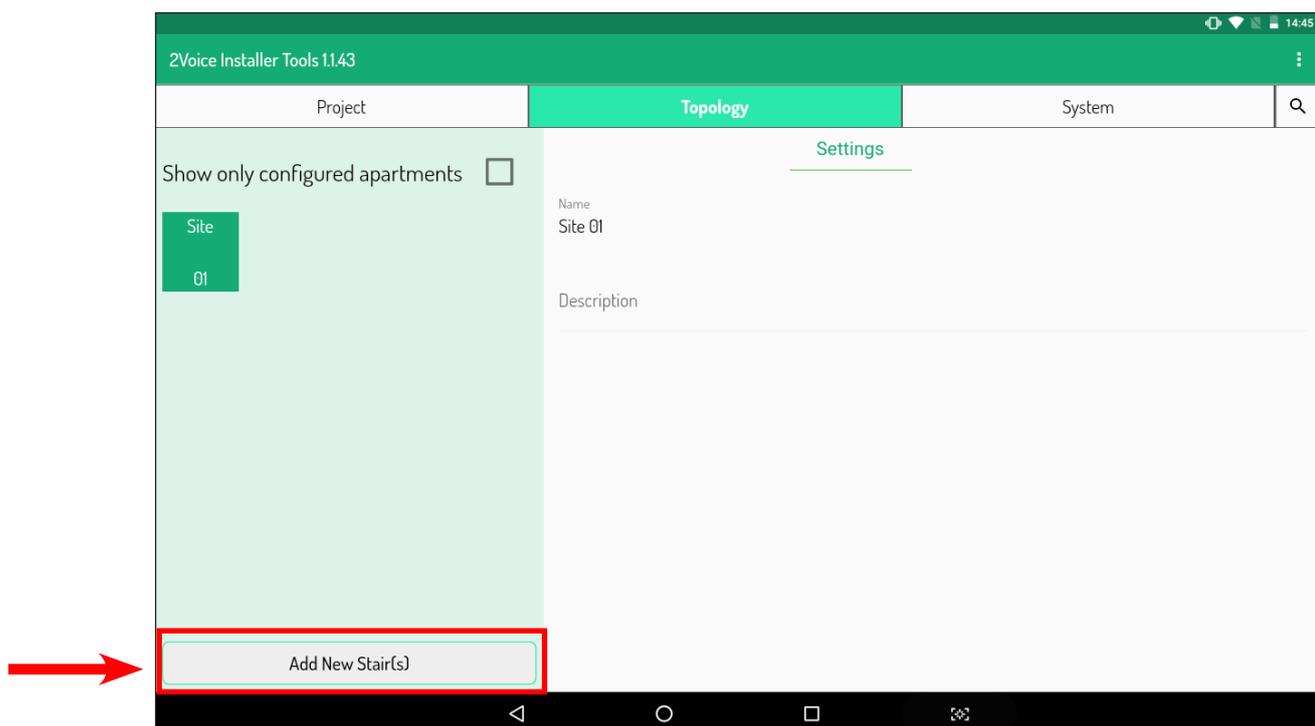
As “**Site 01**” is the only existing topological node, it is automatically selected in the navigation form.

You can change the name of the site in the “**Name**” field and possibly enter a meaningful description in the “**Description**” field.

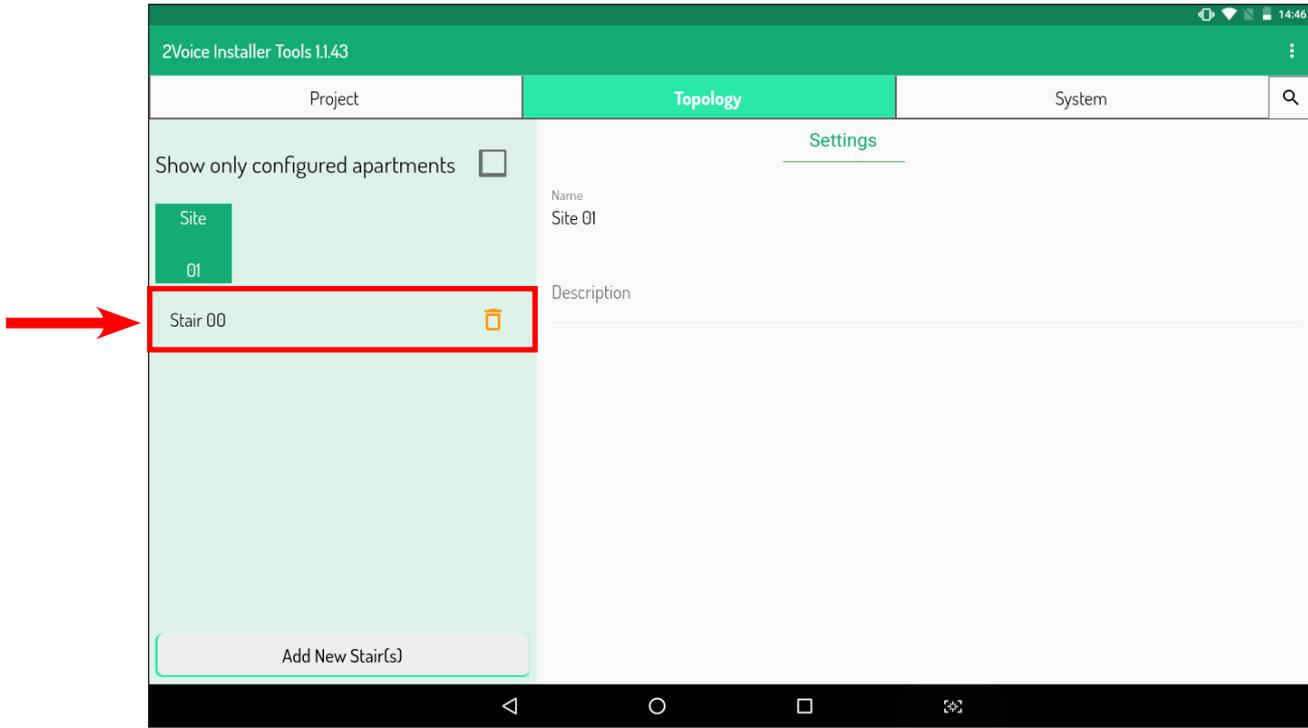
Next, to define the topological, it is necessary to enter the number of **Staircases** and **Apartments** in the system.

4.1.1 INSERTION OF STAIRCASE NODES

Press the “**Add New Staircases**” button to add a Staircase topological node to “**Site 01**”.

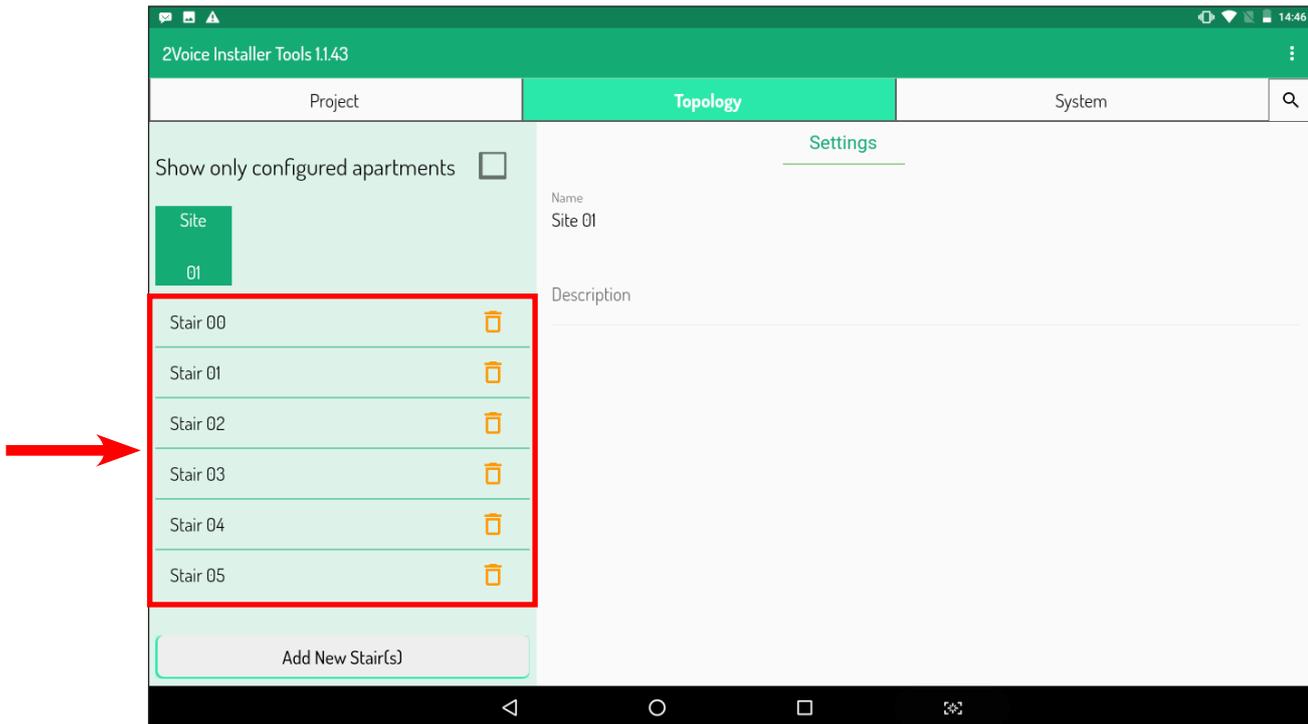


The added Staircase is displayed with the default name “**Staircase 00**” in the navigation module.



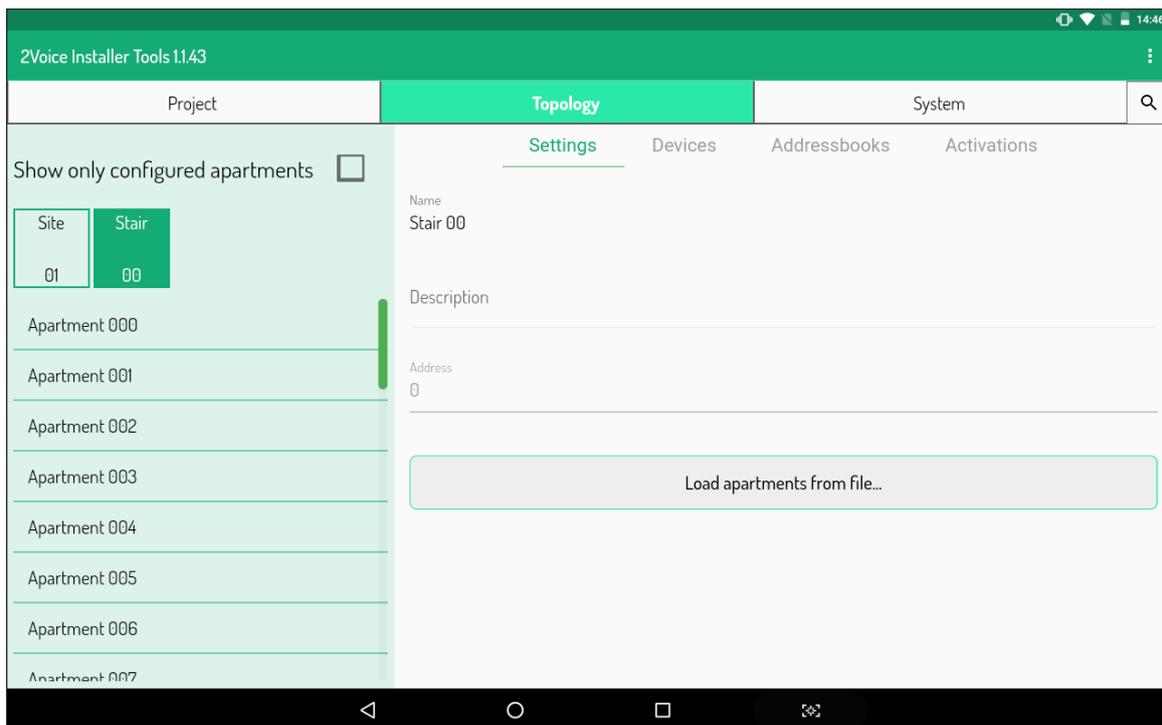
A maximum of 32 Staircases can be added to the topological node Site. Press the “**Add New Staircases**” button again to add more stairs.

WARNING! Each column in the system must refer to a different Staircase in the 2Voice Installer Tools app.



You can delete a Staircase by pressing the icon  relative to the staircase you wish to remove.

Select a staircase by pressing on the relevant heading in the navigation form, in the example below “**Staircase 00**” was selected.



The 127 default, non-configured apartments in the staircase are displayed in the navigation module.

In the configuration form, it is possible to change the name of the staircase in the “**Name**” field and possibly enter a meaningful description in the “**Description**” field.

4.1.2 APARTMENT MASTER DATA

After adding the staircase nodes to the topology, it is necessary to populate the apartment master of all “**Staircase**” topological nodes in the project.

If one of the call stations listed below is present in the system, it is possible to populate the apartment master data file automatically.

- **Alpha** call module (Audio door unit Ref. 1083/38 or audio with CCTV Ref. 1083/39 or audio video 1083/48, display module Ref. 1168/1 and numeric keypad module Ref. 1168/46).
- **Sinthesi S2** call module Ref. 1083/13 and /1083/19.
- **Sinthesi Steel** call module Ref. 1083/14
- **Elekta** call module Ref. 1083/15 and 1083/25
- **Elekta Steel** call module Ref. 1083/12, 1083/16 and 1083/27
- **Mikra plus** panel Ref. 1784/3
- **Mikra digital** panel Ref. 1784/4
- Panel configurable via **VisiosoftWeb** (French market)

If, on the other hand, there is a call station that does not appear in the list, it is necessary to populate the apartment master data file manually. In that case, press the following link “[Panels not listed](#)”.

The call station configuration file must be used to automatically populate the master data.

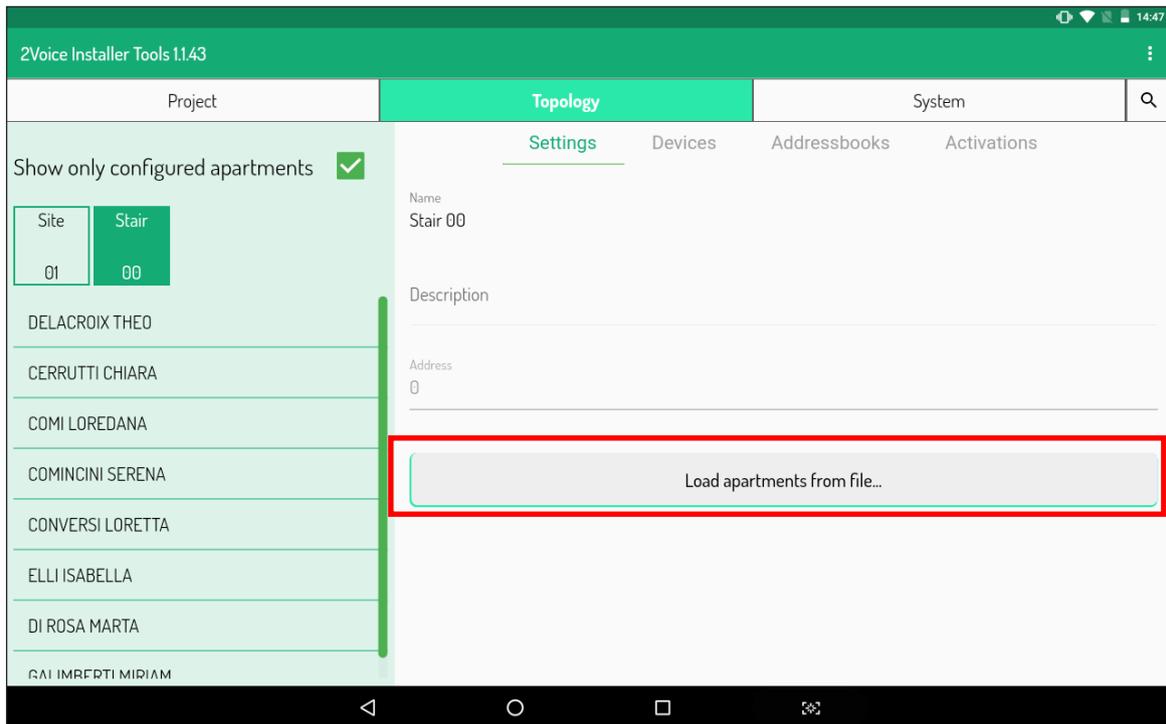
- Files with a “.json” extension for the **Alpha**, **Mikra plus** and **Mikra digital** call stations.
- Files with “.xml” extension for **Sinthesi** and **Elekta** call stations.
- In the case of **VisiosoftWeb**, please refer to the software documentation.

To download the call station configuration file, please consult the configuration booklet by clicking on the relevant call station link.

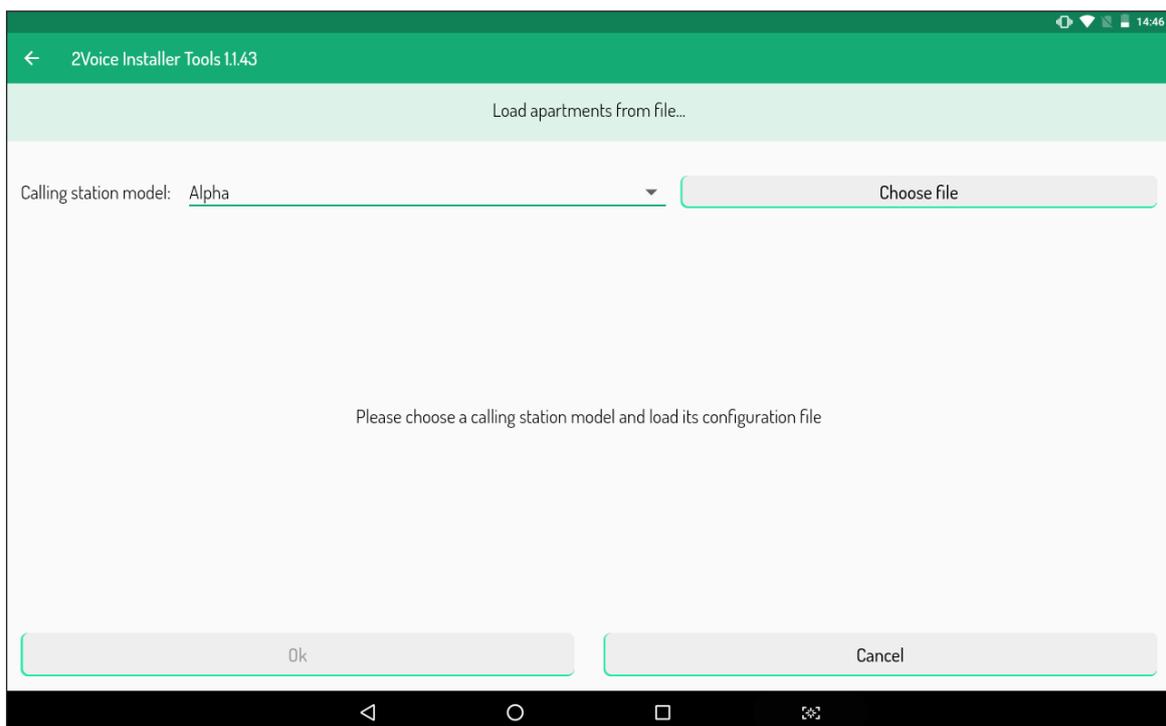
In the case of the Alpha button panel with buttons (without display), press the following link “[Alpha panel with buttons](#)”.

MIKRA PLUS AND DIGITAL CALL MODULES AND PANELS

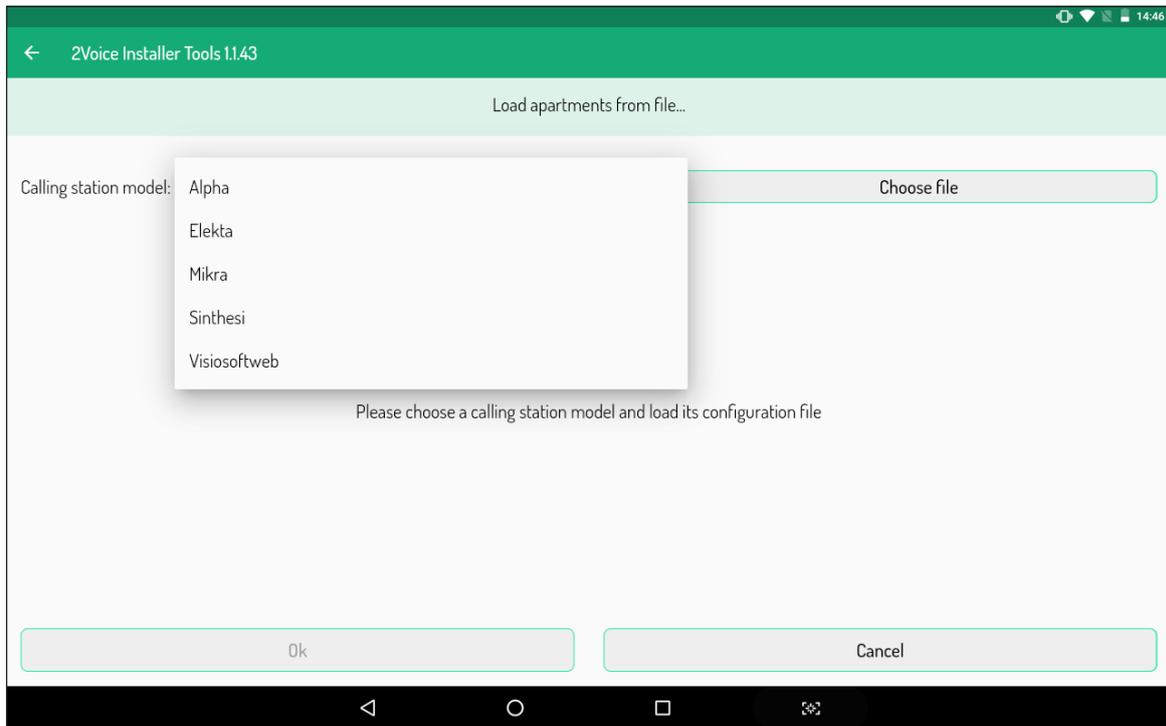
1. Download the call station configuration file to the tablet where you are using the 2Voice Installer Tools app.
2. On the app, select in the navigation module the staircase on which you want to import the configuration and press the **“Load apartments from file...”** button.



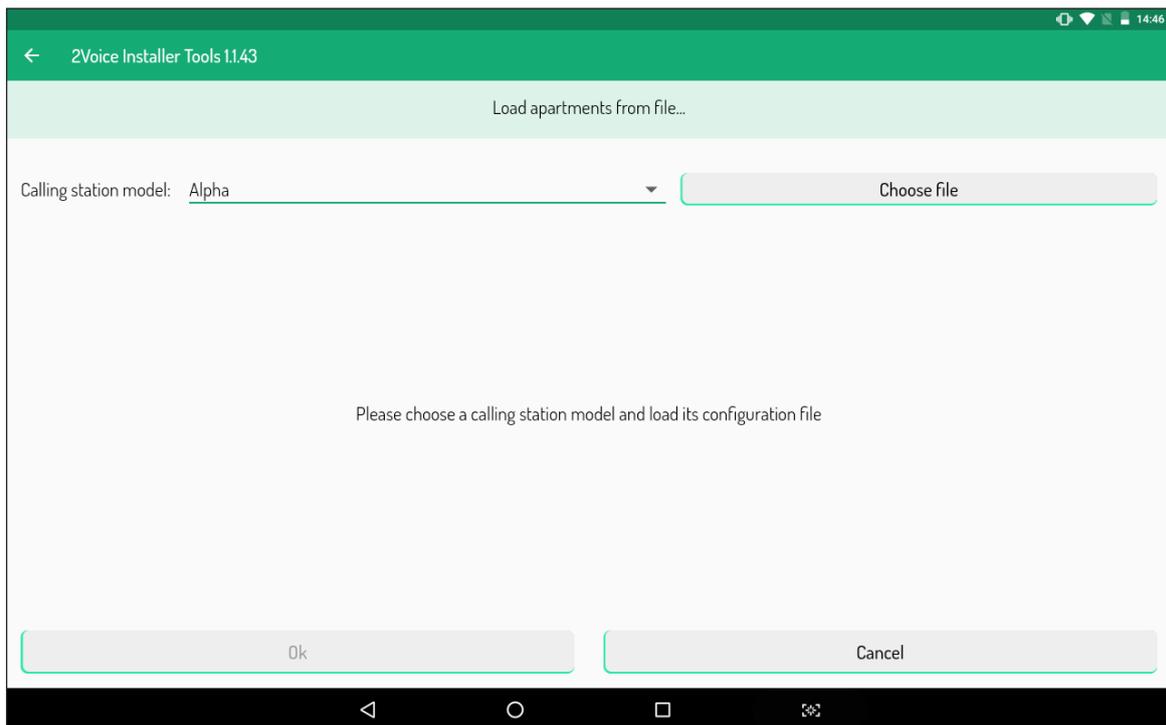
3. The following screen appears on the app.



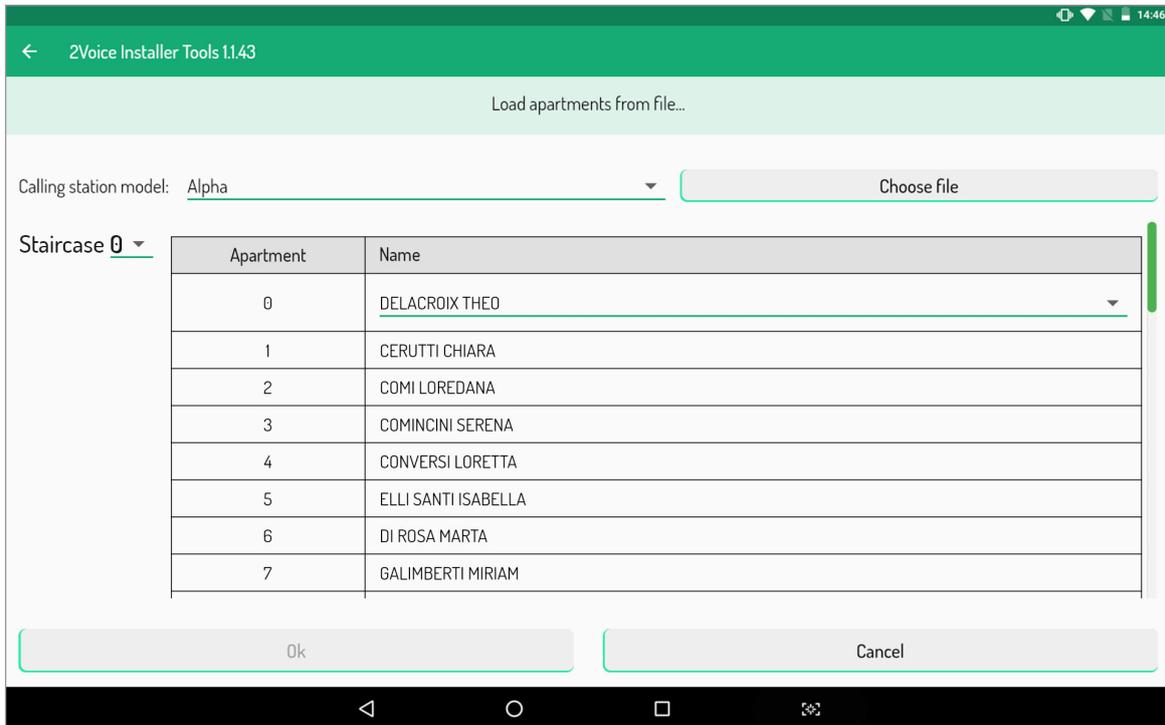
4. In the field “**Calling station model**” select the call station in the system from the drop-down menu. In this example, the **Alpha** calling module was selected.



