

General:

The Codephone unit is an intelligent telephone connected to a telephone exchange, mounted on office entrance and enables visitors to call to any familiar extension or to the secretary station.

An authorized personnel can enter by keying an access code.

On the other side of the system any person receiving a call from the door can speak with the visitor and open the door from his telephone extension by pressing a particular key.

Open the door from the inside is possible by pressing a bypass pushbutton.

The device includes an environment resistant and anti vandal metal keyboard.



KX-T918-MT

KX-T918-AV

Features:

Easy installation, programming and operating.	Power failure resistance, keeps the programmable values in nonvolatile memory.
Controls a safety camera.	Can call to any known extension.
Programmable extension key to open door	Can be programmed from any extension.
Every extension can open the door by pressing a key.	Ability to control 2 entrance doors instead of the camera.
Up to 10 extensions numbers speed dials.	optional bypass exit pushbutton
Up to 1 million possible combination codes	Environmental and anti vandal resistance.

Specifications:

Operating voltage: AC 12V 1000mA

Operating electric or magnetic lock. (normally open or normally close)

Color: silver or bronze

Code length: 1-6 keys

Size: under plaster 195X115X50mm (H*W*D)

On the wall 154X100X35mm (H*W*D)

Opening time: 1-99 seconds

Installation:

According to the door lock type, 3 pins connector JM1 should be set

Desirable DOOR state when entering valid code	Jumper JM1
Close circuit (Normally open) for electric lock	Jumper on 2 left pins (default state)
Open circuit (Normally close) for magnetic lock	One Jumper on 2 right pins

After installing the lock in the door frame. Route the following wirings to the Codephone:

1. 2 wires from power supply.
2. 2 wires from the lock.
3. 2 wires from a telephone exchange free extension.
4. 2 wires from optional bypass pushbutton.

Using Phillips screw driver open 4 top cover's screws, carefully pull up the panel.

Using a screw driver, expose the 4 covered insulations bores and the round wirings bore.

Attach the base of the Codephone to the wall, using a pencil mark the 4 fixing points.

Drill the 4 fixing points on the wall.

Route the wires through the round bore in the base of the Codephone.

Using 4 screws install the base to the wall.

Verify the power supply is not connected to power source!

Connect the wires to circuit board terminals according to the circuit's labels, the attached electrical diagram and the following instructions.

Connect: Power supply to the two **12VAC** terminals.

To connect an electric lock: One wire from the lock to the **RELAY** terminal. The second wire from the lock to one of **12VAC** terminals. Short wire from the second **12VAC** terminal to the second **RELAY** terminal.

(the **RELAY** functions as a switch)

If you intend to install a bypass pushbutton, connect it between **RMT** terminal and the **+V** terminal.

2 wires from telephone exchange free extension to **LINE**.

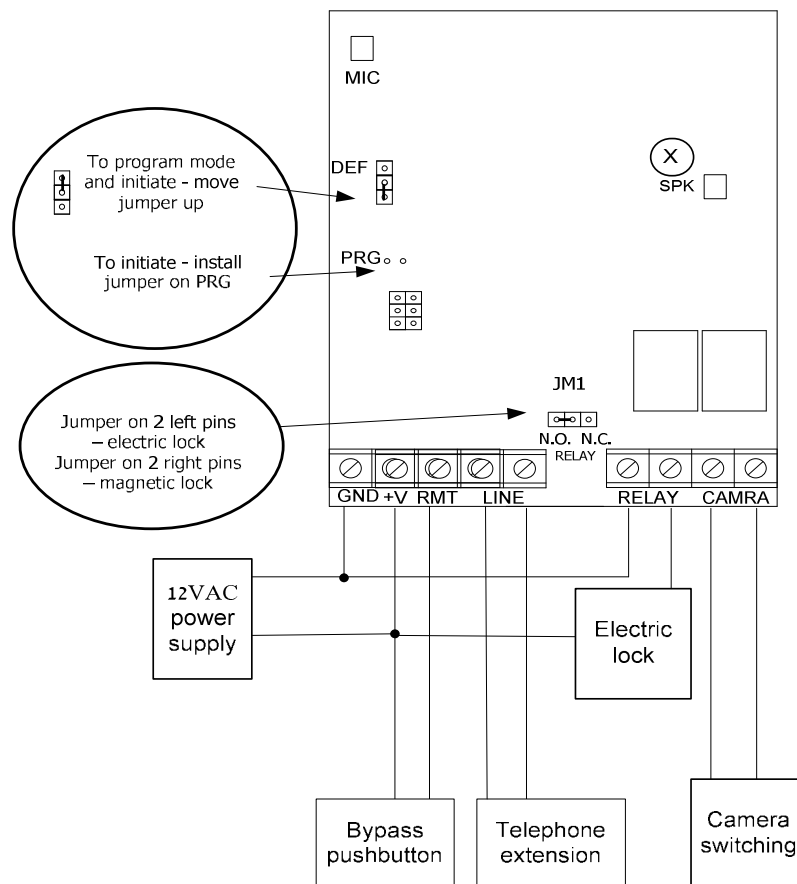
❖ the polarity of the wires is non significant.

Reassemble the panel over the base.

Attach the top cover to the base using the 4 screws.

Connect the power supply to the power inlet, the red led will constantly illuminate, indicating power supply to the Codephone. Initiation tune will be sound.

[Codephone Electrical drawing](#)



Technician Programming:

2 programming options are possible: via the Codephone's keyboard – full programming.
Or via any extension – limited programming.

Technician Programming – via Codephone's keyboard

Access to the programming menu is protected by 2 means: programming code 123456 (which can not be modified) and an internal jumper.

The programming template: 2 digits for the cell number, 2 digits for the value.

For value smaller than 10 a 0 digit must be entered before the value.

As long as you stay in programming mode, you can keep storing data in the device.

❖ Entering to programming mode:

Install a **jumper on DEF connector** between the central pin and pin above it.

Type the sequence **123456** followed by asterisk *****.

The green led will blink as long as the programming mode is active.

In the programming mode the following values could be modified:

- **Delay time:** the delay time from the moment a valid access code was entered or a press on the bypass pushbutton was detected, till the moment the electric lock starts activating. (suitable for situations where there is a distance between the Codephone and the door)

The value is stored in cell #01, default value 0 seconds.

Implementation: type the cell number: **01** followed by the new value's 2 digits, and *****.

- **Speed dial:**

Allow the codephone to make a telephone call by pressing any of the keys in the keypad meaning when a client will press the key 1 and bell the codephone will dial a number that defined by the technician.

- **Opening time:** the amount of time the lock stays unlatched.

The value is stored in cell #02, default value 3 seconds.

Implementation: type the cell number: **02** followed by the new value's 2 digits, and *****.

- **User code:** this code allows the user to program access codes and speed dials.

The value is stored in cell #09, default value 222222.

It is recommended to change the default value.

Implementation: type the cell