5. Press the “**Choose file**” button and select the configuration file previously downloaded to the tablet.

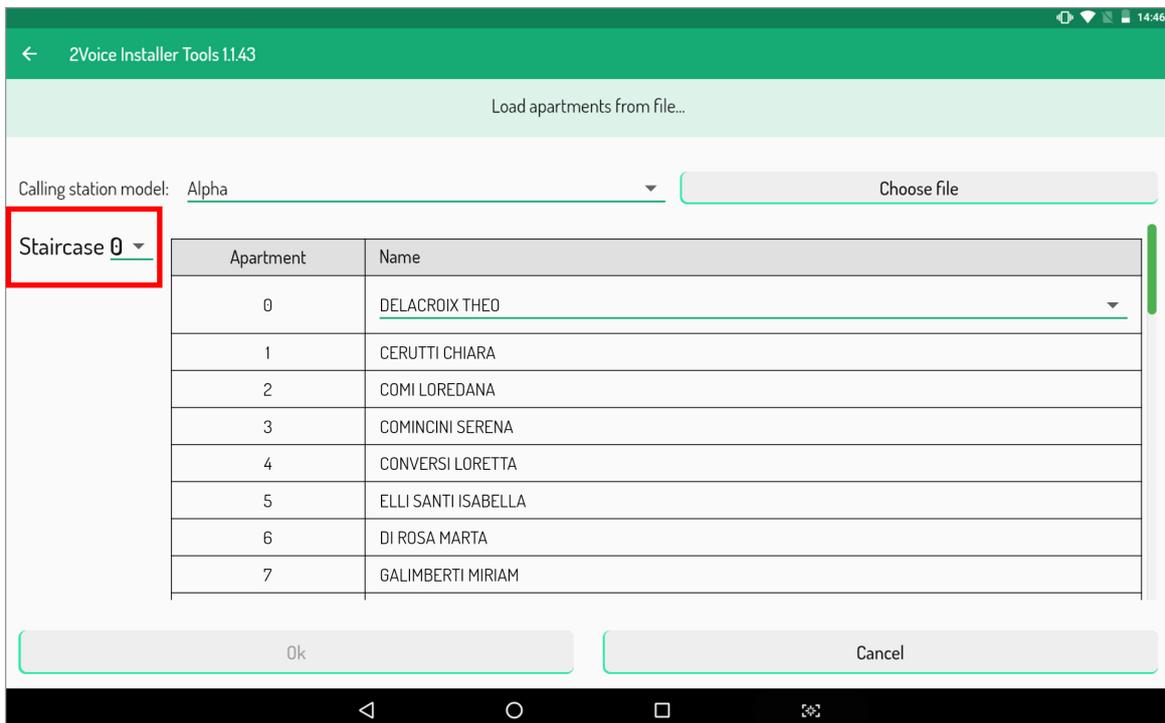


6. Once the file is loaded, the following screen appears.

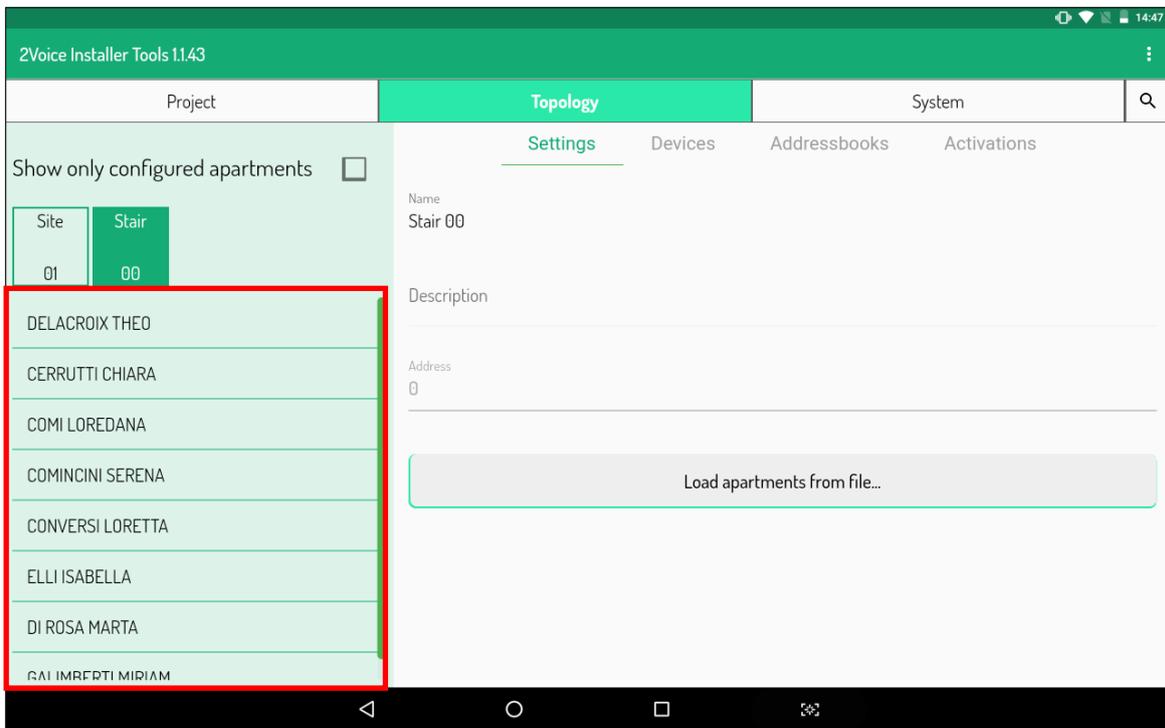


7. The table shows the number of the apartment and the name of each user in the staircase.

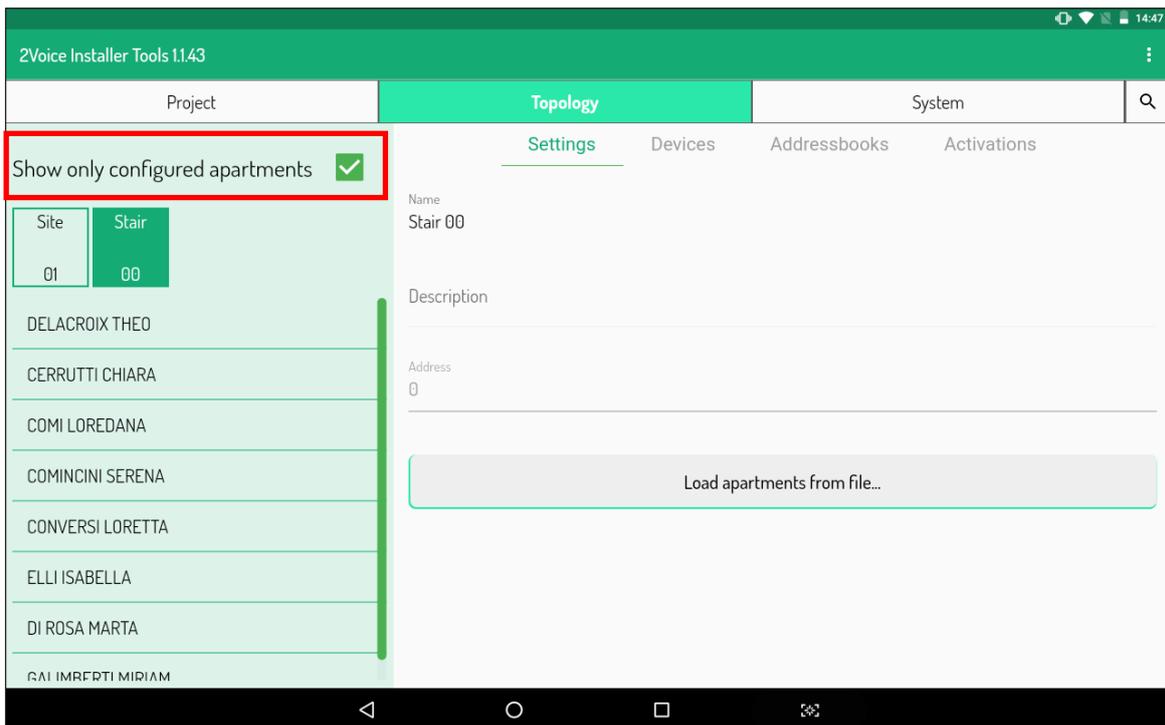
8. If the configuration file includes the master data of several staircases (mounted columns), it is necessary to select the number of the staircase whose apartment names you wish to import. Select the staircase number from the drop-down menu next to the word “**Staircase**”.



9. Press the “**OK**” button to import the configuration into the apartments in the selected staircase node.



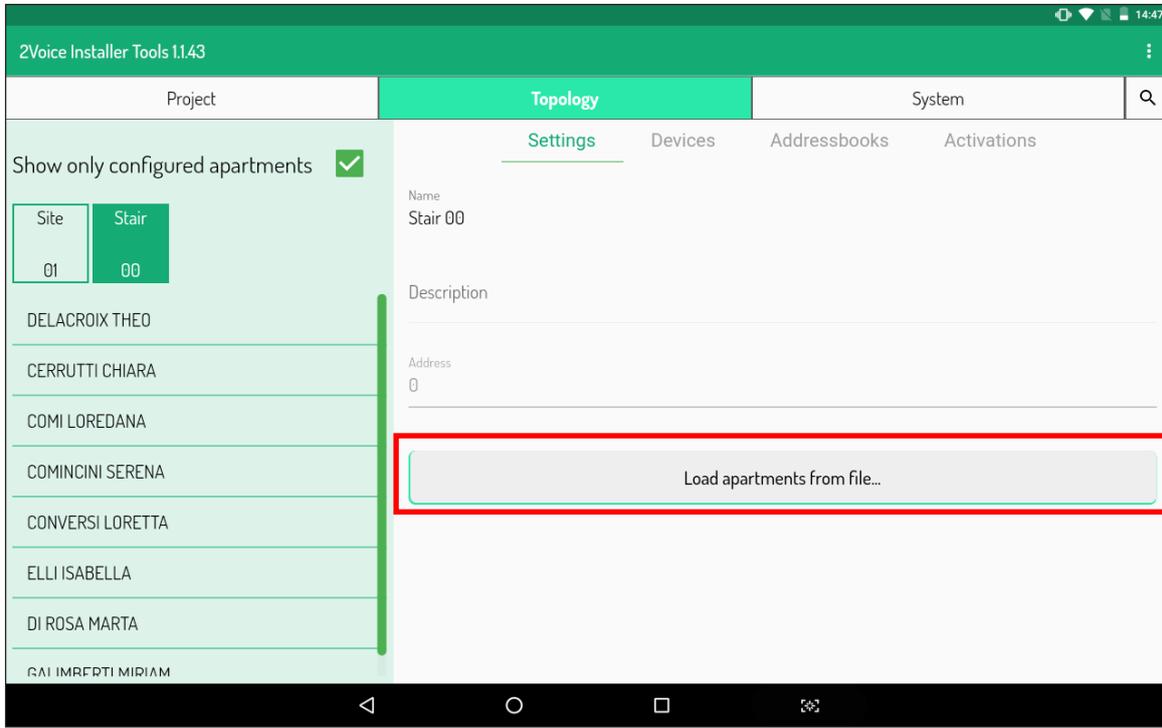
10. By ticking **“Show only configured apartments”** it is only possible to display apartments with users in the navigation module.



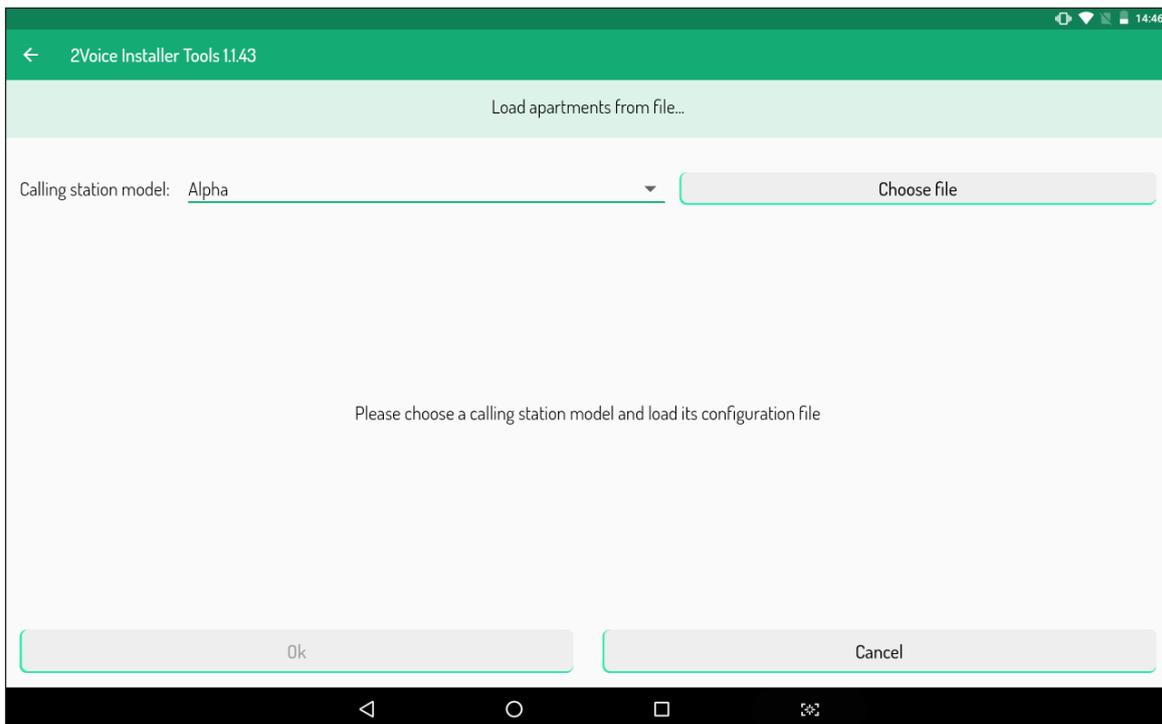
11. After importing the master data, go to the chapter [“Adding a multi-user call forwarding device Ref. 1083/83 in a staircase node”](#).

ALPHA PANEL WITH BUTTONS (WITHOUT DISPLAY)

1. If there is an Alpha call station in the system (Audio door unit Ref. 1083/38 or audio with CCTV Ref. 1083/39 or audio video Ref. 1083/48 and only 4- or 8-button key modules Ref. 1168/4 or /8, without any display) only the apartments in the installation can be imported automatically.
2. Download the call station configuration file to the tablet where you are using the 2Voice Installer Tools app.
3. On the app, select in the navigation module the staircase on which you want to import the configuration and press the **“Load apartments from file...”** button.

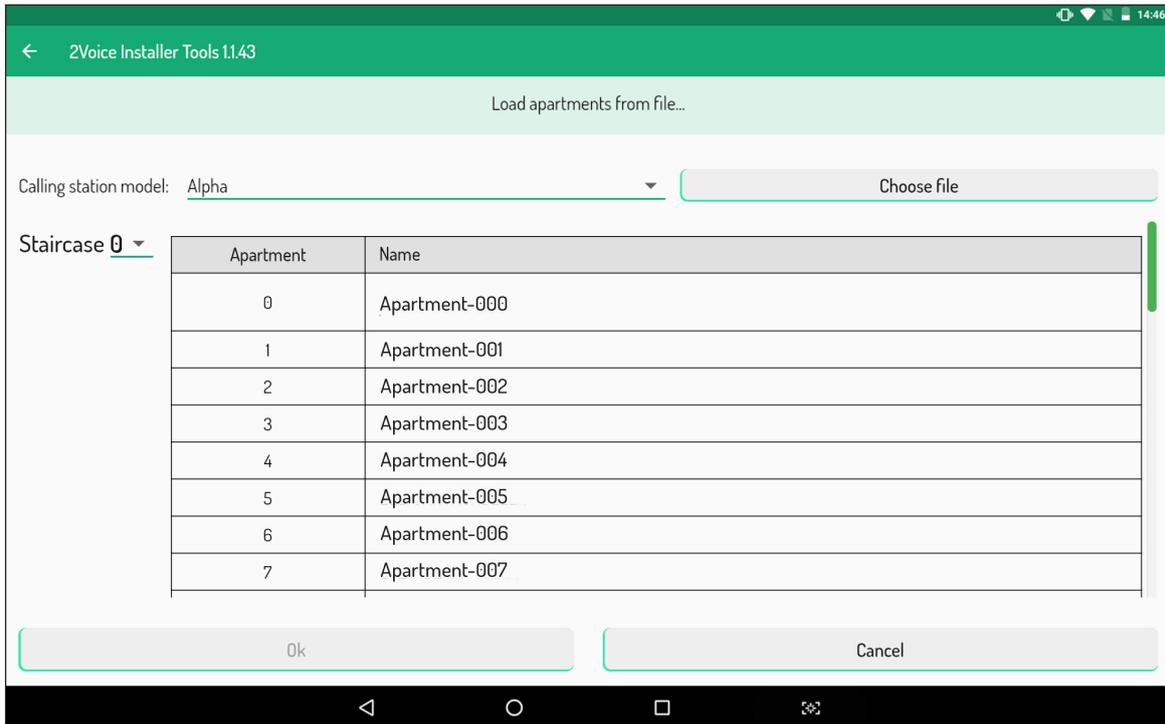


4. The following screen appears on the app.



5. In the **“Call station model”** field, select the call station **“Alpha”** from the drop-down menu.

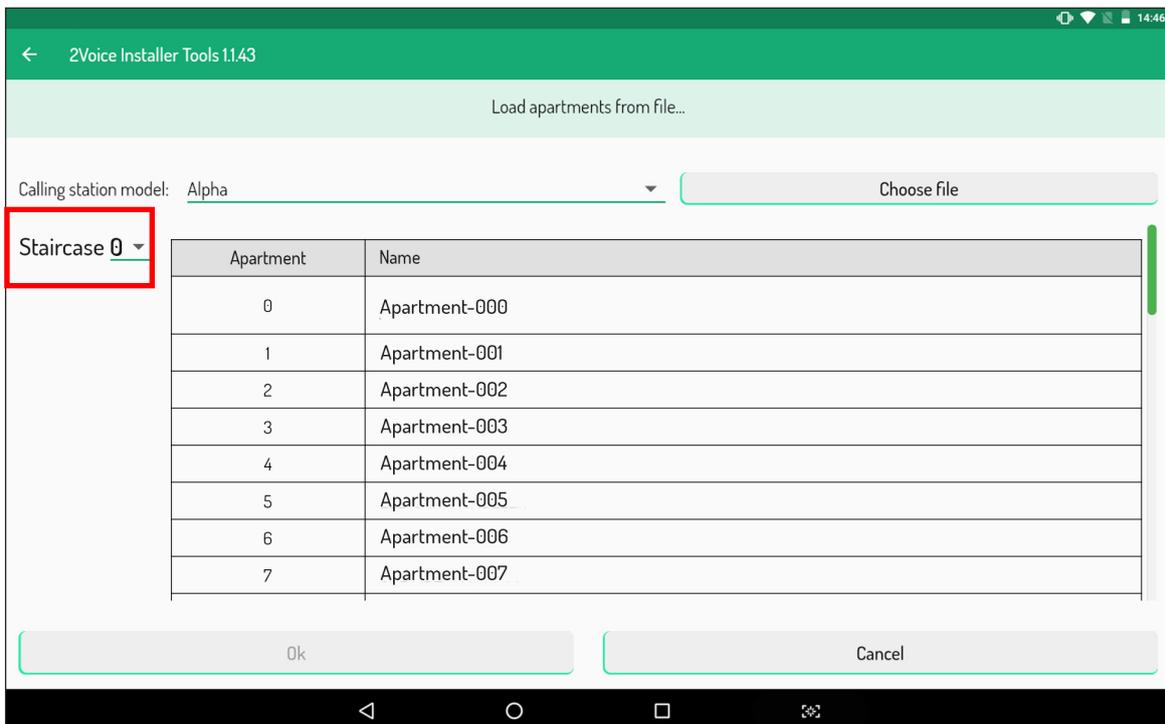
6. Press the “**Choose file**” button and select the configuration file previously downloaded to the tablet. Once the file is loaded, the following screen appears.



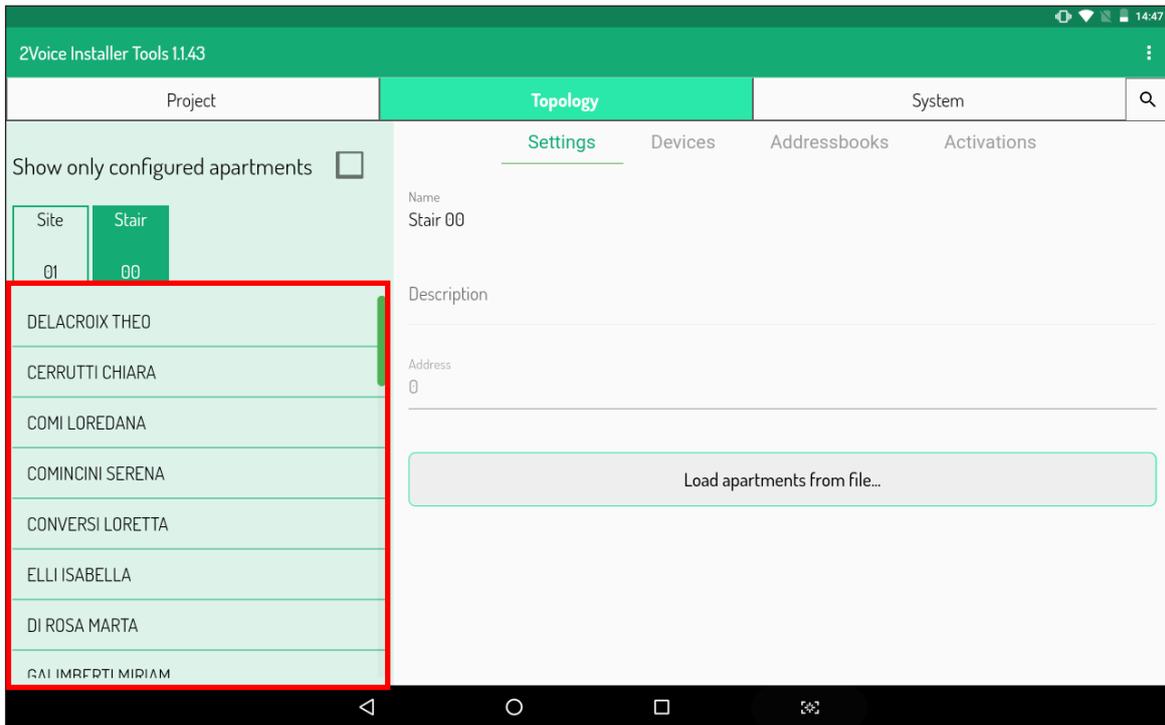
7. The table shows the apartment number and the words **Apartment-(N)*** in the Name column indicate the only apartments in the system.

(*) **N** is the apartment number which may vary from 000 up to 126

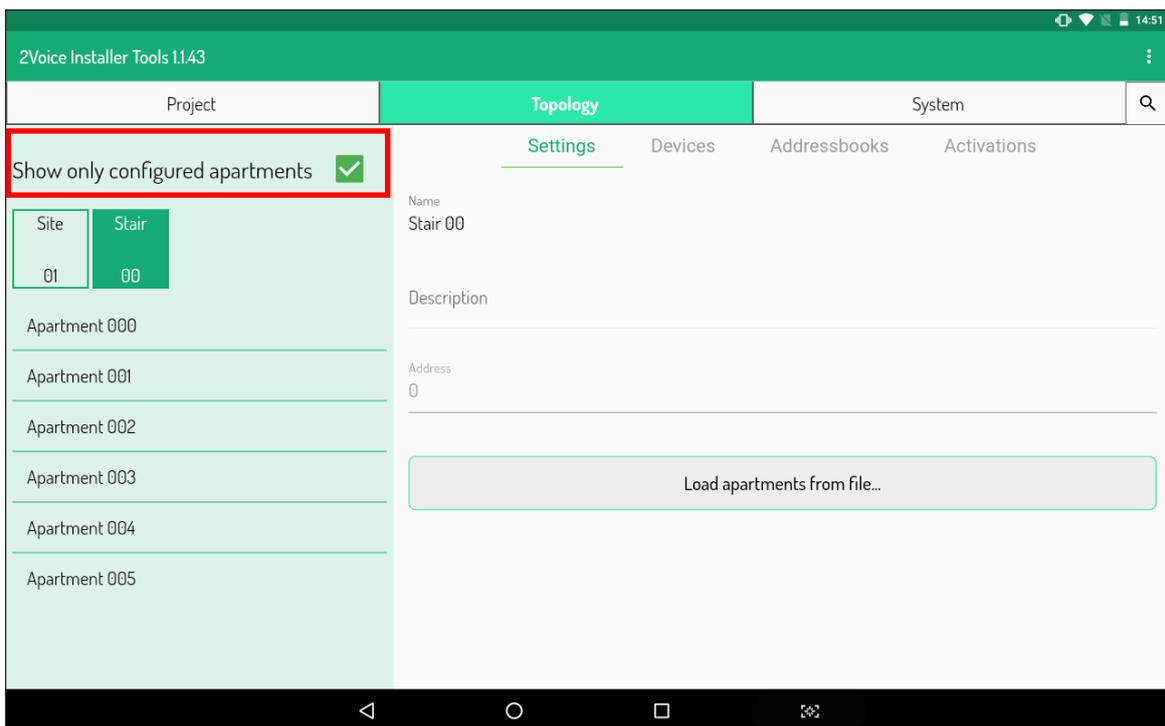
8. If the configuration file includes the master data of several staircases (mounted columns), it is necessary to select the number of the staircase whose apartment names you wish to import. Select the staircase number from the drop-down menu next to the word “**Staircase**”.



9. Press the “**OK**” button to import the configuration into the apartments in the selected staircase node.

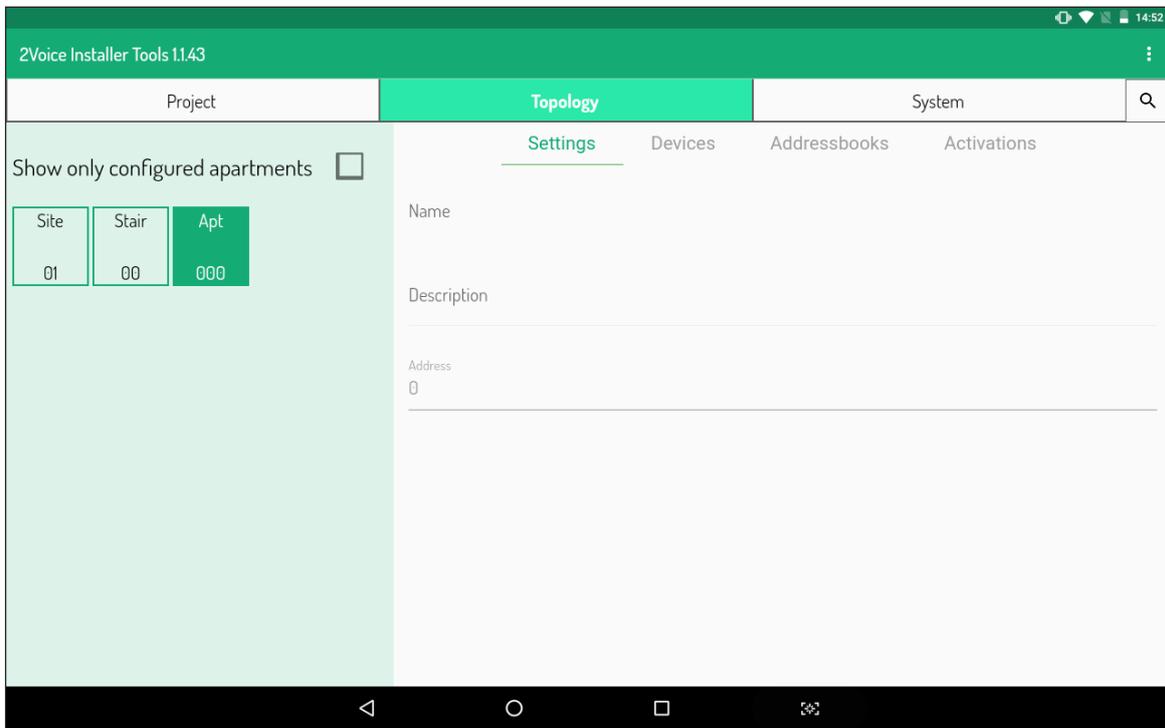


10. By ticking “**Show only configured apartments**”, only existing apartments can be displayed in the navigation module.

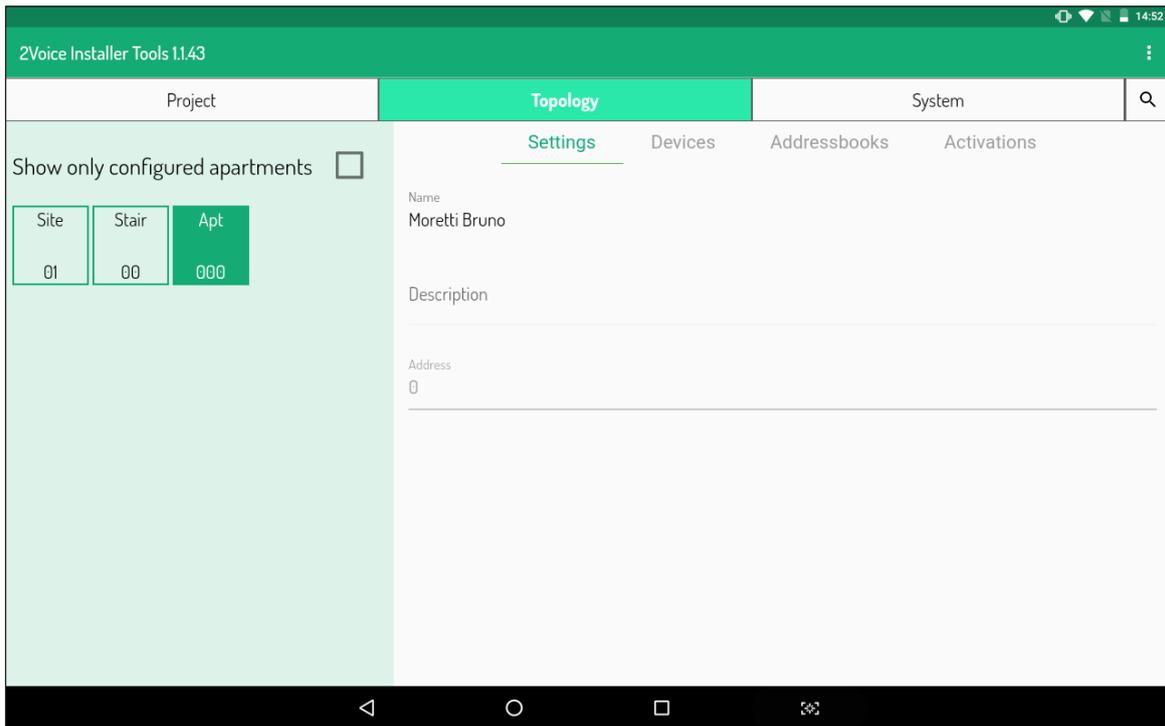


11. After importing the configuration, it is necessary to fill in the apartment master data manually.

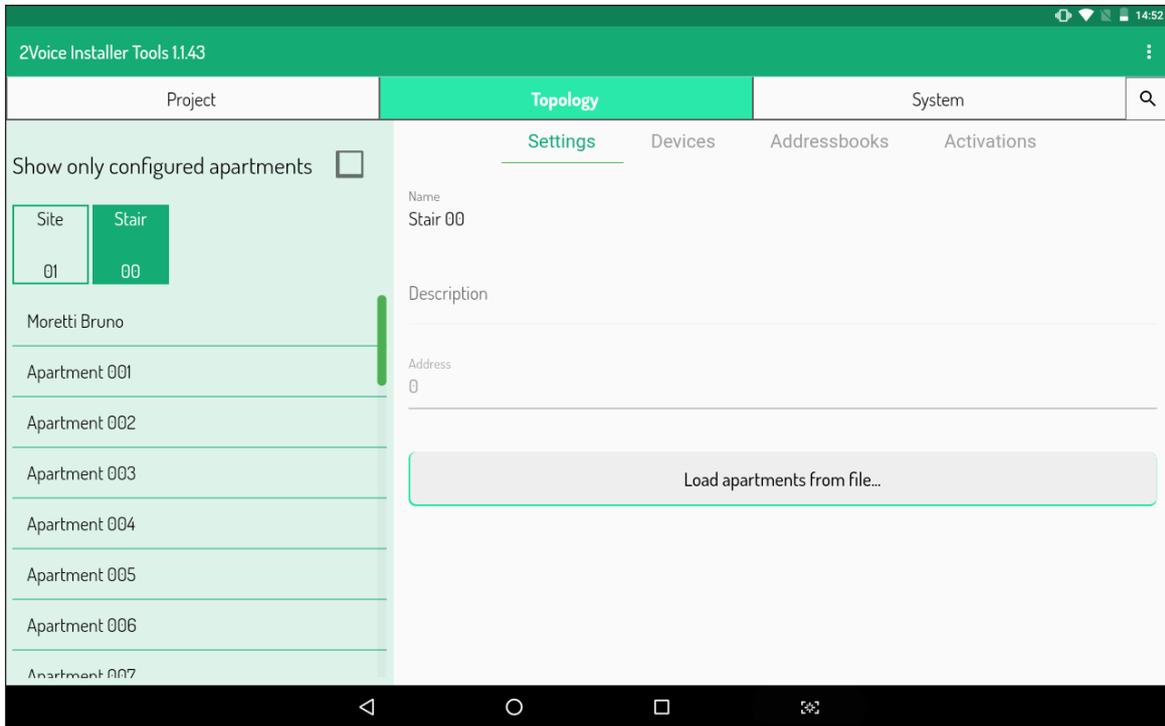
12. Use the navigation form to select one of the apartments in the staircase node. In the following example, “**Apartment-000**” was selected.



13. In the field **"Name"** delete the present wording and enter the name of the user associated with the address of the apartment.



14. In the navigation form, select the staircase node where the apartment is located.

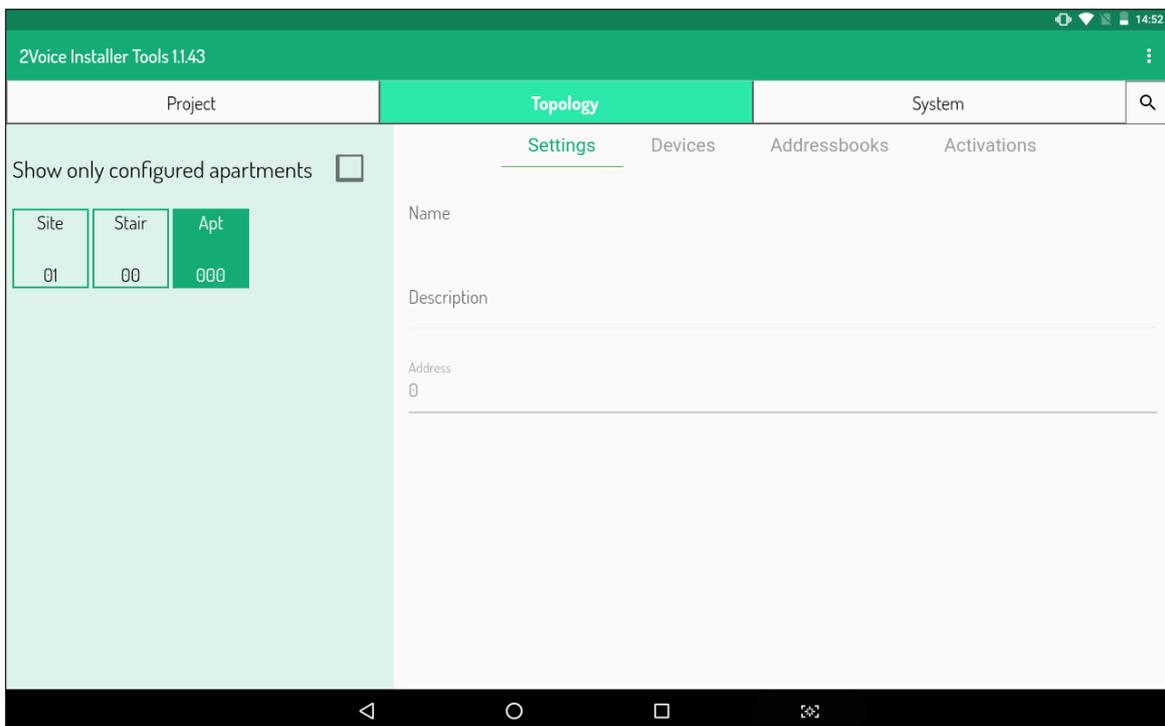


15. Repeat steps 12, 13 and 14 for all apartments in the staircase.

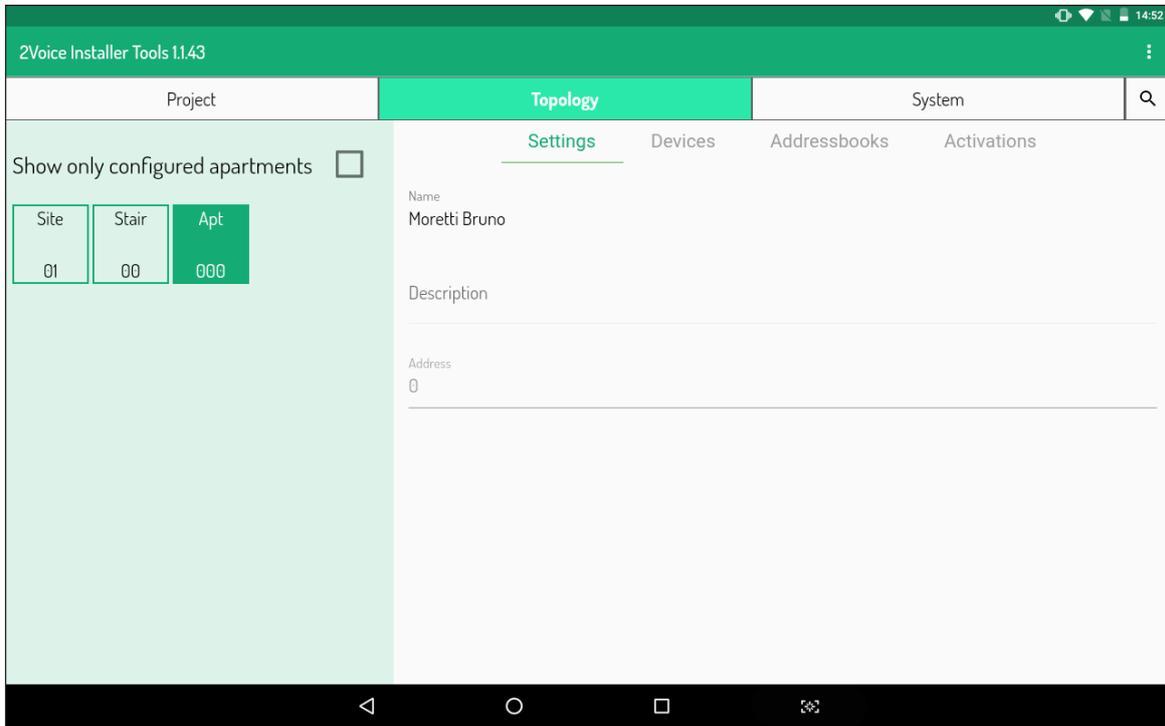
16. After the update on the apartment master data, go to chapter “[Adding a device multi-user call forwarding Ref. 1083/83 in a staircase node](#)”.

UNLISTED PANELS (E.G. SINTHESI STEEL, SINTHESI S2, ETC.)

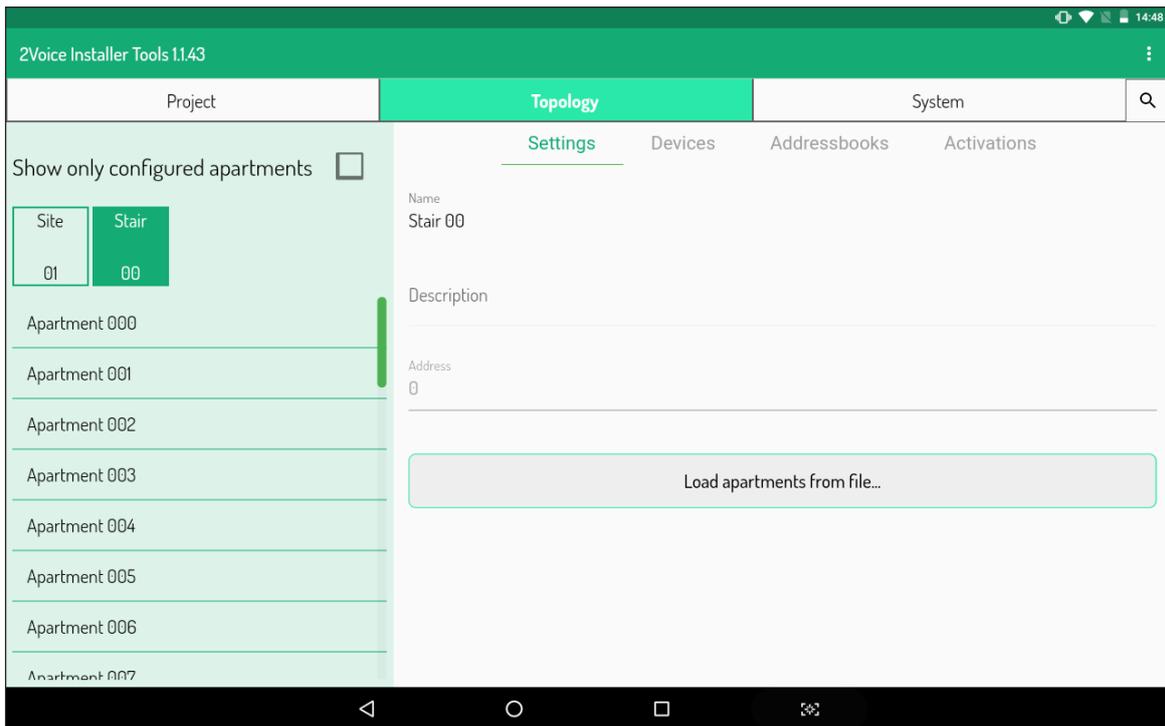
1. If none of the call stations listed above are present, it is necessary to manually configure the apartment master data in the staircase node.
2. Use the navigation form to select one of the apartments in the staircase node. In this example, “**Apartment 000**” was selected.



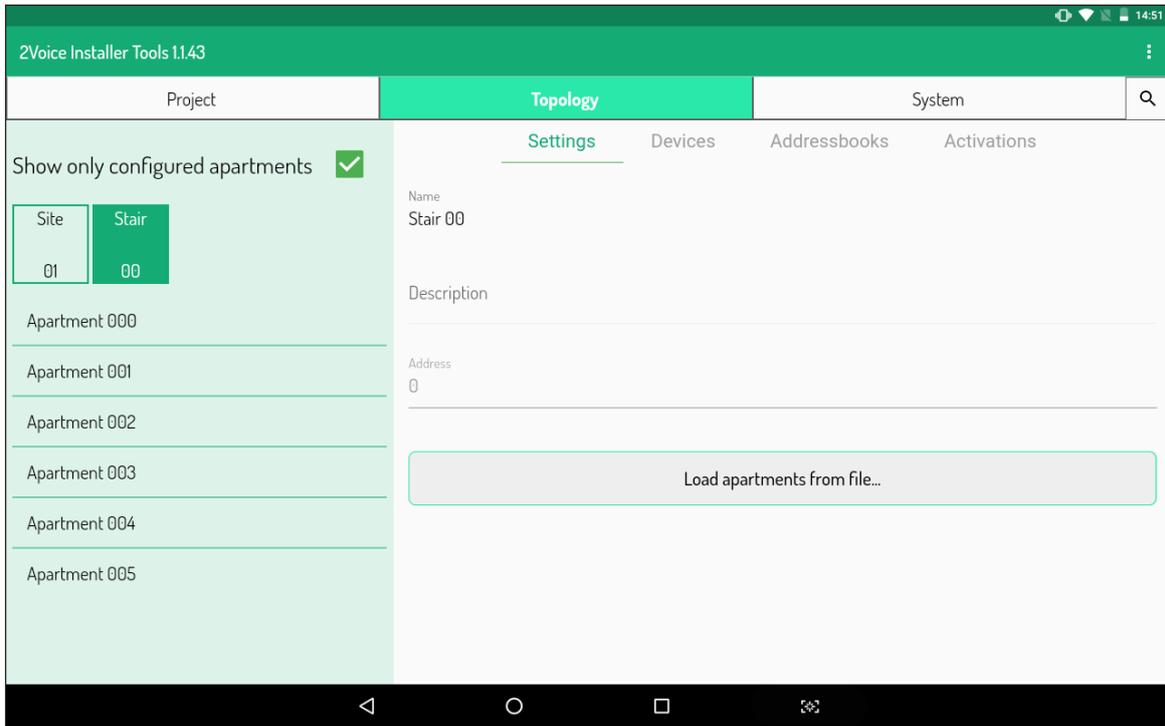
3. In the field “Name” enter the name of the user associated with the address of the apartment.



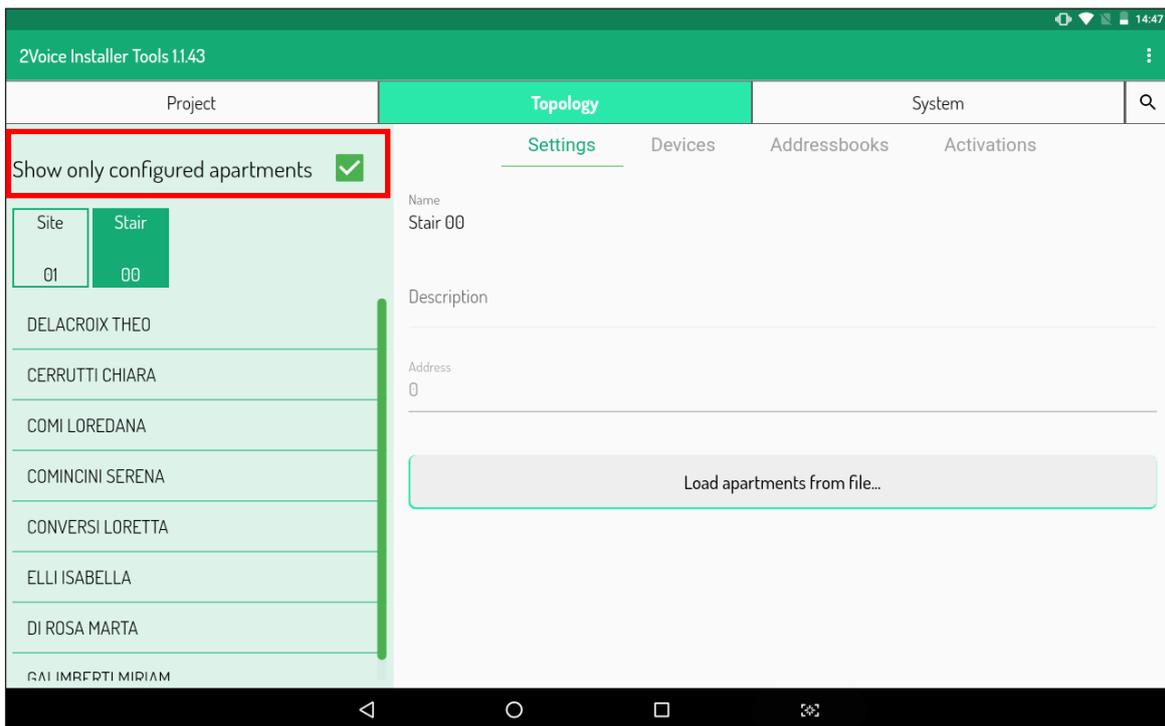
4. In the navigation module, select the staircase node.



5. Repeat steps **2** and **3** for all apartments in the staircase.



6. By ticking “**Show only configured apartments**” it is possible to display in the navigation module only those apartments in which master data has been entered.



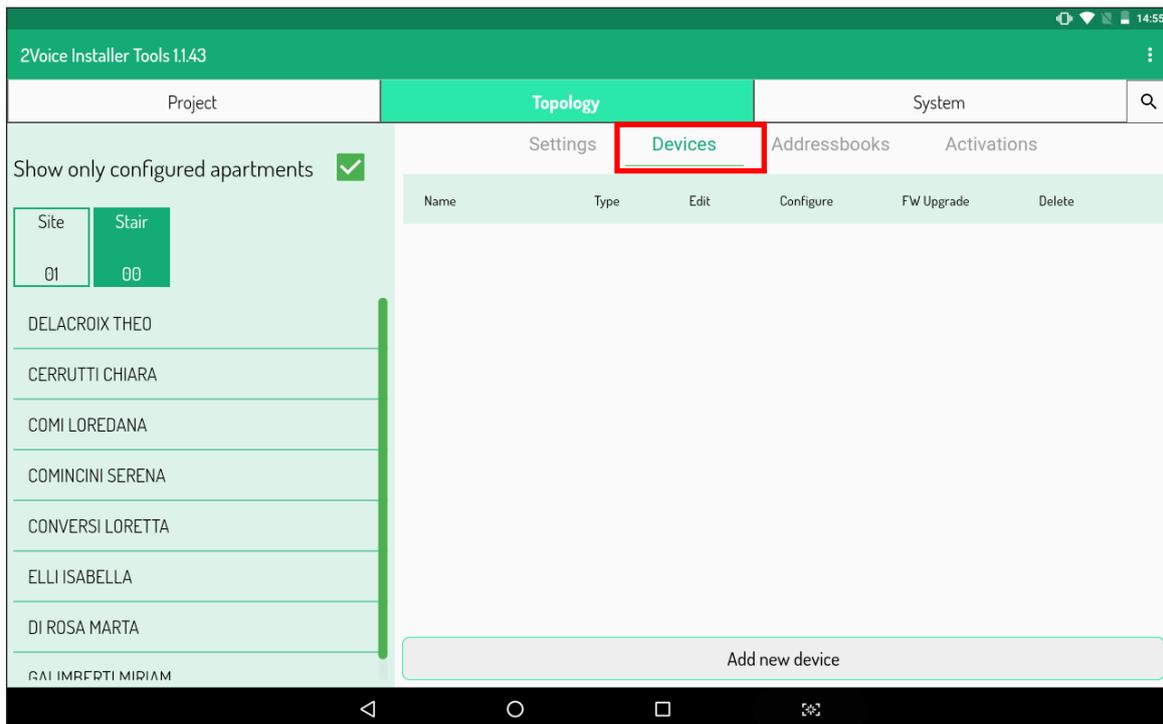
7. Once the apartment master data has been entered, move on to chapter “[Addition of a multi-user call forwarding Ref. 1083/83 in a staircase node](#)”.

4.2 ADDITION OF A MULTI-USER CALL FORWARDING DEVICE Ref. 1083/83 AT A STAIRCASE NODE

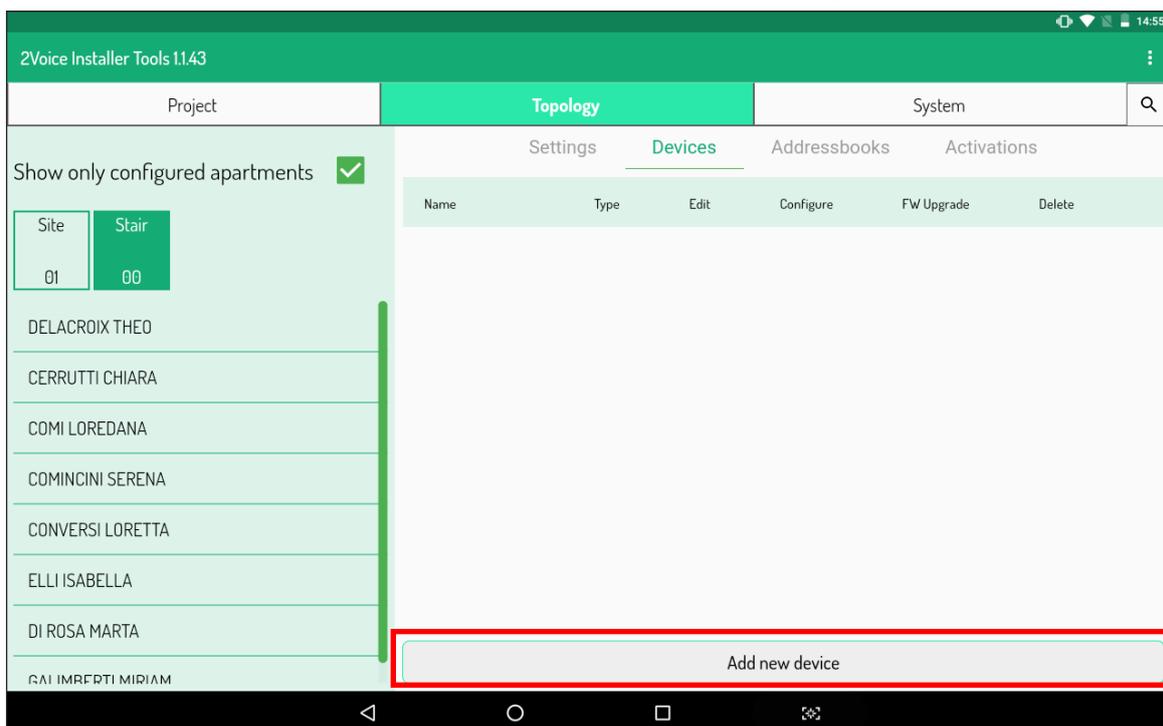
If there is a multi-user call forwarding device in the system Ref. 1083/83, this must be added in the staircase node within the project. Follow the procedure described below.

If there is no multi-user call forwarding device in the system, go to chapter “[Creating one or more contacts on a staircase node](#)”.

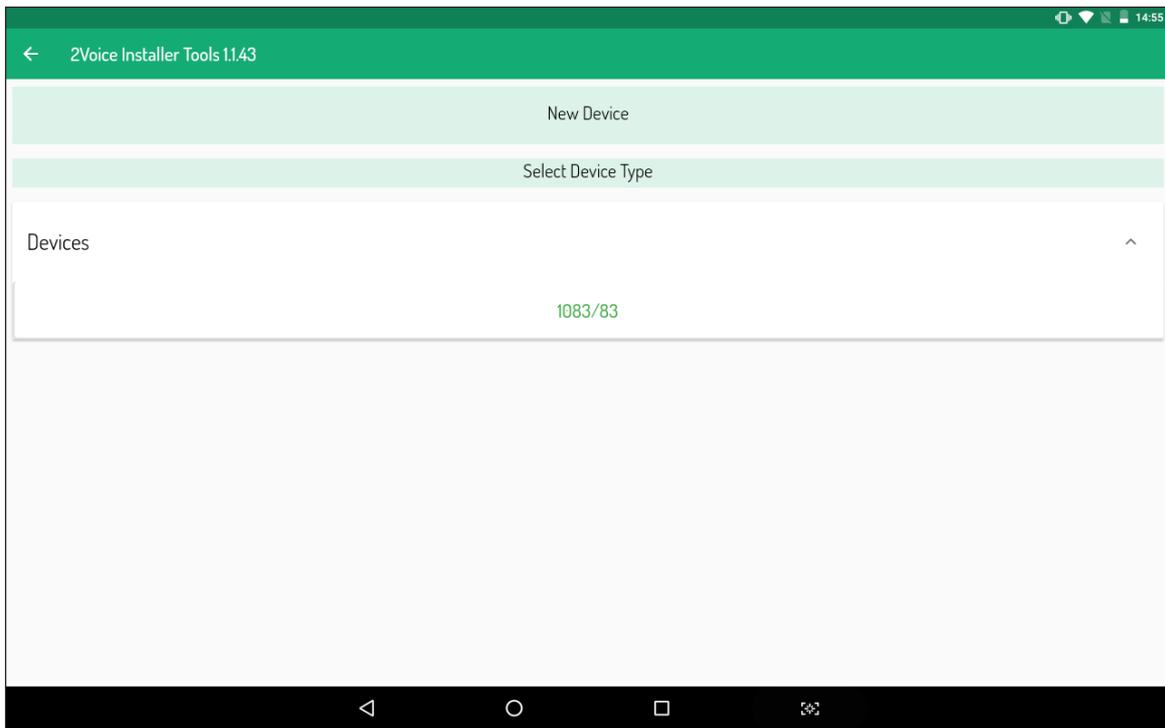
1. In the navigation module, select the staircase (installed column) in which the 1083/83 call-back device is installed. In the following example, “**Staircase 00**” has been selected.
2. Select the “**Devices**” tab in the configuration form, the app displays the following screen:



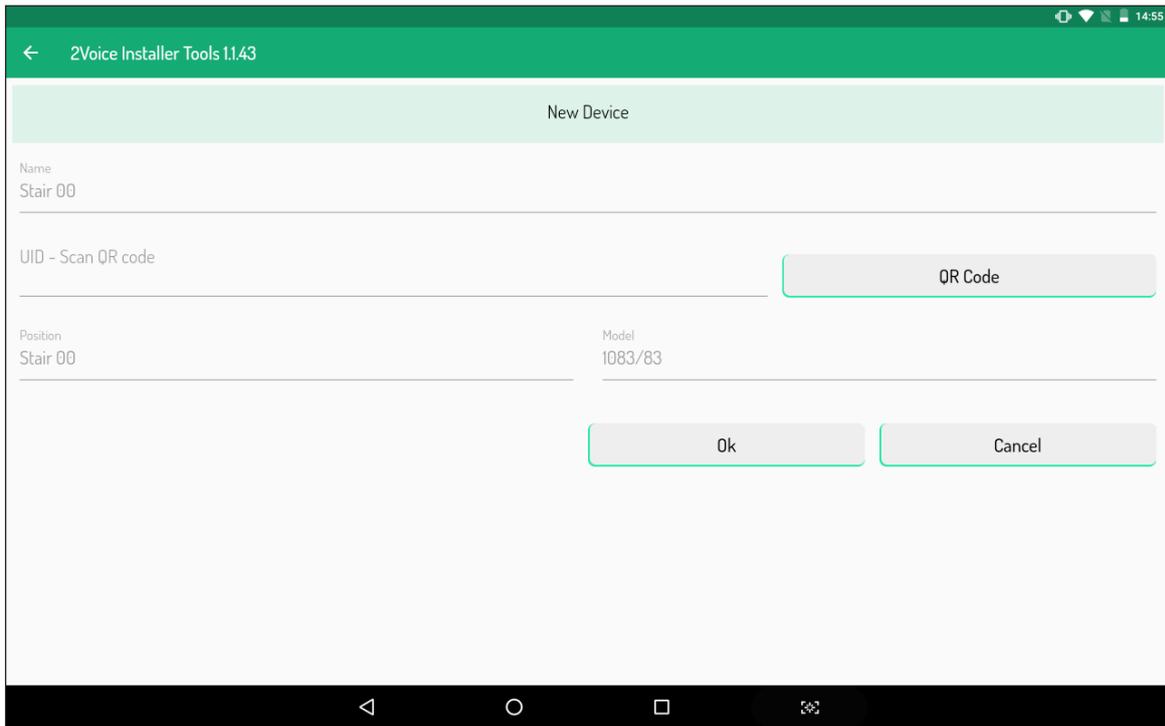
3. Press the “**Add New Device**” button to add a multi-user call forwarding device to the staircase.



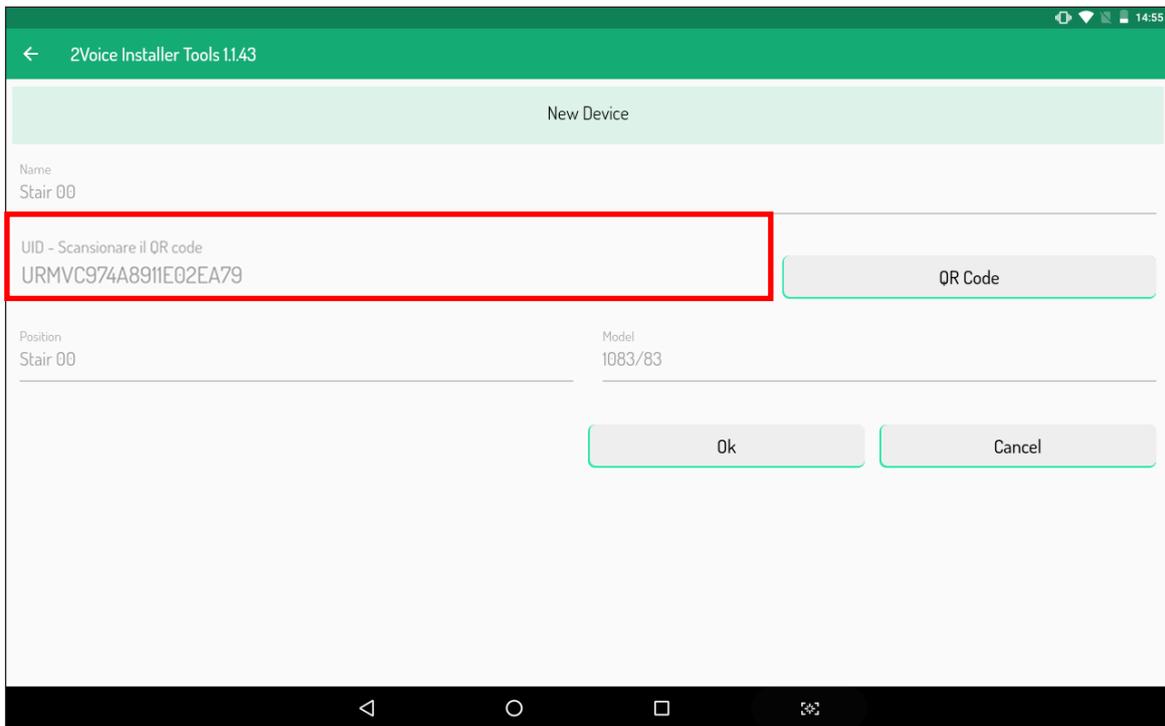
4. The following screen appears on the display, allowing you to select which device to include in the staircase.



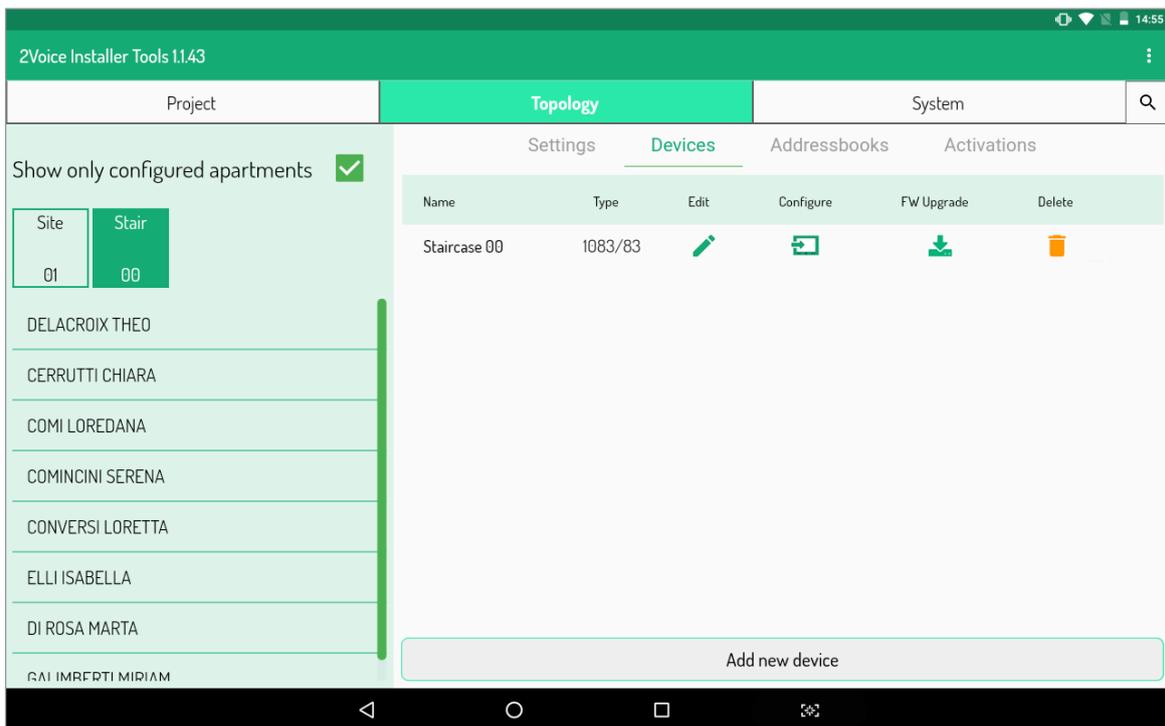
5. Press the “**1083/83**” button to add the device to the staircase. The following screen appears on the display.



6. Press the “**QR Code**” button to start the QR Code reader application on the tablet. Scan the QR Code on the 1083/83 multi-user call forwarding device.
7. After scanning the QR Code, the “**UID**” field displays the UID code of the scanned device.



8. Press the “Ok” button to add the device to the staircase. The following screen appears:



9. After adding the device, it is possible in the configuration module:

- Display the name of the device in the “Name” field.
The device has the same name as the staircase node to which it was added.
- Display the type of device in the “Type” field.
- Change device parameters by pressing the icon in the “Edit” field.
- Start the CallMe Set app to configure the call forwarding function on the device by pressing the icon in the “Configure” field.

WARNING! If the CallMe Set app has already been installed on the Tablet, when pressing the icon , the app is opened by logging in with the credentials used in the last login.

If the CallMe Set app is not installed on the tablet, the Play Store (Android) is opened where the app can be downloaded. After downloading the CallMe Set app, the login page is displayed with the credentials used on 2Voice Installer Tools to log in and configure the device.

For the multi-user call forwarding configuration procedure Ref. 1083/83, press the following link and download the [CallMe Set app configuration booklet](#) and refer to chap. “**Device configuration**”.

- Start the CallMe Set app to update the device firmware by pressing the icon  in the “**Update FW**” field. In order to carry out the firmware update, the device you wish to update must have been previously configured. Download the [CallMe Set app configuration booklet](#) and refer to chap. “**Firmware update**”.
- Delete the device from the staircase node by pressing the icon  in the “**Delete**” field.

4.3 CREATION OF ONE OR MORE CONTACTS ON A STAIRCASE NODE

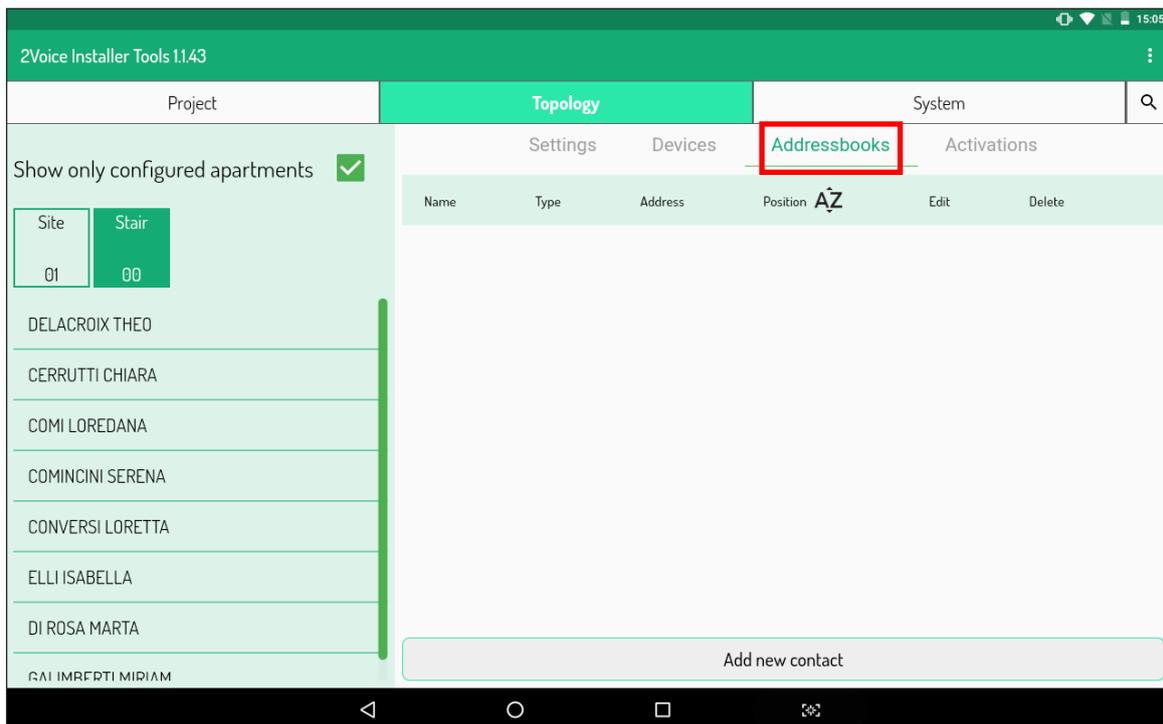
Using the 2Voice Installer Tools app, it is possible to define the external contacts that will be imported into the door phone contacts list Ref. 1760/15 - /16 - /31 - /33 present in the apartments of the staircase node where the contact is made.

WARNING! A contact created on a staircase node will automatically be added to all apartment nodes within that staircase.

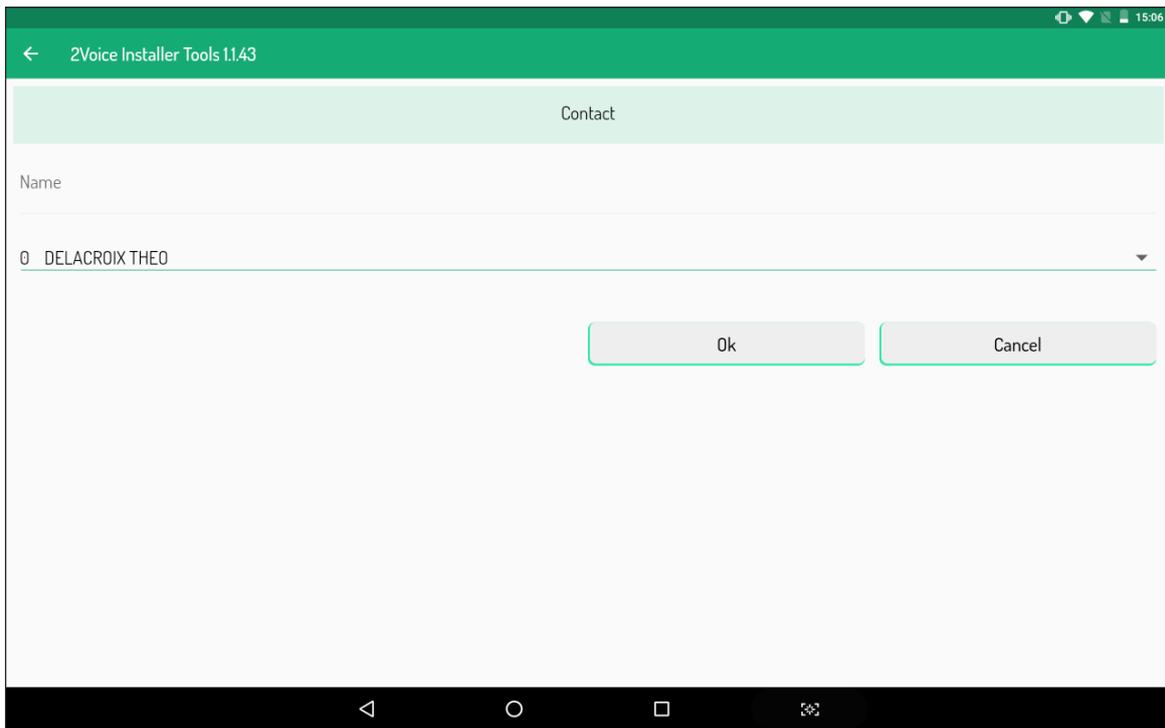
A maximum of **32** external contacts can be created on each staircase node.

To create a new contact, follow the steps below.

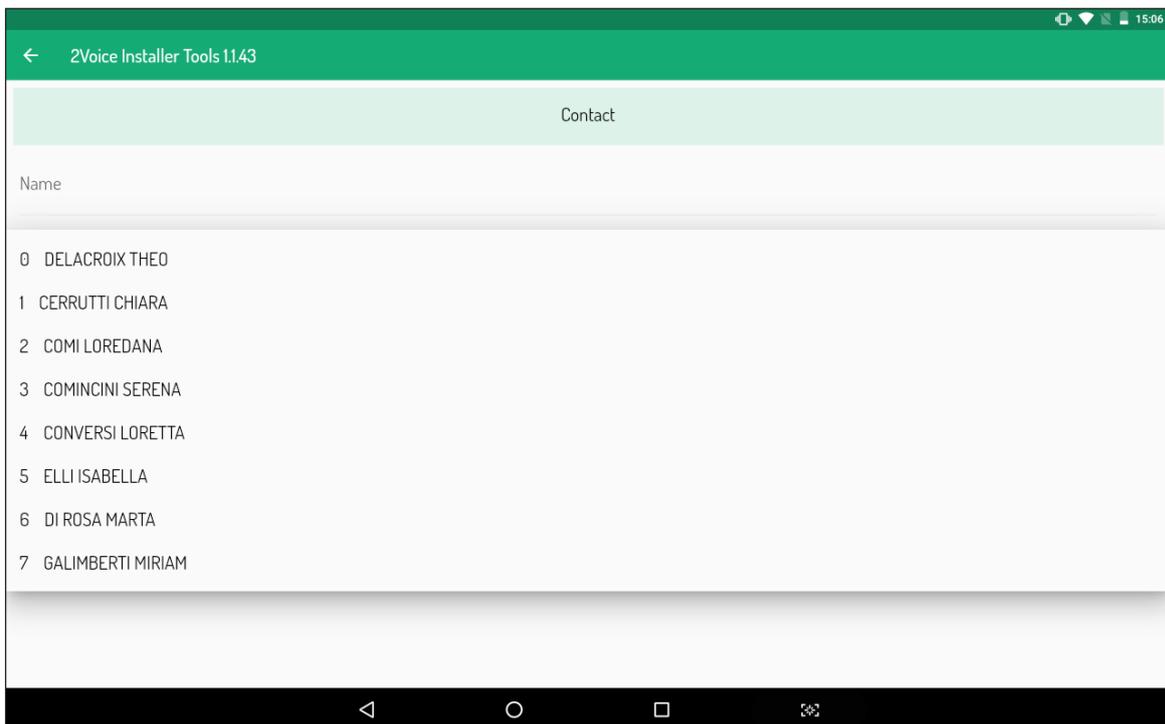
1. Using the navigation form, select the staircase topological node where you wish to create the contact. Then in the configuration form, press the “**Contacts**” tab. In the following example, “**Staircase 00**” has been selected.



2. Press the **“Add new contact”** button to add a new contact to the staircase topological node. The app displays the following screen:

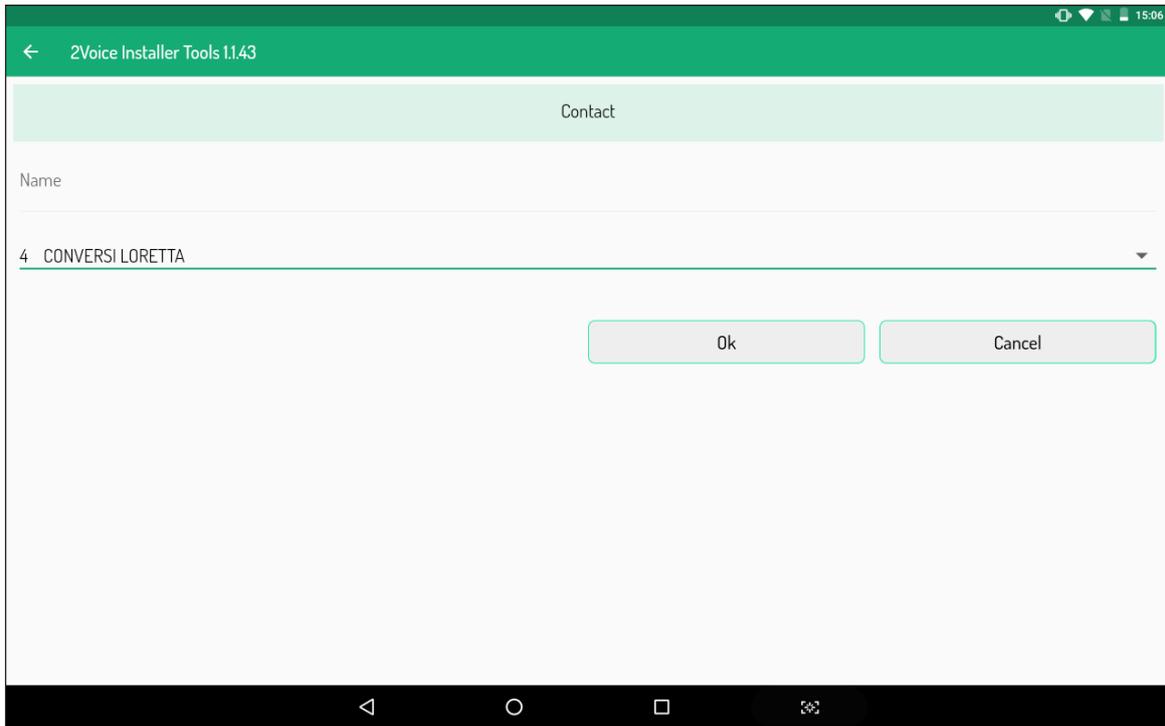


3. Press on the name in the lower field (in this example **“0 DELACROIX”**) to open a drop-down menu showing the list of apartments in the staircase.

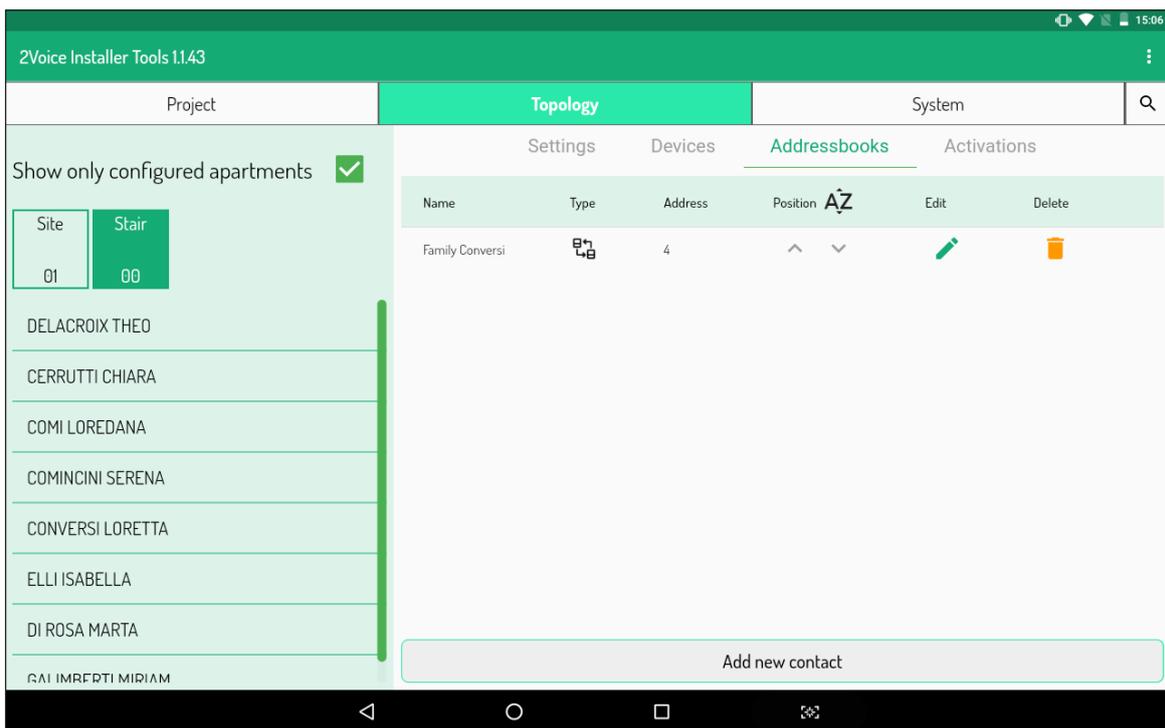


4. Select the apartment to be called, next to the name is the apartment code (0 to 126).

- In the **“Name”** field, enter the name that will be displayed in the video door phone contacts list (maximum 18 characters).



- Press the **“OK”** button to add the contact to the staircase.



- After entering the contact, it is possible in the configuration form:

- Display the name of the contact in the **“Name”** field.
- Display the type of contact in the **“Type”** field.

 All contacts added to staircase nodes can only be external contacts .

- Display the apartment code of the contact person in the field **“Address”**.
- Change the order of the contacts in the configuration form. Press on the icon  to arrange them in alphabetical or reverse alphabetical order, or press on the icons  or  in the **“Position”** field to change the position of an individual contact downwards or upwards.

- Edit the name of a contact by pressing the icon  in the “Edit” field.
 - Delete a contact from the staircase node by pressing the icon  in the “Delete” field.
8. When configuring the video door phones in the apartments, it is possible to import all contacts entered within the staircase into the video door phone contacts list. For all information on configuring a video door phone in a topological node of type “Apartment”, please refer to chap. [Addition of a video door phone in an apartment node](#).

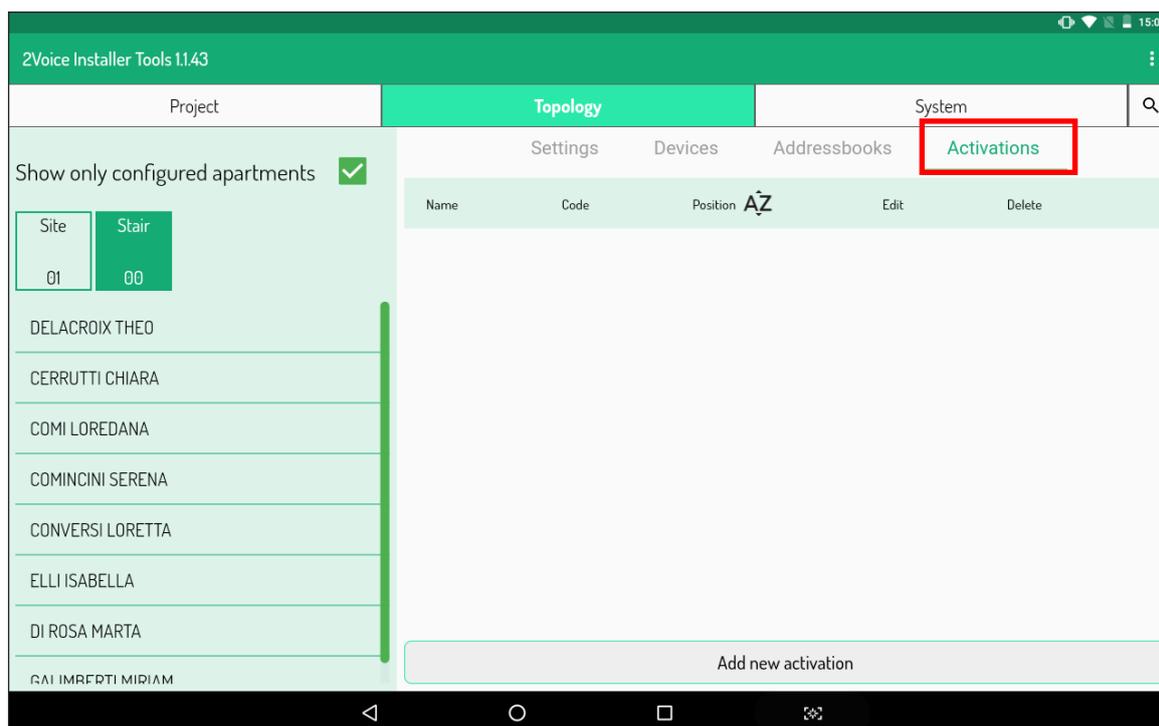
4.4 CREATION OF ONE OR MORE SPECIAL ACTIVATIONS ON A SCALE NODE

Using the 2Voice Installer Tools app, it is possible to define commands for activating the special decoding Ref. 1083/80, which will be imported on video door phones Ref. 1760/15 - /16 - /31 - /33 present in the apartments of the staircase node where the activation command is created.

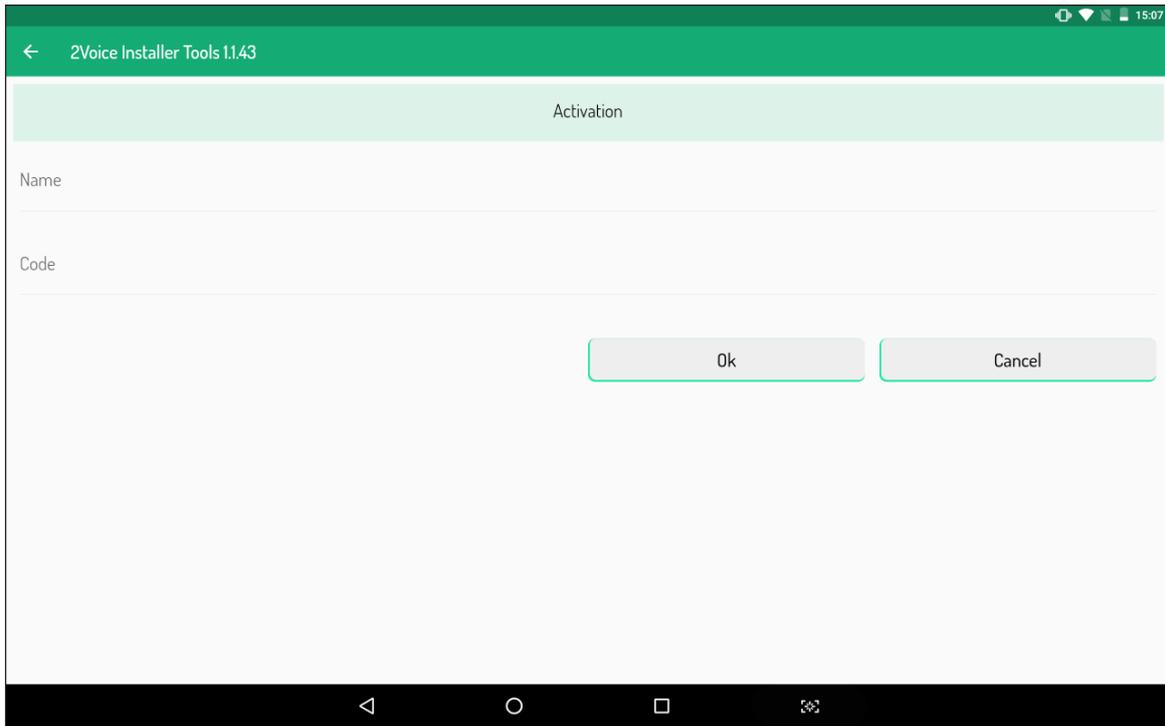
WARNING! An activation command created on a staircase node will automatically be added to all apartment nodes within the staircase in question.

A maximum of **32** trigger commands can be created on each staircase node. Follow the steps below to create a new activation command.

1. Using the navigation module, select the staircase topological node where you wish to create the activation command. Then in the configuration form, press the “Activations” tab. In the following example, “Staircase 00” has been selected.

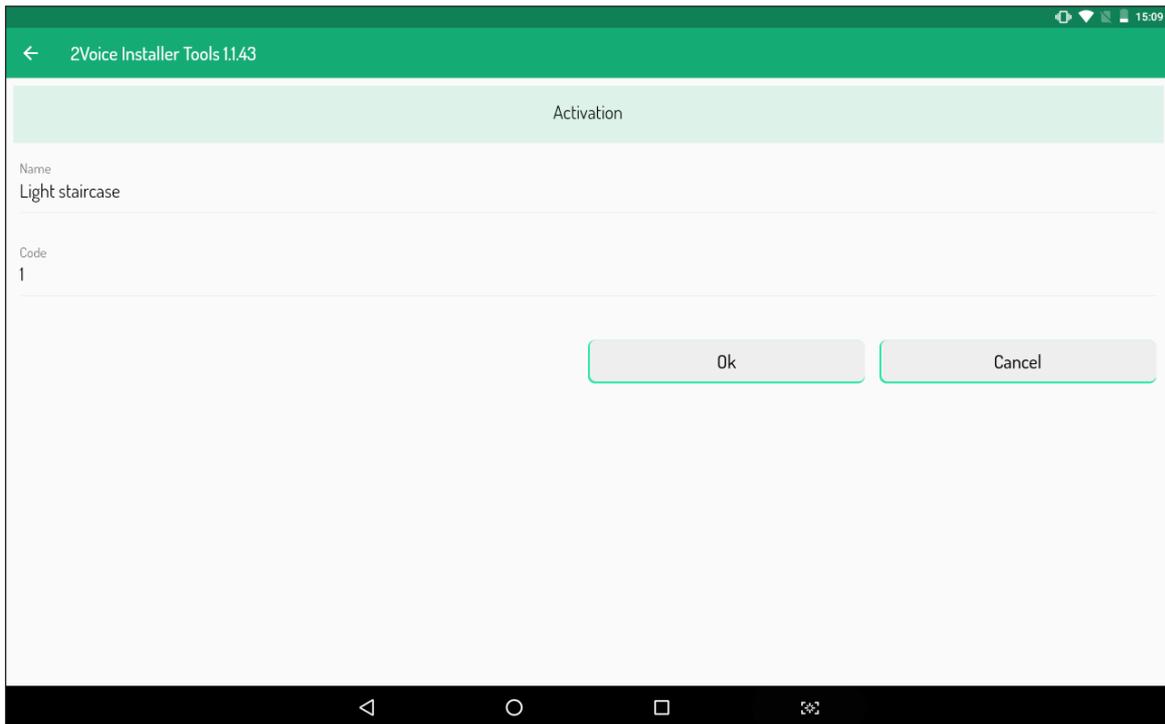


2. Press the “**Add new activation**” button to add a new activation to the staircase topological node. The app displays the following screen:



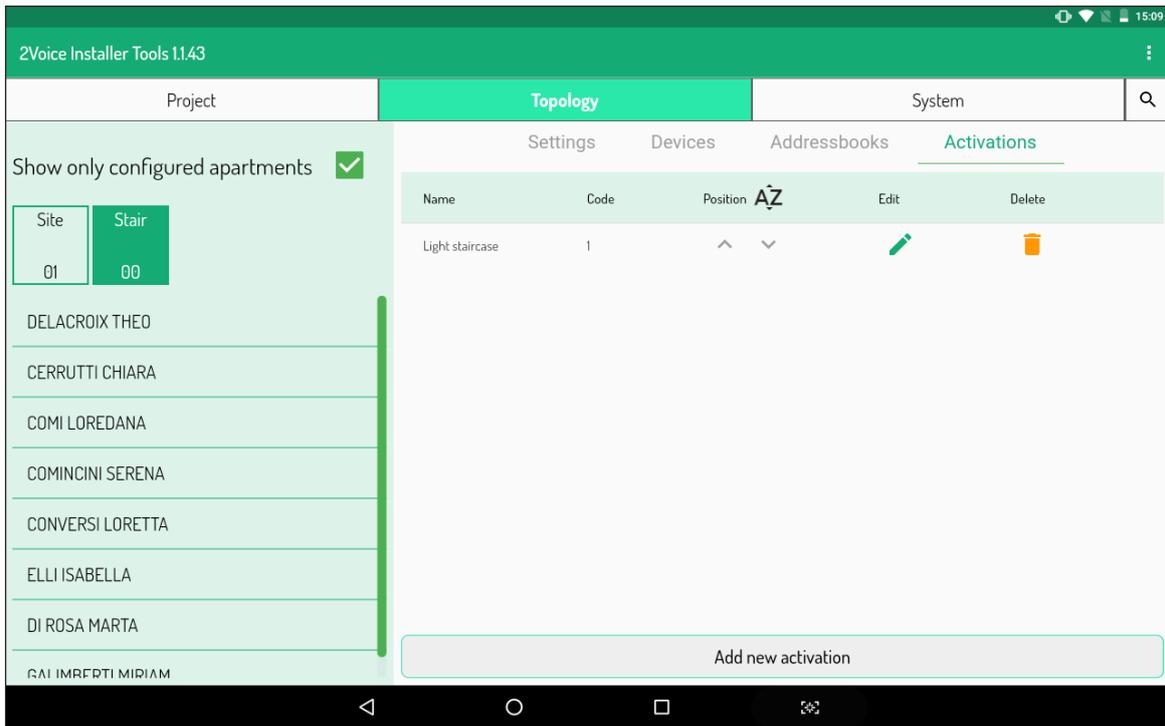
The screenshot shows the 'Activation' screen of the '2Voice Installer Tools 1.1.43' app. The screen has a green header bar with a back arrow and the app name. Below the header is a light green bar with the title 'Activation'. The main area contains two input fields: 'Name' and 'Code'. At the bottom right, there are two buttons: 'Ok' and 'Cancel'. The Android navigation bar is visible at the bottom.

3. In the “**Name**” field, enter the name of the activation that will be displayed on the video door phone (maximum 18 characters).
4. In the “**Code**” field, enter the special decoding code. Special codes range from 1 to 254.



The screenshot shows the 'Activation' screen of the '2Voice Installer Tools 1.1.43' app. The 'Name' field now contains the text 'Light staircase' and the 'Code' field contains the number '1'. The 'Ok' and 'Cancel' buttons are still present at the bottom right. The Android navigation bar is visible at the bottom.

5. Press the “OK” button to add the activation to the staircase.



6. After having entered the activation, it is possible in the configuration module:

- Display the name of the activation in the “**Name**” field.
- Display the special activation code in the “**Code**” field.
- Change the order of the activations in the configuration form. Press on the icon  to arrange them in alphabetical or reverse alphabetical order, or press on the icons  or  in the “**Position**” field to change the position of a single trigger downwards or upwards.
- Change the call sign of an activation by pressing the icon  icon in the “**Edit**” field.
- Delete an activation from the staircase node by pressing the icon  in the “**Delete**” field.

7. Subsequently, when configuring the video door phones in the apartments, it is possible to import all special activations entered within the staircase to the video door phones. For all information on configuring a video door phone in a “**Apartment**” topological node, please refer to chap. “[Adding a video door phone in an apartment node](#)”.

4.5 ADDITION OF A VIDEO DOOR PHONE IN AN APARTMENT NODE

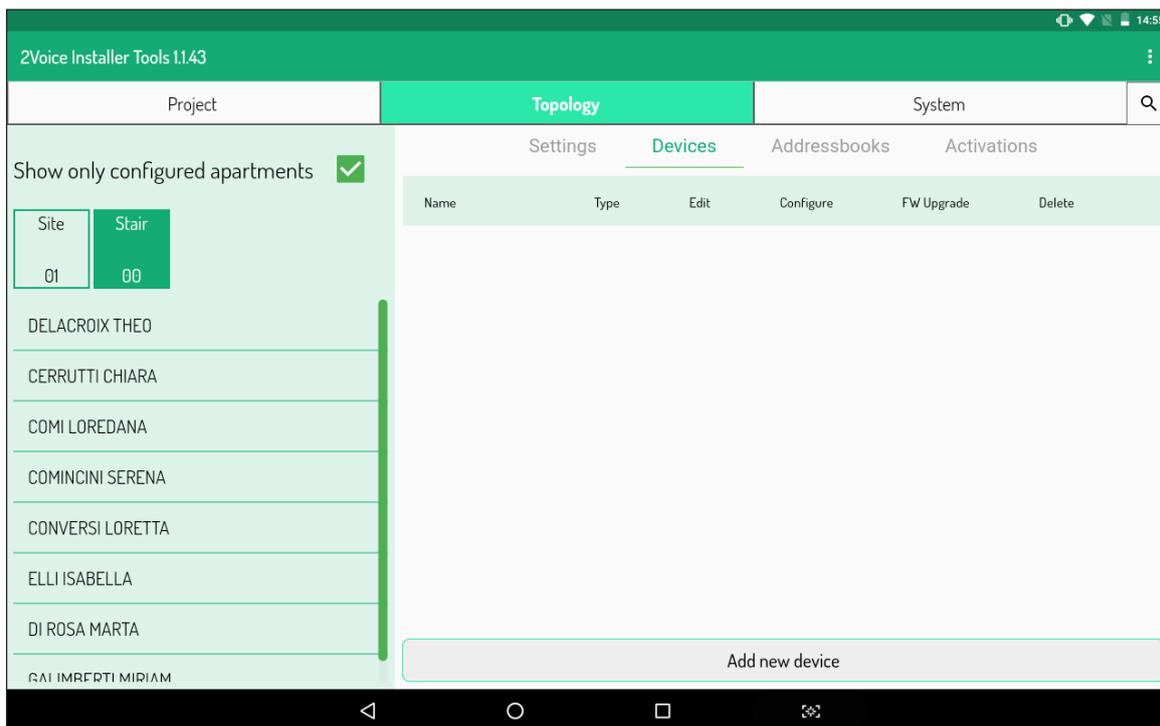
If there are video door phones in the system Ref. 1760/15 - /16 - /31 - /33 can be added to the respective apartment nodes within the project.

Then, after adding the video door phones in the apartment nodes, it is possible to configure them via the **CallMe Set** app so that they can be set up:

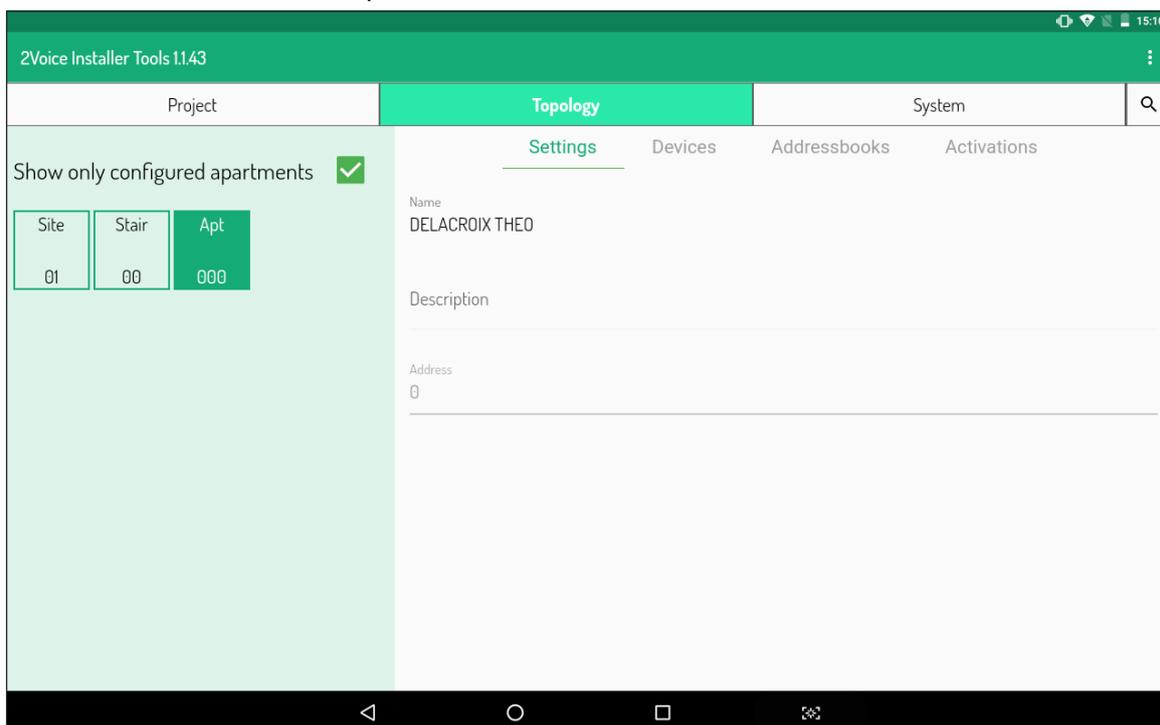
- activate the call forwarding function on the Master video door phone;
- activate the WiFi of any Slave video door phones;
- import the contact contacts list present in the apartment node and in the staircase node;
- import the special activations present in the apartment node and the staircase node.

Seguire la seguente procedura per aggiungere un videocitofono in un nodo appartamento.

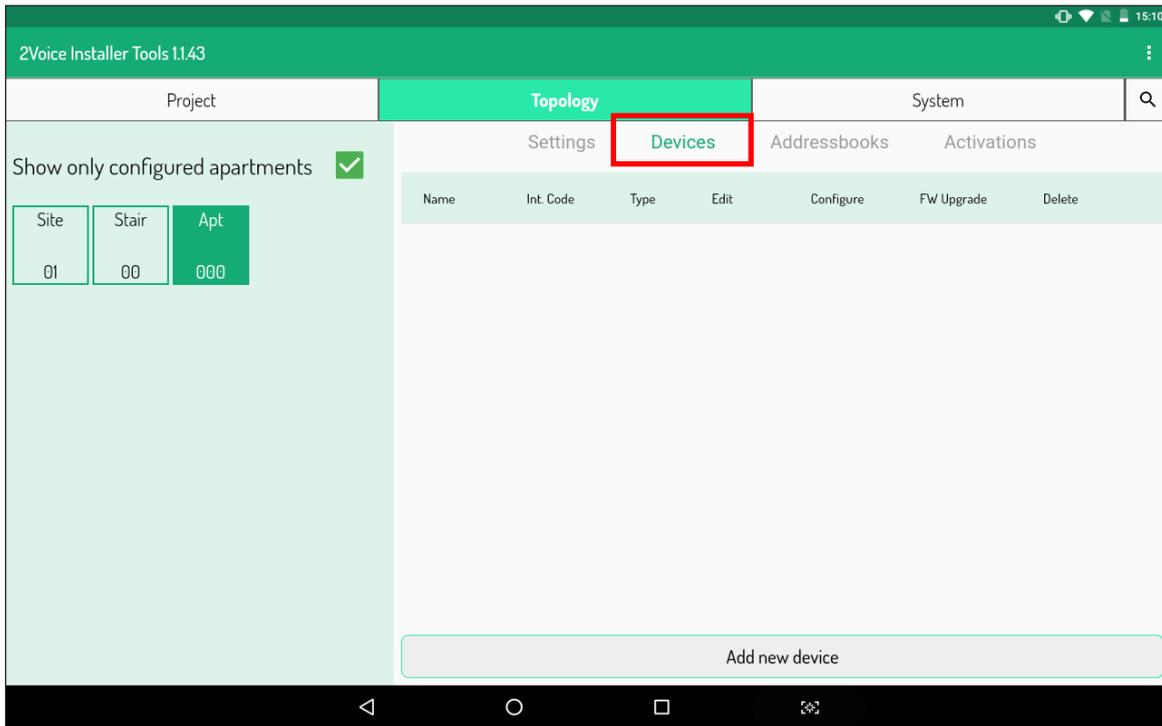
1. In the navigation form you select the staircase (installed column), in the following example **“Staircase 00”** was selected.



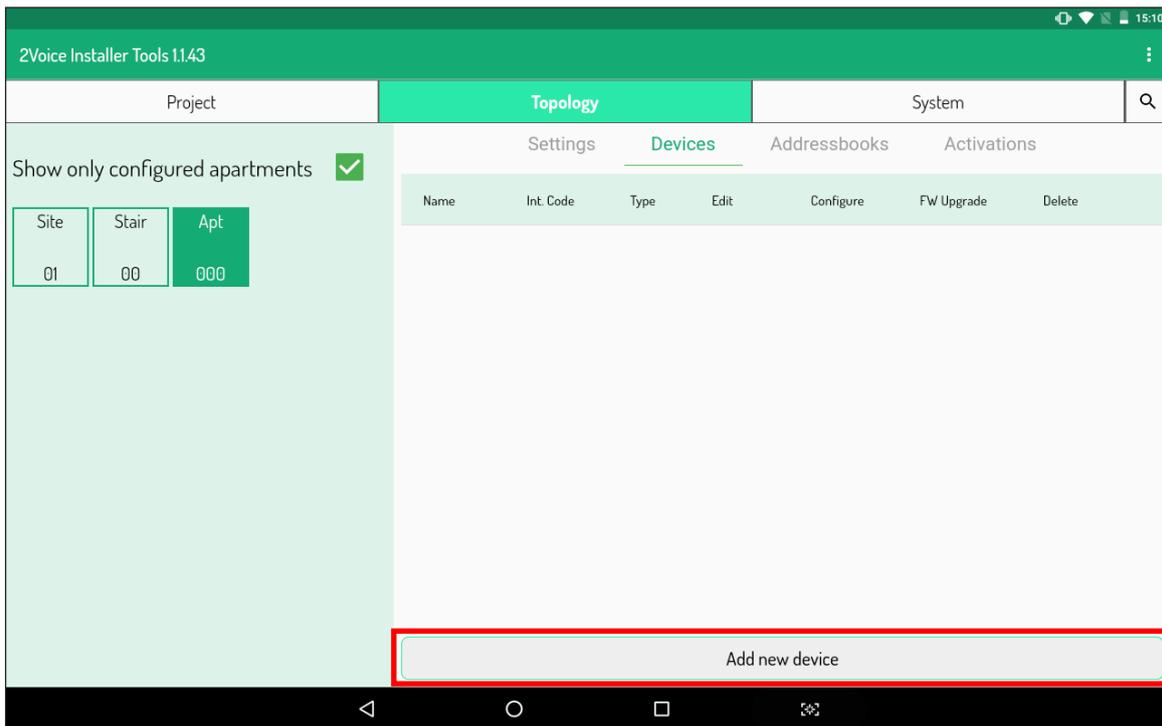
2. Select the apartment to which you want to add the video door phone, in the example below the apartment **“DELCROIX”** was selected with apartment code **0**.



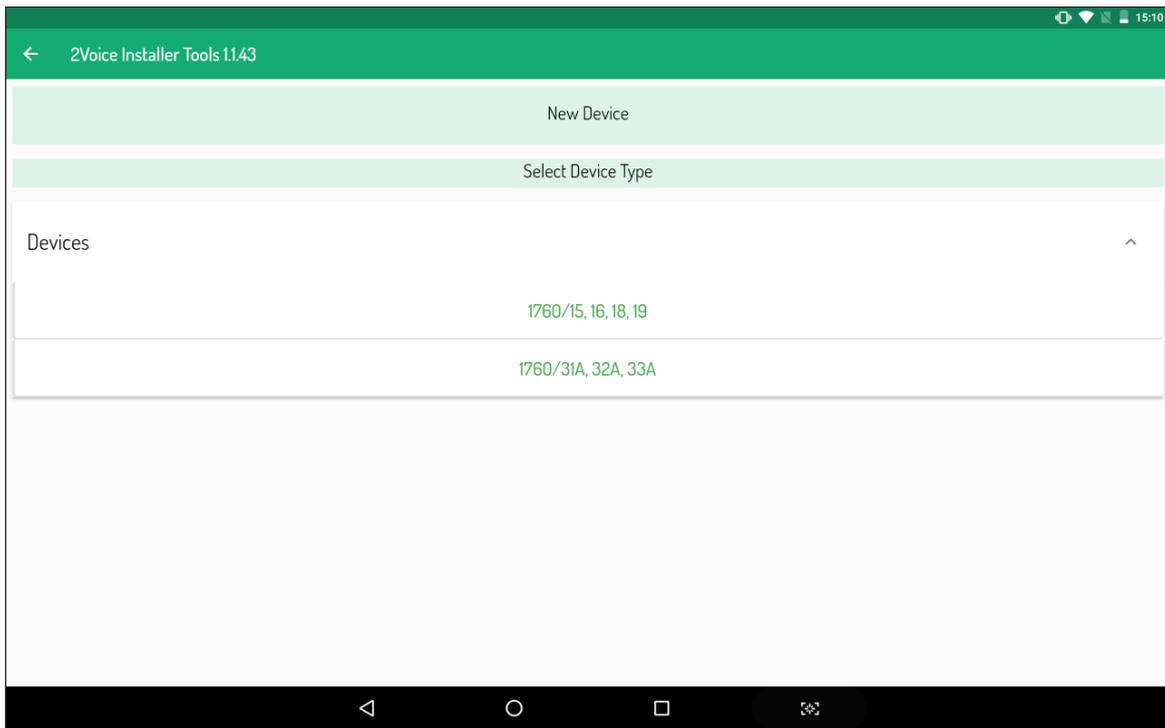
3. Select the tab “**Devices**” tab in the configuration form, the app displays the following screen:



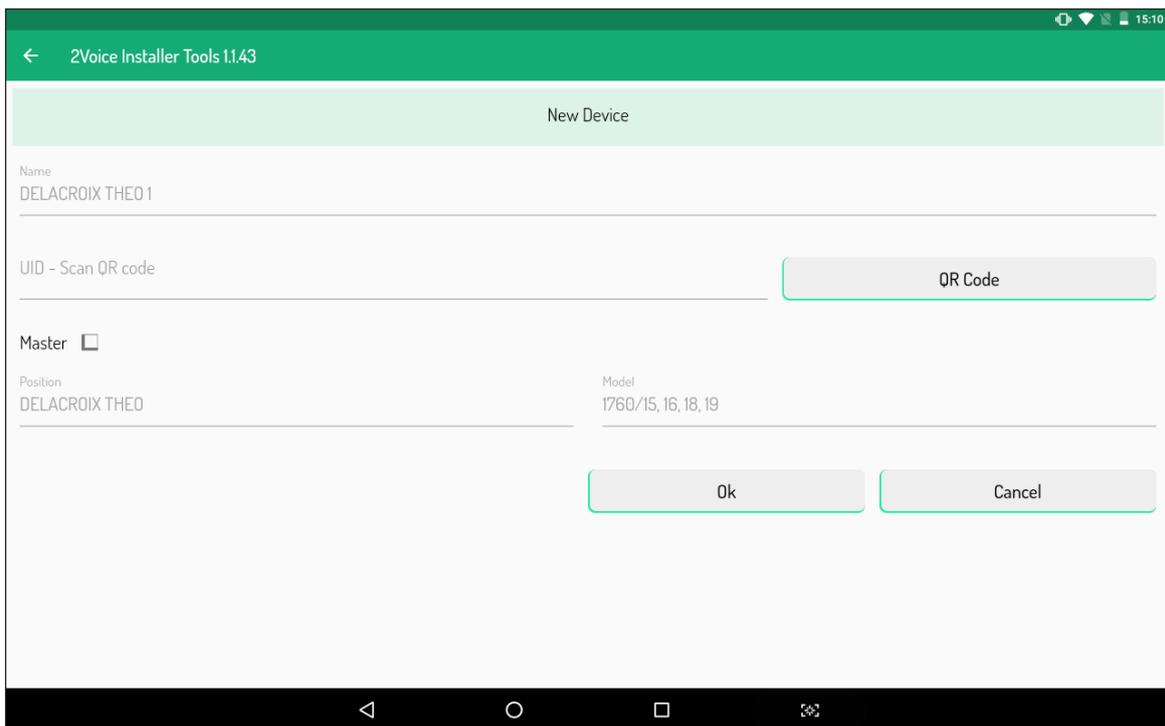
4. Press the “**Add new device**” button to add a video door phone to the apartment.



5. The following screen appears on the display, allowing you to select which video door phone to add to the apartment.

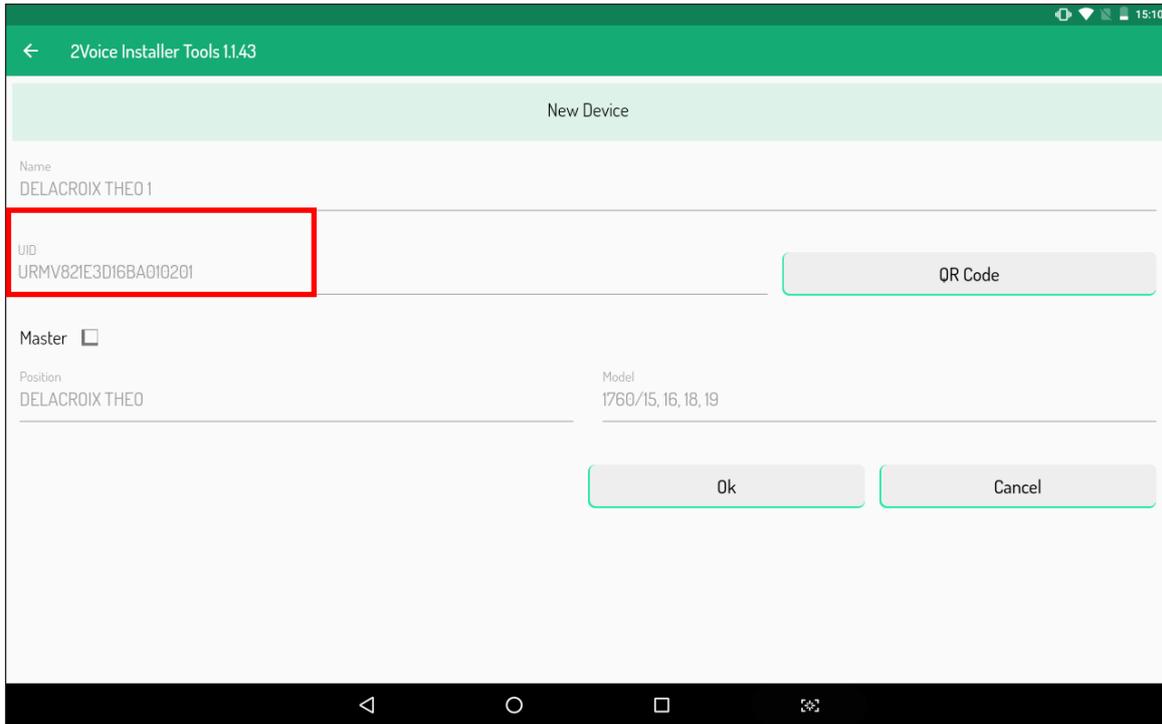


6. Press on the button for the video door phone in the apartment. In this example, a video door phone was added **Ref. 1760/16**. The following screen appears on the display.

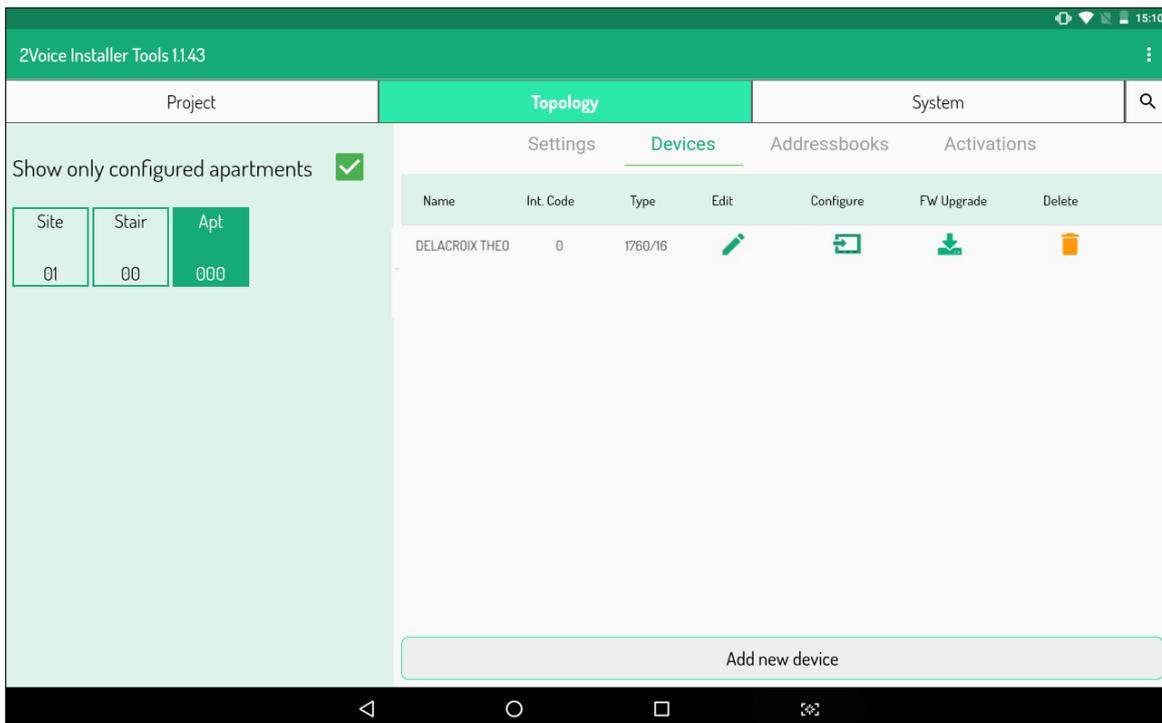


7. The first video door phone added to the apartment must have the **Master** box ticked. The device is added to the apartment with an internal code equal to 0.
8. On the Door Station, go to the settings menu, select the “**Advanced Settings**” parameter and enable the Door Station in configuration mode so that the configuration QR Code is displayed on the Door Station display. For all information on how to display the configuration QR code, click on the link below to download the booklet for the video door phone in your apartment:
[Video door phone configuration booklet Ref. 1760/15 - /16](#)
[Video door phone configuration booklet Ref. 1760/31A - /33A](#)
9. Press the “**QR Code**” button to start the QR Code reader application on the tablet. Scan the QR code shown on the display of the video door phone.

10. After scanning the QR Code, the “UID” field displays the UID code of the scanned device.



11. Press the “OK” button to add the video door phone in the apartment. The following screen appears:



12. After adding the device, it is possible in the configuration module:

- Display the name of the video door phone in the “**Name**” field.
 *The device has the same name as the apartment node to which it was added.*
- Display the internal code of the video door phone in the “**Internal Code**” field.
- Display the type of device in the “**Type**” field.
- Change the video door phone parameters by pressing the icon  in the “**Edit**” field.
- Start the **CallMe Set** app to configure the call forwarding function on the video door phone by pressing the icon  in the “**Configure**” field.

WARNING! Prior to configuration, the relevant contacts and activations must be placed on the apartment topological node, see chapters “[Creating one or more contacts on a apartment node](#)” and “[Creating one or more special activations on an apartment node](#)”.

When the function is configured on the device, contacts and activations are sent to the Door Station according to the following priority :

1. Internal contacts and activations in the apartment node
2. External contacts in the apartment node
3. External contacts and activations in the staircase node

The maximum number of activations and contacts in the contacts list that are sent to the 1760/15 - /16 Door Station is **32**.

The maximum number of activations and contacts in the contacts list that are sent to the 1760/31A - /33A video door phone is **32**.

During the configuration phase, any contacts pointing to the same internal or external address as the video door phone being configured are removed from the contacts list.

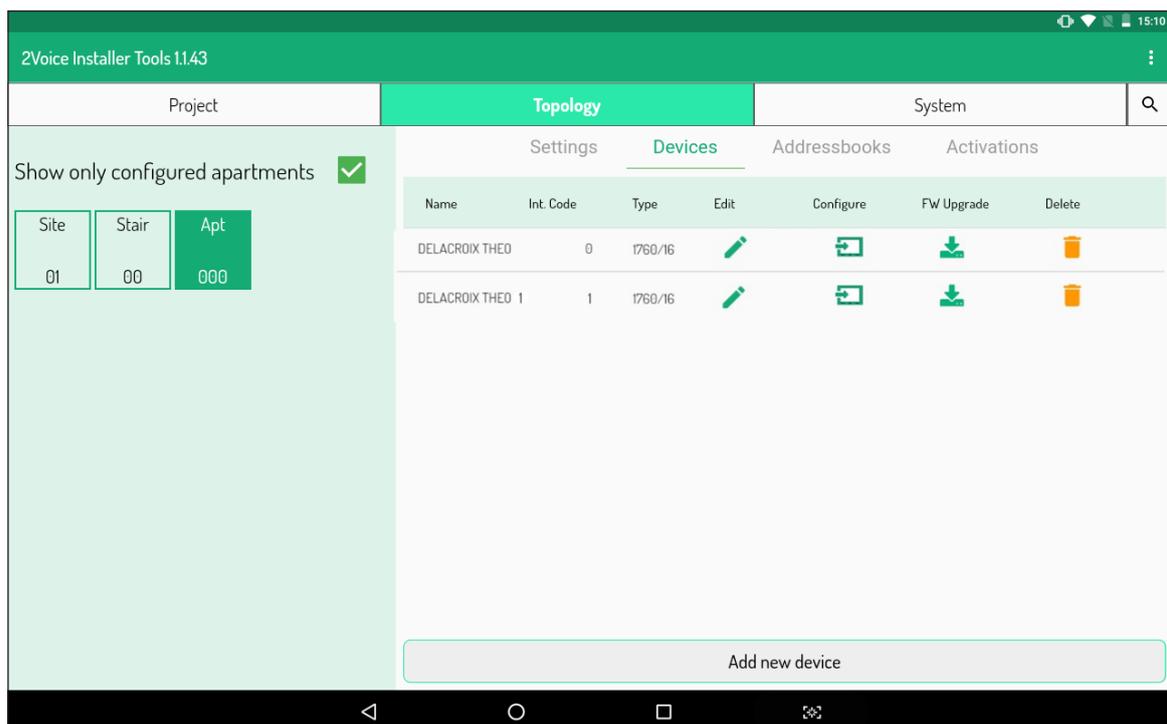
WARNING! If the CallMe Set app has already been installed on the Tablet, when pressing the icon  , the app is opened by logging in with the credentials used in the last login.

If the CallMe Set app is not installed on the tablet, the Play Store (Android) is opened where the app can be downloaded. After downloading the CallMe Set app, the login page is displayed with the credentials used on 2Voice Installer Tools to log in and configure the device.

For the configuration procedure of the 1760/15 - /16 - /31 - /33 video door phones, press the following link and download the [CallMe Set app configuration booklet](#) and refer to chap. “**Device Configuration**”.

- Start the CallMe Set app to update the device firmware by pressing the icon  in the “Update FW” field.
In order to carry out the firmware update, the device you wish to update must have been previously configured. Download the [CallMe Set app configuration booklet](#) and refer to chap. “**Firmware update**”.
- Delete the video door phone from the staircase node by pressing the icon  in the “Delete” field.

13. Repeat the procedure from **step 4** to add and configure any Slave video door phones in the apartment.



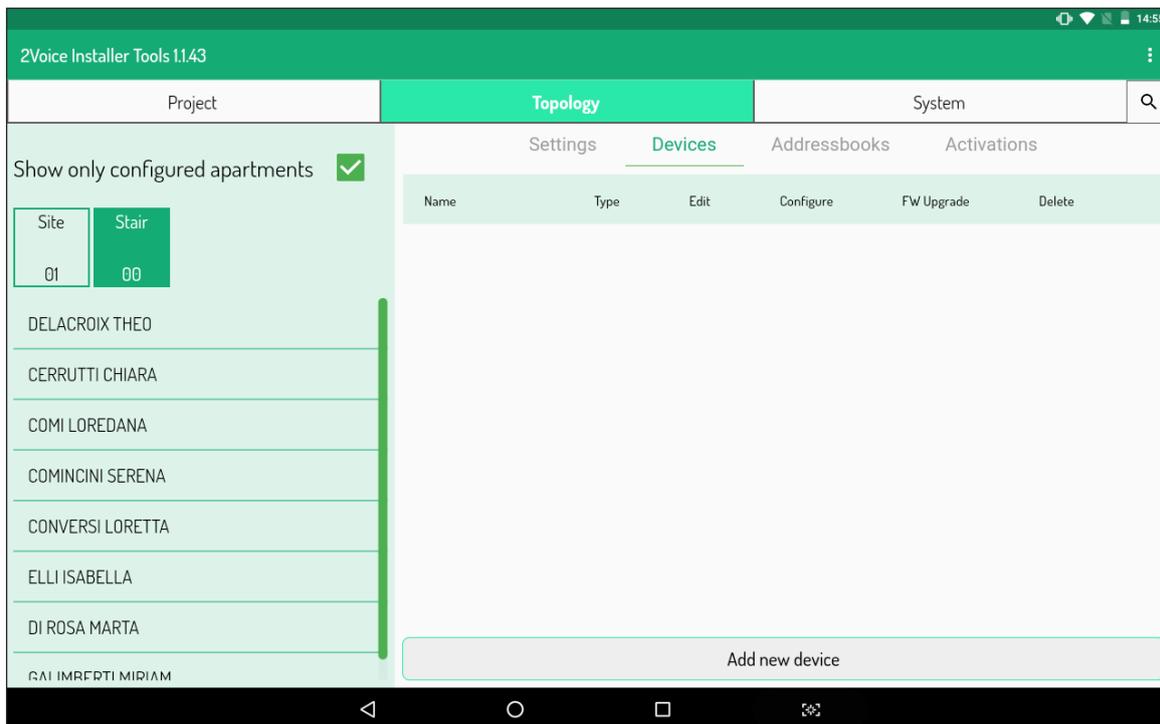
4.6 CREATION OF ONE OR MORE CONTACTS ON AN APARTMENT NODE

Using the 2Voice Installer Tools app, it is possible to define the external and internal contacts that will be imported into the contacts list of the video door phones Ref. 1760/15 - /16 - /31 - /33 present in the selected apartment.

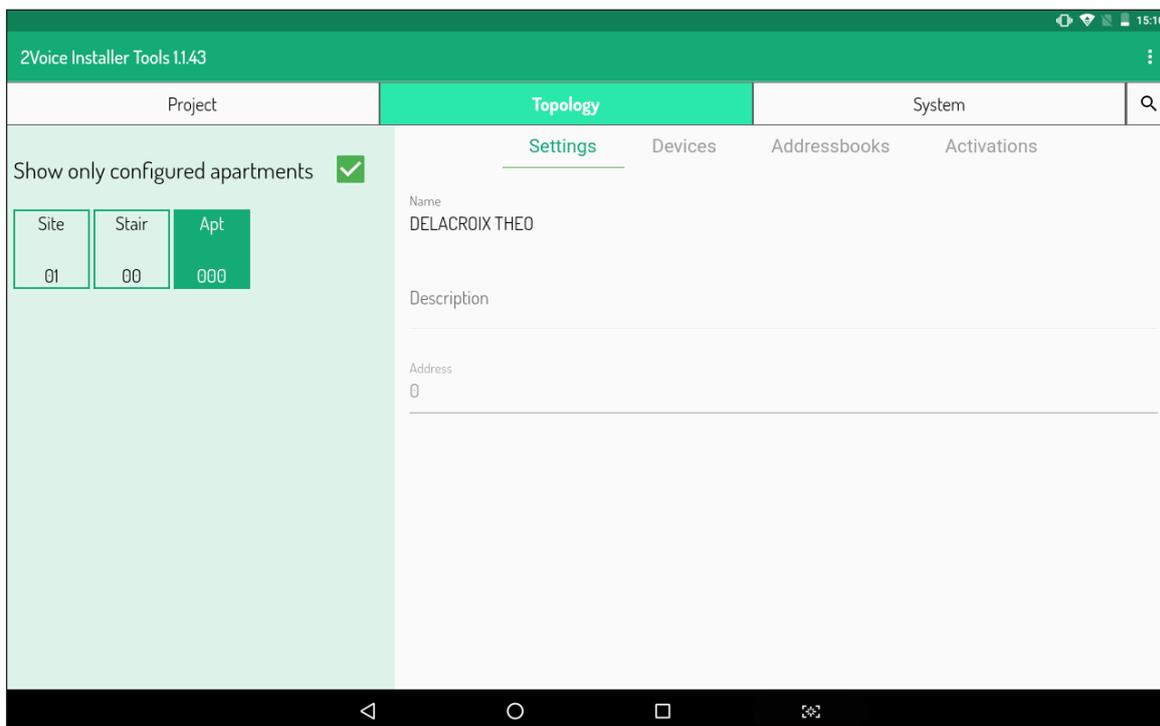
A maximum of 32 contacts can be created on each apartment node.

To create a new contact, follow the steps below.

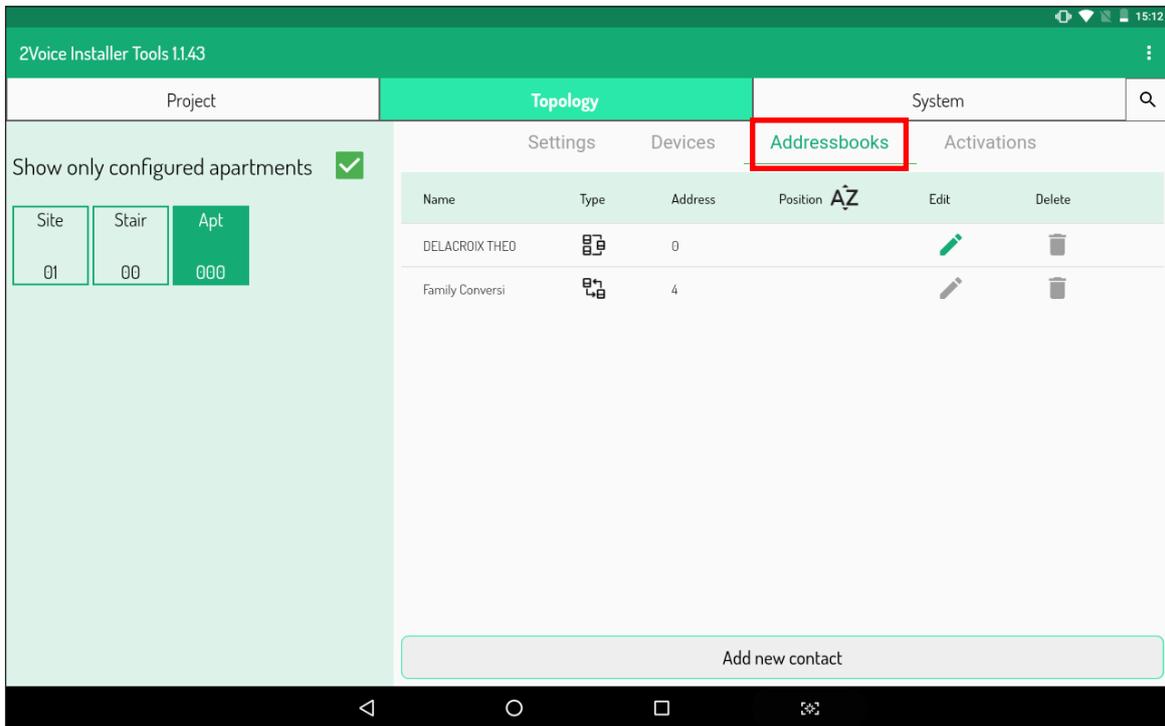
1. In the navigation form you select the staircase (installed column), in the following example “**Staircase 00**” was selected.



2. Select the apartment in which you wish to enter the contact, in the example below the apartment “**DELCROIX**” was selected with apartment code **0**.



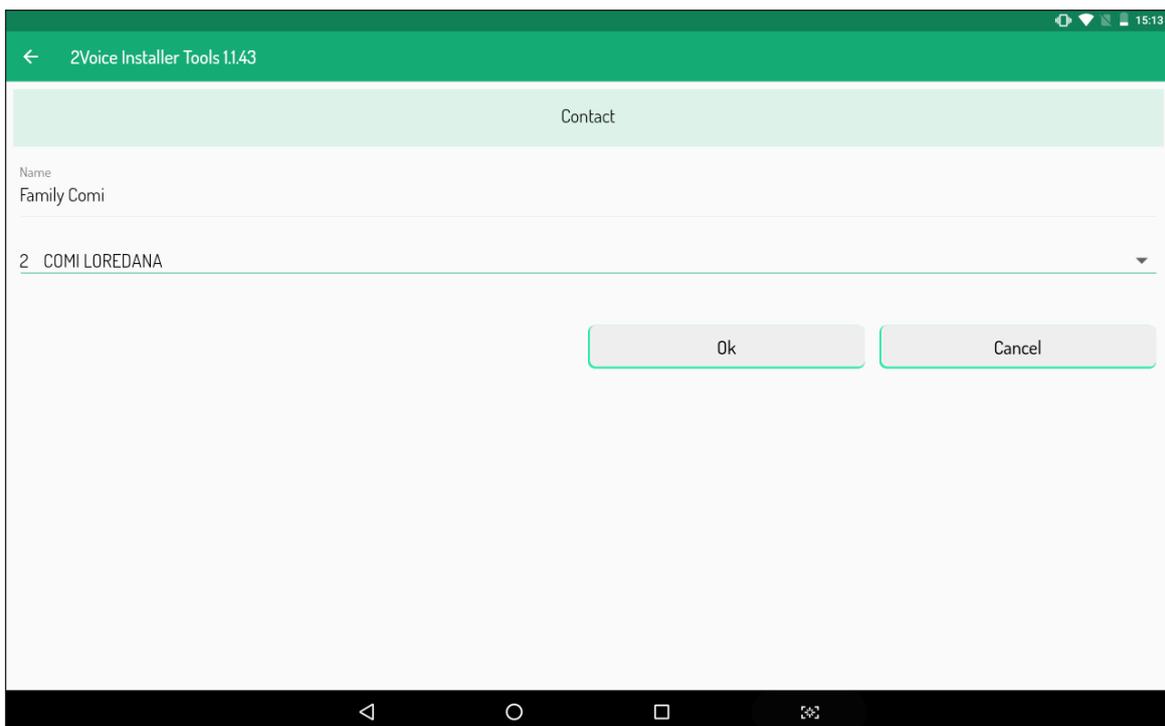
3. Select the “**Addressbooks**” tab in the configuration form, the app displays the following screen:



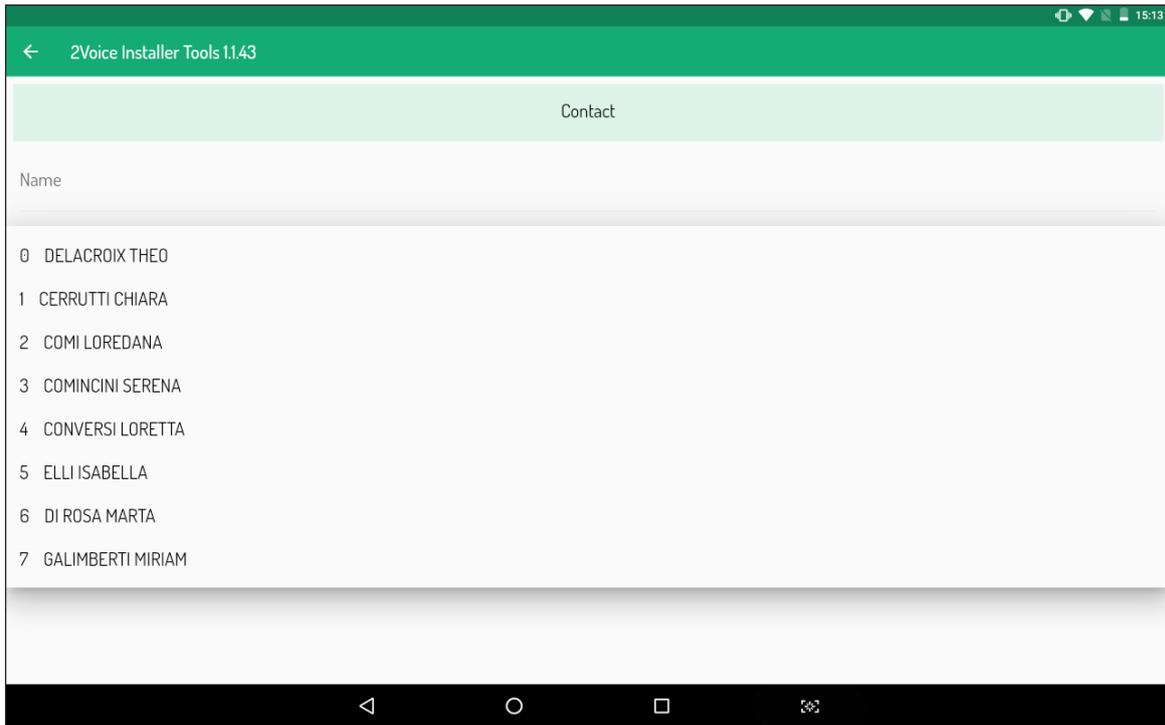
If an external contact has been added to the staircase node, as described above, the contact will also be inherited in all apartment nodes in the staircase. In this example, the contact “**Conversi Family**” is an external contact  added to the staircase node.

In addition to the contacts already present in the staircase node, internal contacts , are also displayed based on the number of video door phones added to the apartment. In this example, the contact “**DELACROIX THEO**” refers to the video door phone with code 0 (master) in apartment 0.

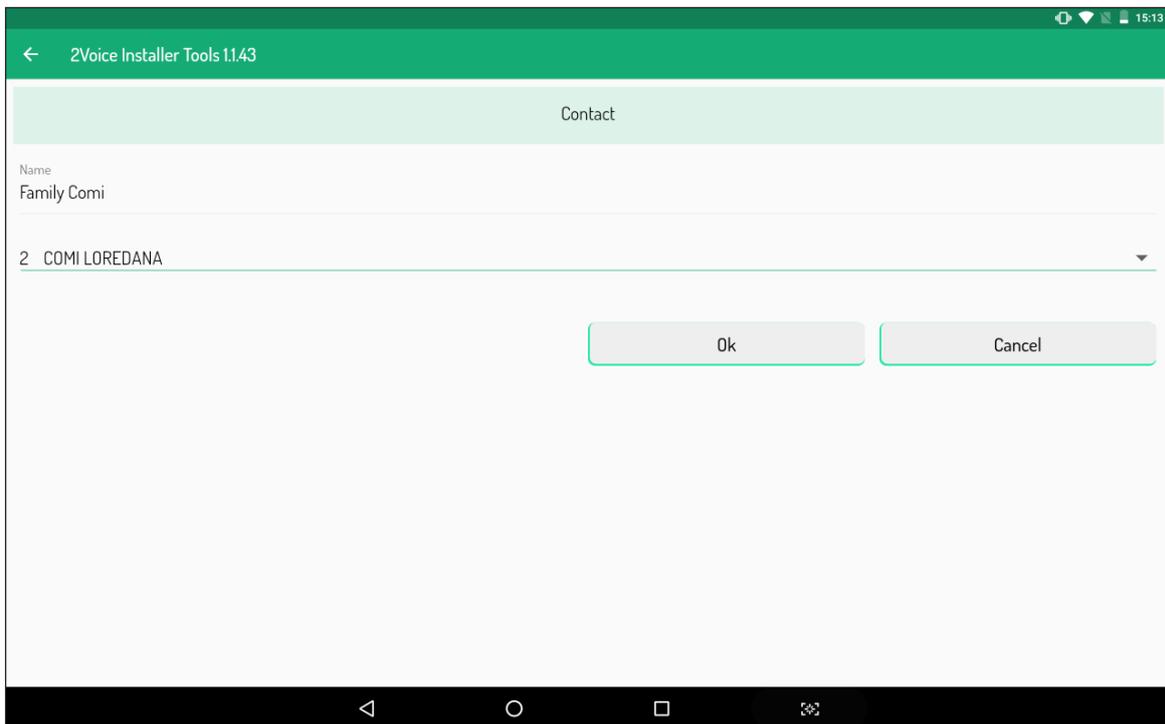
4. Press the “**Add new contact**” button to add a new contact in the apartment topological node. The app displays the following screen:



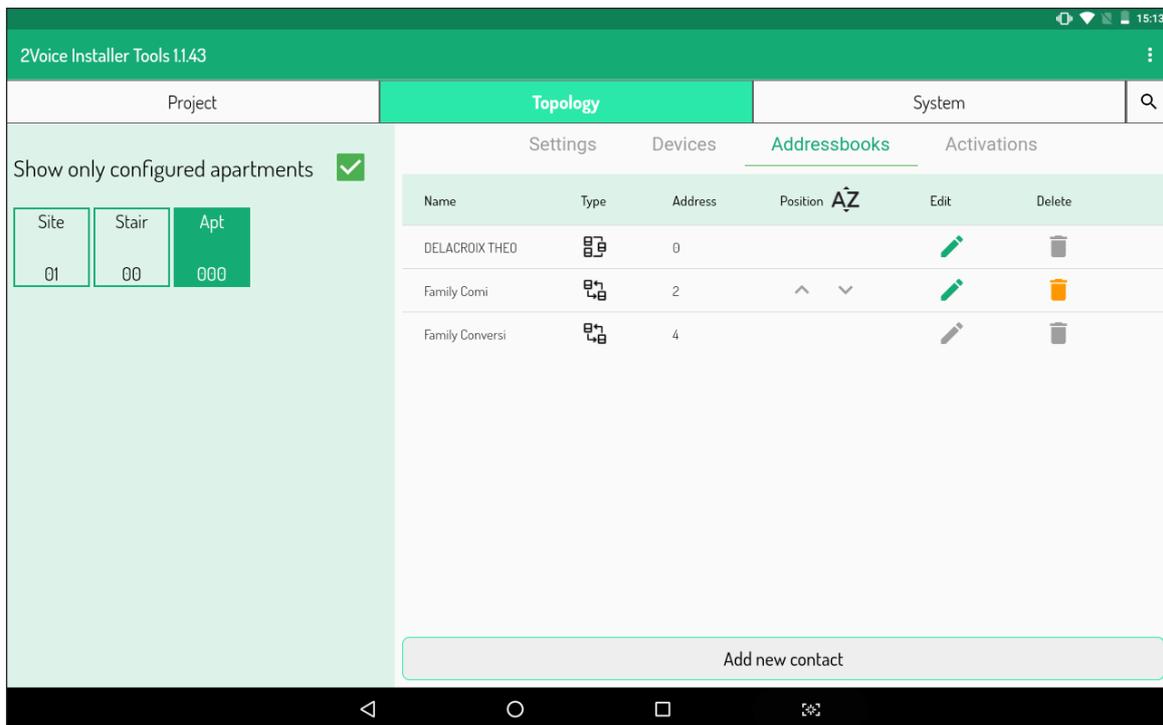
5. Press on the name in the lower field (in this example “**0 DELACROIX**”) to open a drop-down menu showing the list of apartments in the staircase.



6. Select the apartment to be called, next to the name is the apartment code (0 to 126).
7. In the “**Name**” field, enter the name that will be displayed in the video door contacts list (maximum 18 characters).



8. Press the “**OK**” button to add the contact to the staircase.



9. After entering the contact, it is possible in the configuration form:

- Display the name of the contact in the “**Name**” field.
- Display the type of contact in the “**Type**” field.
 - External contacts: call to a video door phone present in another apartment but within the same video door phone column.
 - Internal contacts: call to a video door phone in the same apartment.
- Display the contact code in the “**Address**” field.
 - For external contacts, apartment codes are displayed (0 to 126)
 - For internal contacts, the extension codes of the apartment’s video door phones are displayed (0 to 3)
- Change the order of the contacts in the configuration form. Press on the icon to arrange them in alphabetical or reverse alphabetical order, or press on the icons or in the “**Position**” field to change the position of an individual contact downwards or upwards.
- Change the name and address of a contact by pressing the icon in the “**Edit**” field.
- Delete a contact from the staircase node by pressing the icon in the “**Delete**” field.

Contacts inherited from the topological staircase node cannot be modified or deleted from the apartment node.

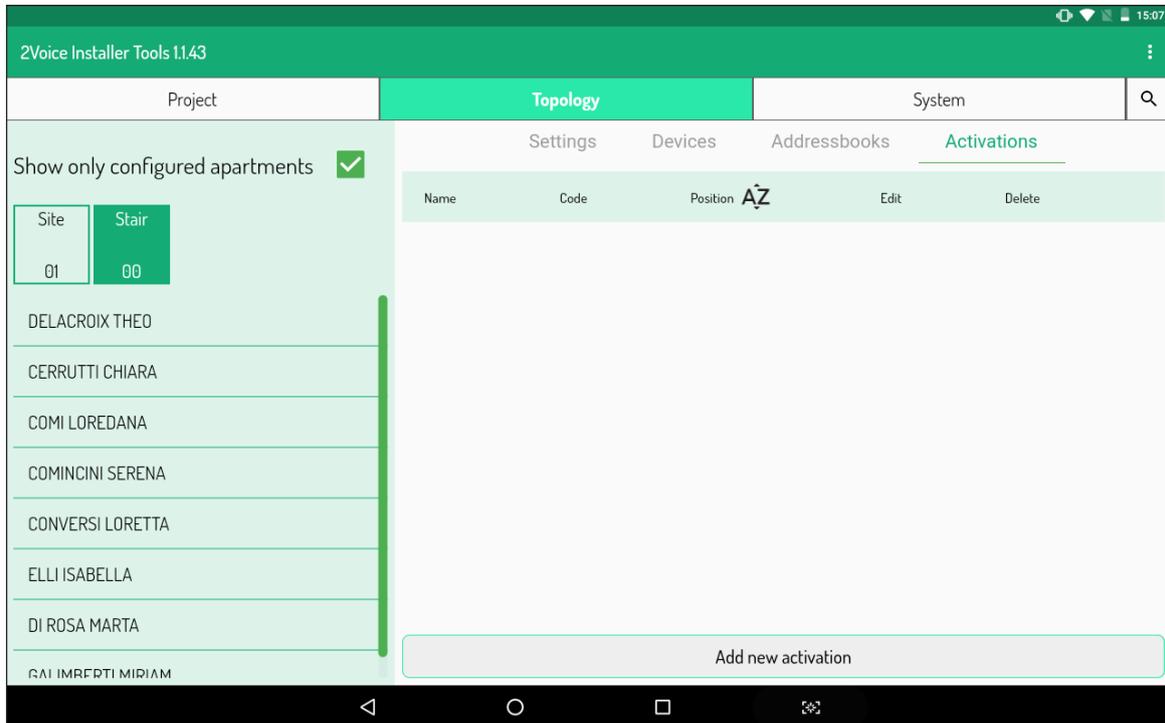
10. When configuring the video door phones in the apartments, it is possible to import all contacts within the apartment into the video door contacts list. For all information on configuring a video door phone in a “**Apartment**” topological node, please refer to chap. [Addition of a video door phone in an apartment node](#).

4.7 CREATING ONE OR MORE SPECIAL ACTIVATIONS ON AN APARTMENT NODE

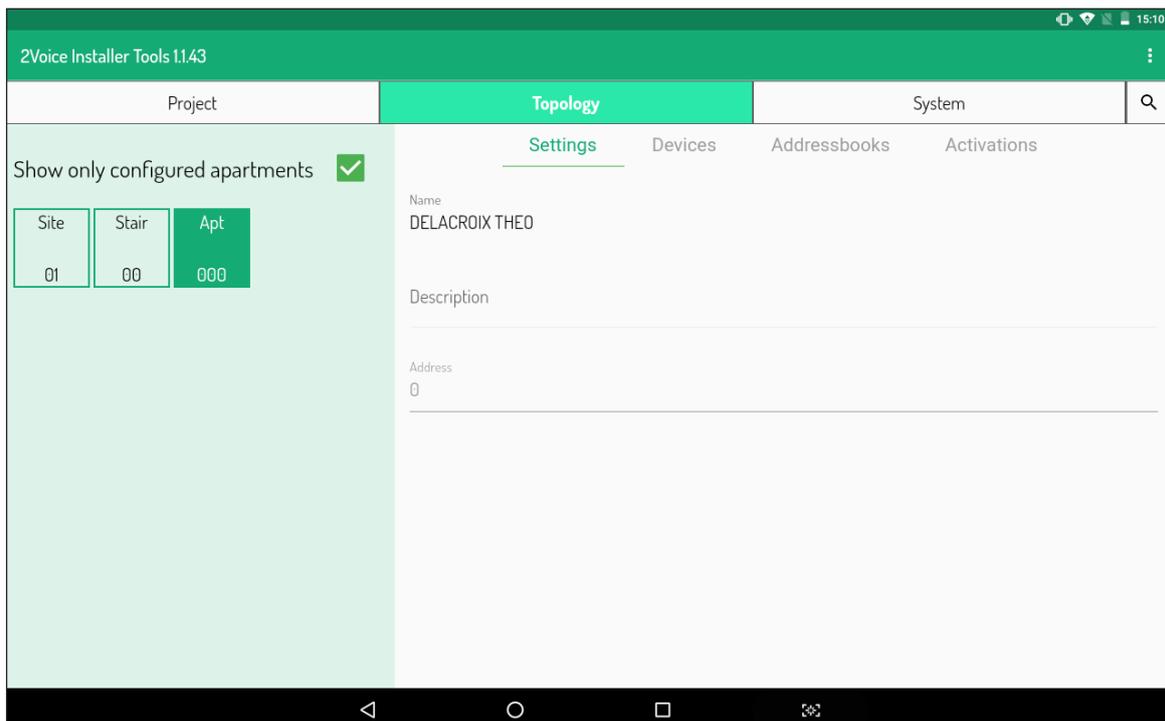
Using the 2Voice Installer Tools app, it is possible to define commands for activating a special decoding Ref. 1083/80, which will be imported on video door phones Ref. 1760/15 - /16 - /31 - /33 present in the apartment node where the activation command is created.

A maximum of **32** activation commands can be created on each apartment node. Follow the steps below to create a new activation command.

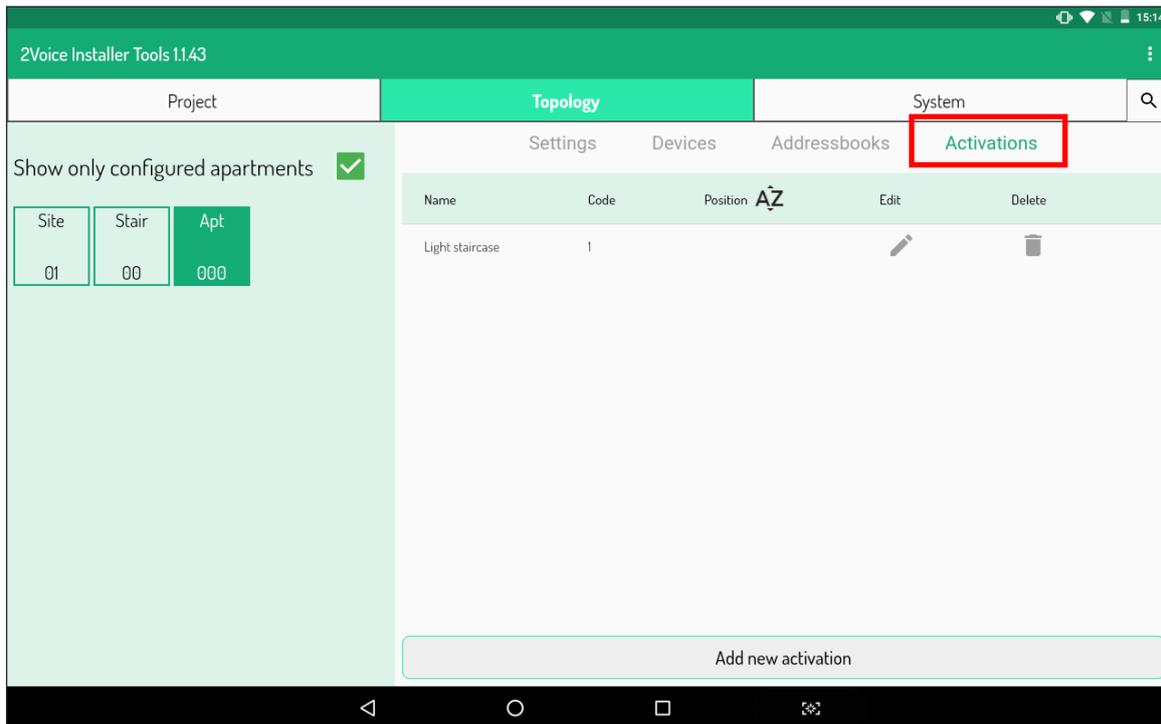
1. Using the navigation module, select the staircase topological node. In the following example, “**Staircase 00**” has been selected



2. Select the apartment where you want to enter the activation, in the example below the apartment “**DELACROIX**” was selected with apartment code **0**.

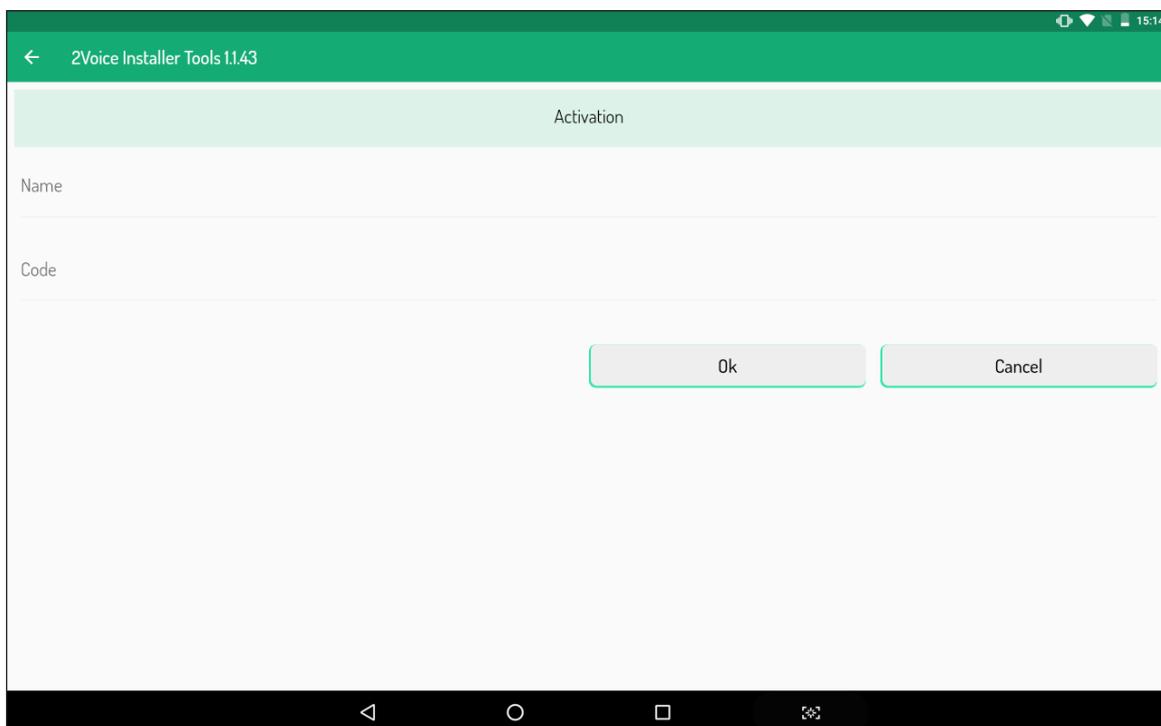


3. Select the “**Activations**” tab in the configuration form, the app displays the following screen:

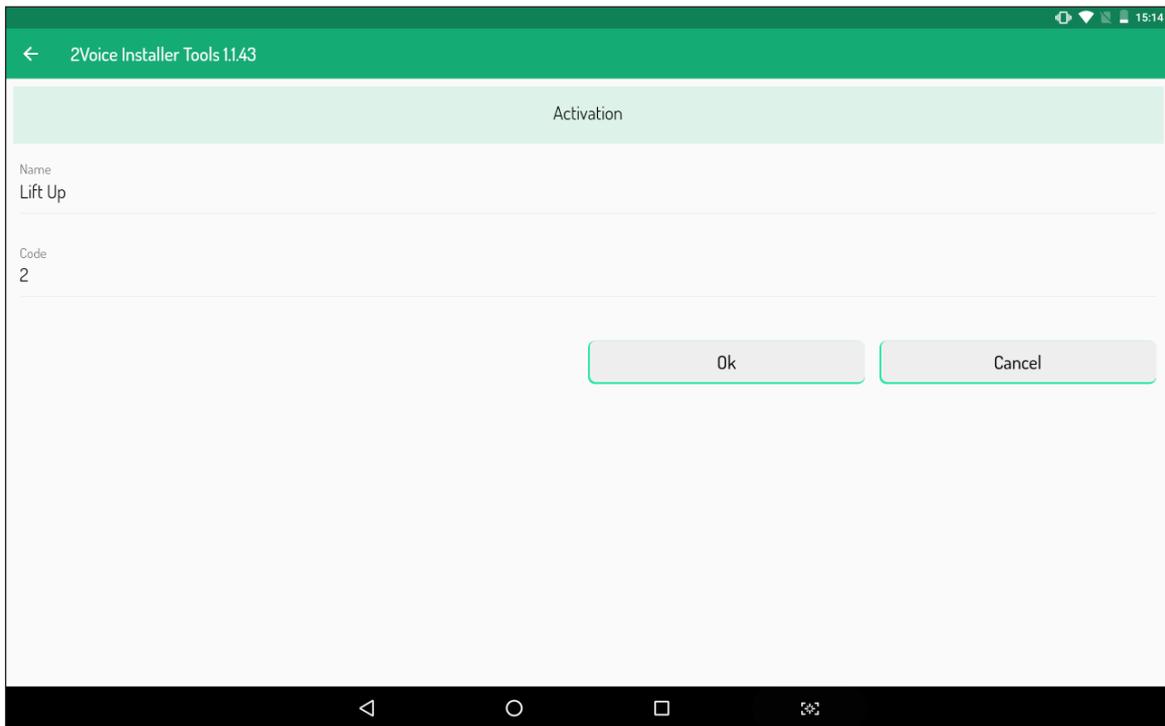


If an activation has been added to the staircase node, as described above, the activation will also be present in all apartment nodes in the staircase. In this example, the “**Staircase Lights**” activation is an activation added to the staircase node.

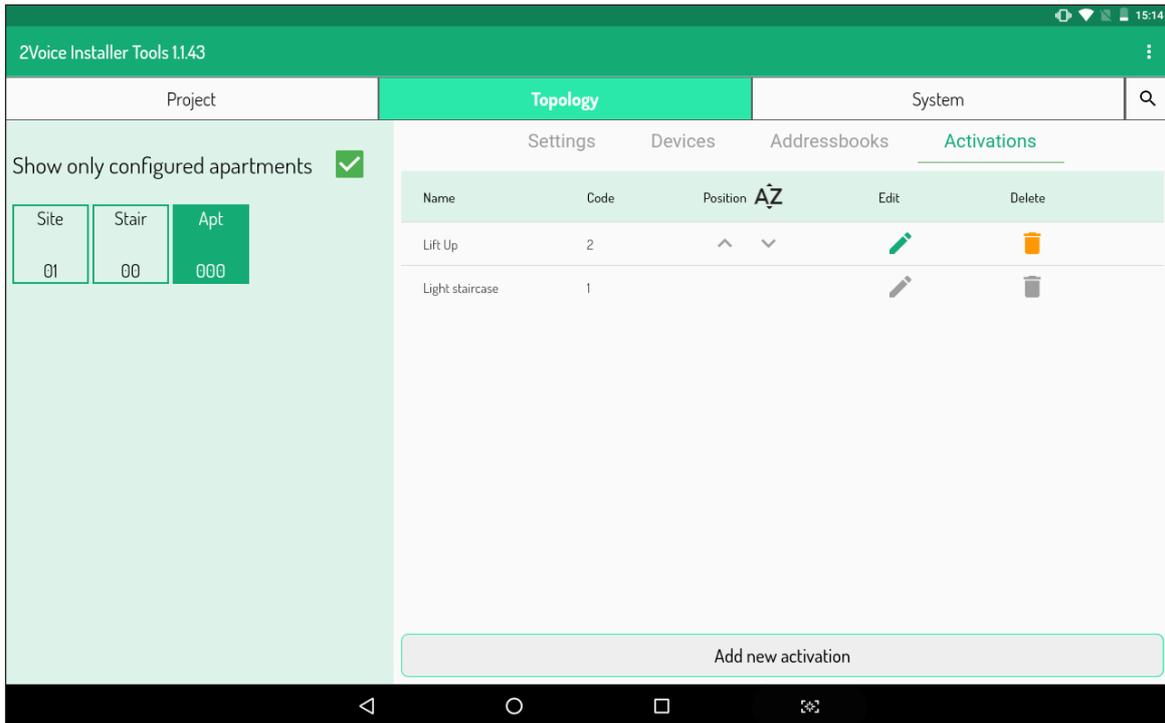
4. Press the “**Add new activation**” button to add a new activation to the apartment topological node. The app displays the following screen:



5. In the “**Name**” field, enter the name of the activation that will be displayed on the video door phone (maximum 18 characters).
6. In the “**Code**” field, enter the special decoding code. Special codes range from 1 to 254.



7. Press the “OK” button to add the activation to the apartment.



8. After having entered the activation, it is possible in the configuration module:

- Display the name of the activation in the “**Name**” field.
- Display the special activation code in the “**Code**”.
- Change the order of the activations in the configuration form. Press on the icon  to arrange them in alphabetical or reverse alphabetical order, or press on the icons  or  in the “**Position**” field to change the position of a single trigger downwards or upwards.
- Change the call sign and code of an activation by pressing the icon  in the “**Edit**” field.
- Delete an activation from the apartment node by pressing the icon  in the “**Delete**” field.

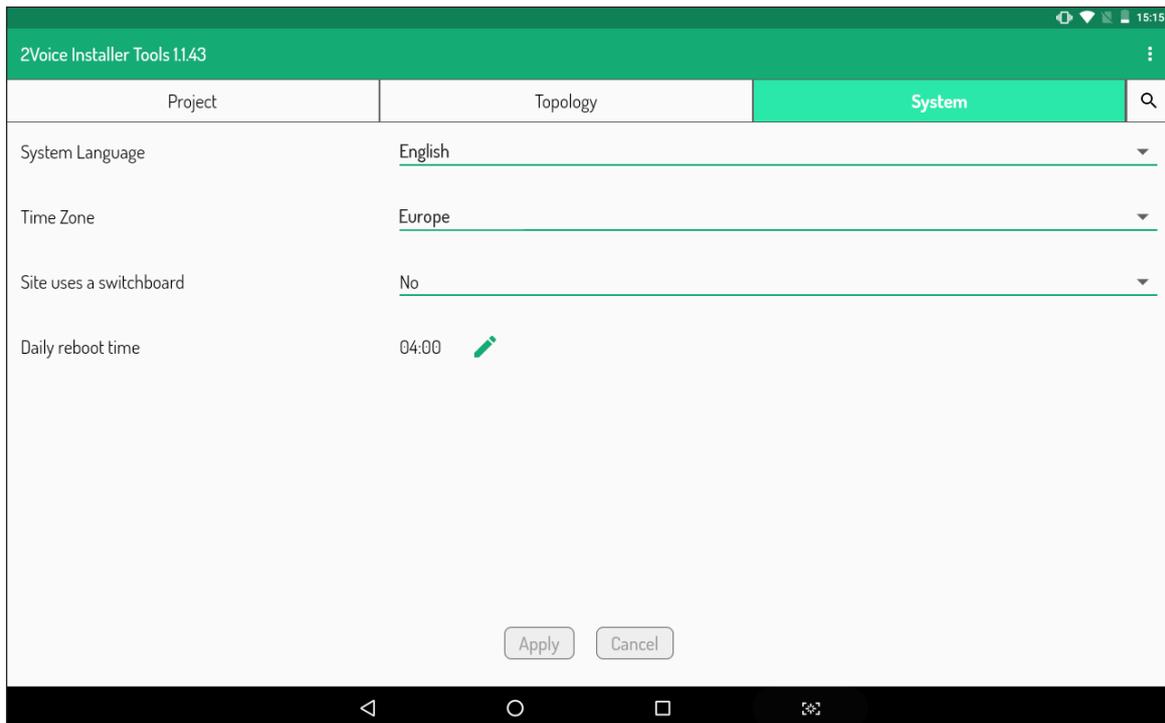
 It is not possible to modify or delete from the apartment node, activations inherited from the topological staircase node.

9. Subsequently, when configuring the video door phones in the apartments, it is possible to import all special activations entered within the apartment to the video door phones. For all information on configuring a video door phone in a “**Apartment**” topological node, please refer to chap. [Addition of a video door phone in an apartment node](#).

5. SYSTEM

The “**System**” tab allows you to configure a number of parameters exclusive to the video door phone Ref. 1760/31 - /33 which are subsequently imported into the devices during configuration.

Press on the “**System**” tab to display the following screen:



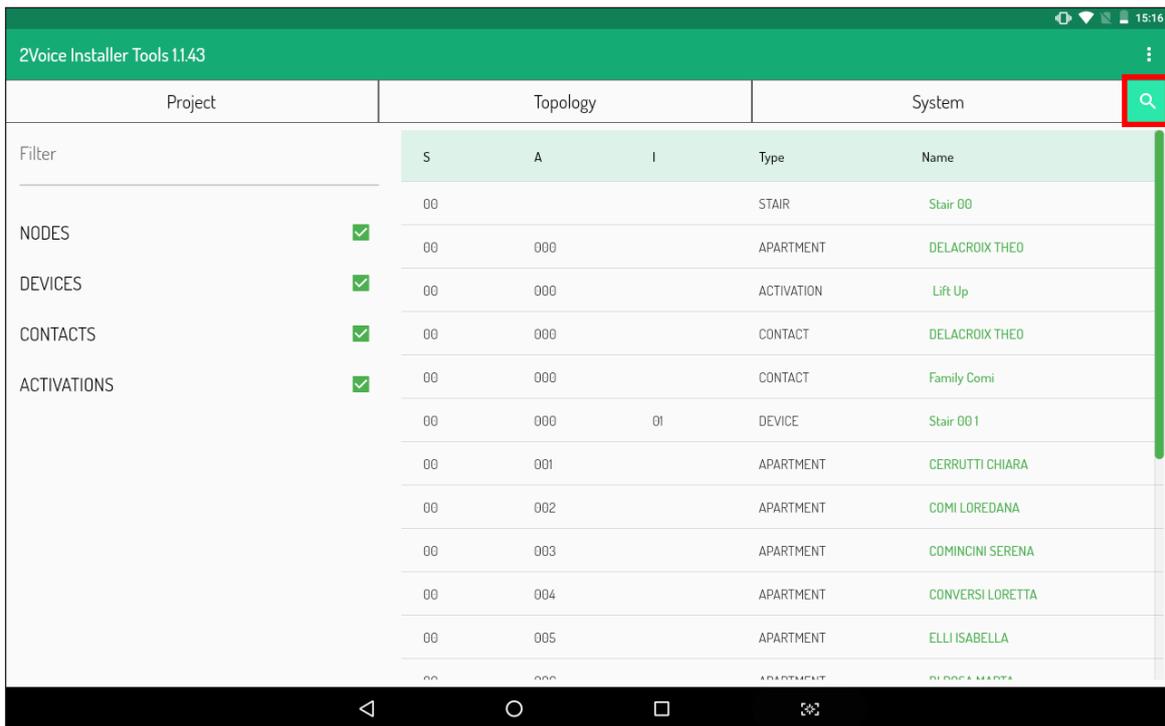
The configurable parameters are as follows:

- **System language:** allows you to configure the language used by the video door phone.
- **Time Zone:** allows you to select the time zone for time management.
- **Site uses a switchboard:** depending on the configuration made, the button enabling the call to the switchboard is displayed on the video door phone.
- **Daily reboot time:** allows you to select the time at which the video door phones restart

After the parameters have been configured, press the “**Apply**” button to confirm the settings. Press the “**Cancel**” button to close the page without making changes.

6. SEARCH FUNCTION

The search function allows making a quick search among the elements that make up the project. Press on the following icon  in the top selection menu. The app will display the following screen:



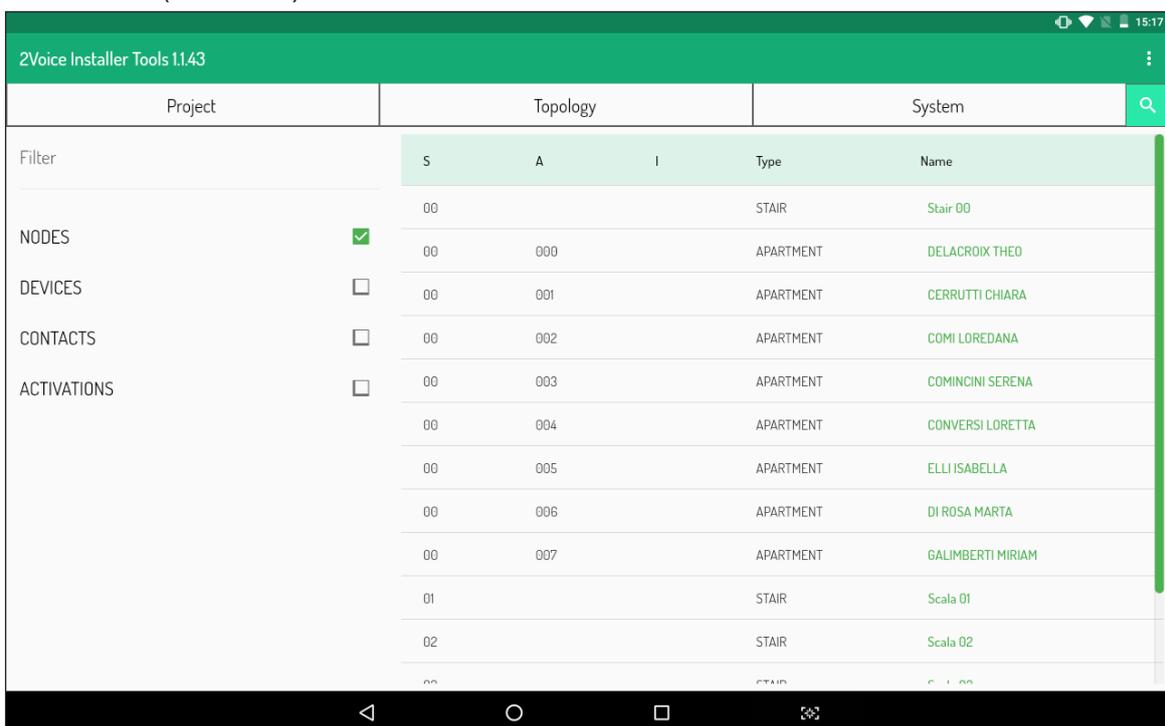
Project	Topology			System	
Filter	S	A	I	Type	Name
	00			STAIR	Stair 00
NODES <input checked="" type="checkbox"/>	00	000		APARTMENT	DELACROIX THEO
DEVICES <input checked="" type="checkbox"/>	00	000		ACTIVATION	Lift Up
CONTACTS <input checked="" type="checkbox"/>	00	000		CONTACT	DELACROIX THEO
ACTIVATIONS <input checked="" type="checkbox"/>	00	000		CONTACT	Family Comi
	00	000	01	DEVICE	Stair 001
	00	001		APARTMENT	CERRUTTI CHIARA
	00	002		APARTMENT	COMI LOREDANA
	00	003		APARTMENT	COMINCINI SERENA
	00	004		APARTMENT	CONVERSI LORETTA
	00	005		APARTMENT	ELLI ISABELLA
	00	006		APARTMENT	DI ROSA MARTA
	00	007		APARTMENT	GALIMBERTI MIRIAM
	01			STAIR	Scala 01
	02			STAIR	Scala 02
	03			STAIR	Scala 03

You can search for the following items or just one of them by ticking the relevant checkboxes:

- **Nodes**
- **Devices**
- **Contacts**
- **Activations**

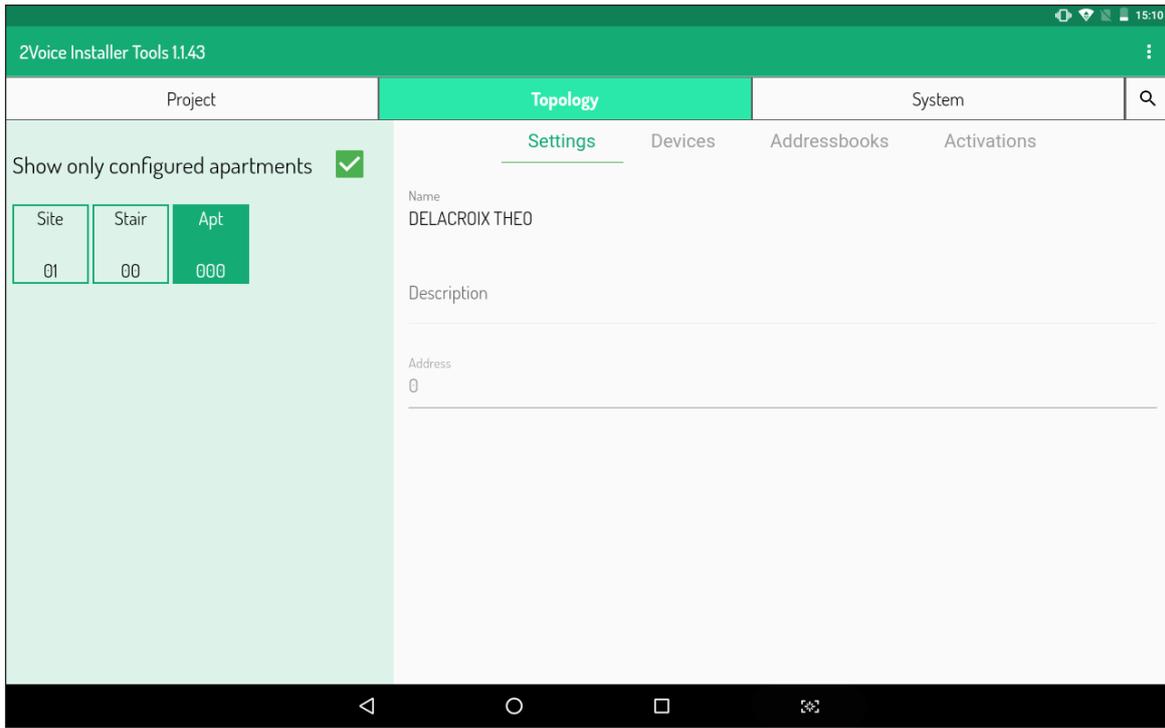
The “**Filter**” field (top left) allows you to further refine the search for displayed items. For example, it is possible to filter by field “**Name**” or by field “**Type**”.

For example, a search for “**Nodes**” only shows topological nodes with the corresponding staircase code (column S) and apartment code (column A).

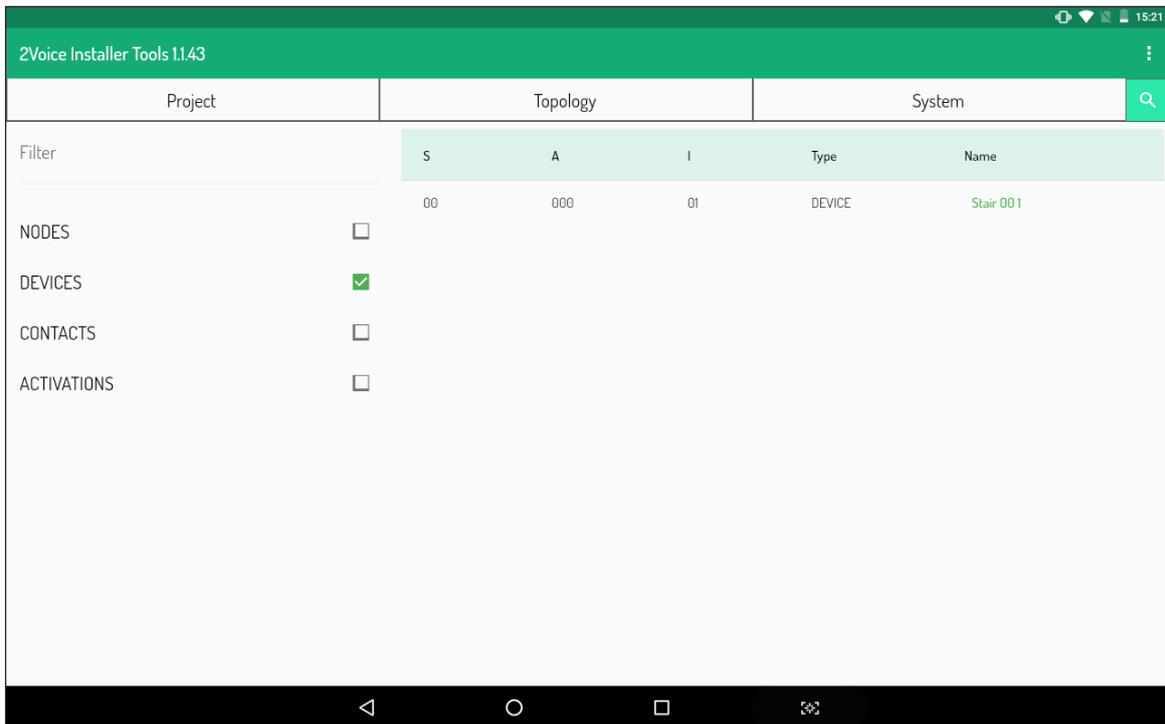


Project	Topology			System	
Filter	S	A	I	Type	Name
	00			STAIR	Stair 00
NODES <input checked="" type="checkbox"/>	00	000		APARTMENT	DELACROIX THEO
DEVICES <input type="checkbox"/>	00	001		APARTMENT	CERRUTTI CHIARA
CONTACTS <input type="checkbox"/>	00	002		APARTMENT	COMI LOREDANA
ACTIVATIONS <input type="checkbox"/>	00	003		APARTMENT	COMINCINI SERENA
	00	004		APARTMENT	CONVERSI LORETTA
	00	005		APARTMENT	ELLI ISABELLA
	00	006		APARTMENT	DI ROSA MARTA
	00	007		APARTMENT	GALIMBERTI MIRIAM
	01			STAIR	Scala 01
	02			STAIR	Scala 02
	03			STAIR	Scala 03

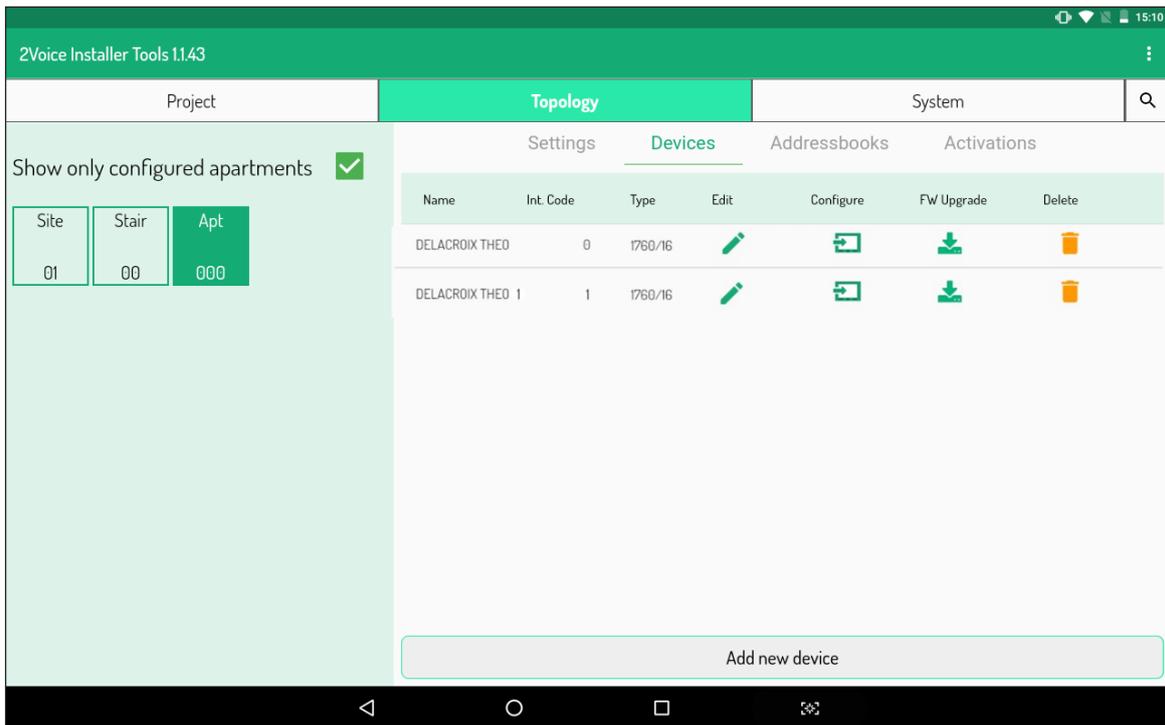
Links in the “Name” column lead directly to the “Settings” tab of the topological node. In the example below, the name “Staircase 00” has been selected.



The search by “Devices” displays the various devices present in the system with the corresponding codes of the topological nodes where the device is located, the device’s extension code (column I) is also displayed, as well as the staircase code (column S) and the apartment code (column A).



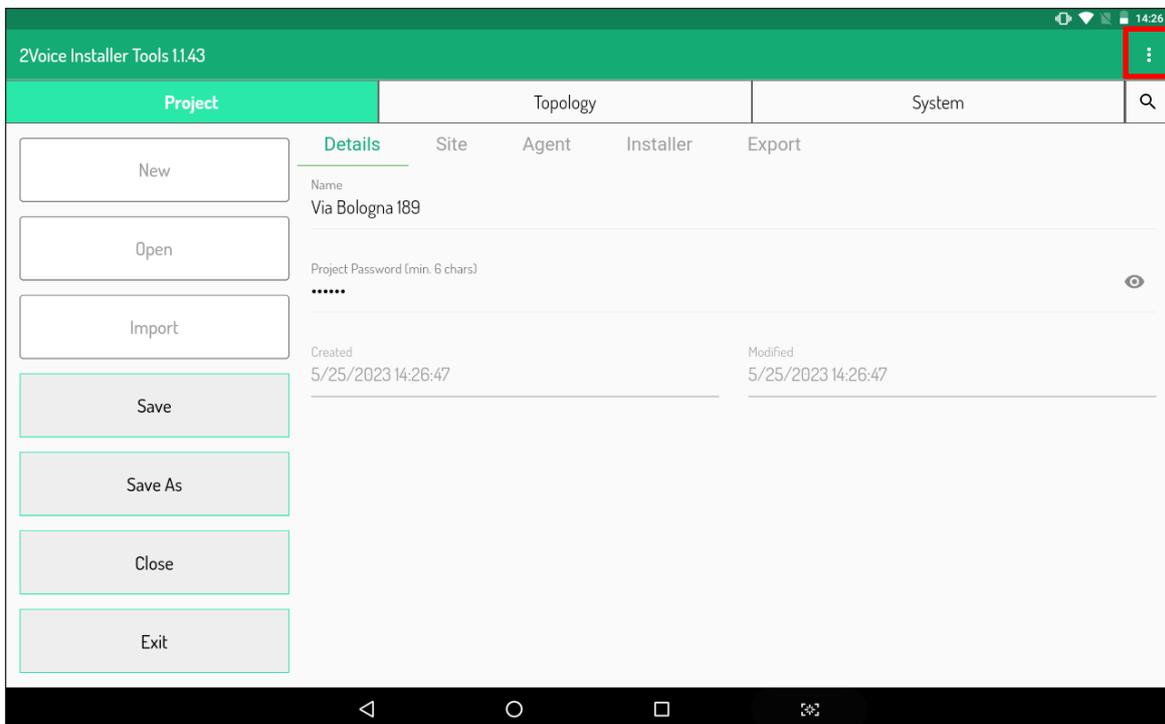
Links in the “Name” column lead directly to the “Devices” tab of the topological node where the device is located. In the example below, the name “CERRUTTI CHIARA” was selected.



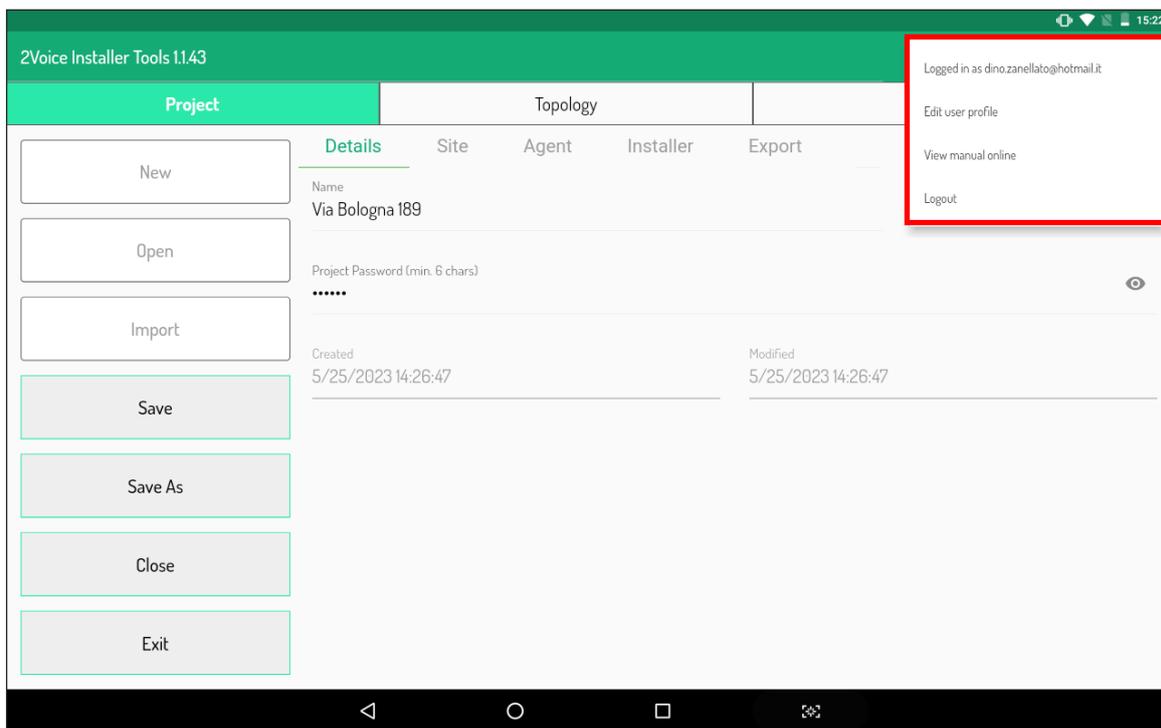
The search for “Contacts” and “Activations” works in the same way as the search for “Devices” described above.

7. INSTALLER ACCOUNT MANAGEMENT

By pressing the button  you can display a drop-down menu that allows you to view information or make changes to the installer account with which you are logged into the 2Voice Installer Tools app.



Press the button  to display the following drop-down menu:



The drop-down menu allows you to:

- display the e-mail address of the installer user who is logged into the 2Voice Installer Tools app;
- change the data entered to create the installer account on the Urmet Cloud, for the use of the 2Voice Installer Tools app;
- Please refer to the 2Voice Installer Tools app user manual;
- Logout with the account connected to the 2Voice Installer Tools app.

DS1083-175

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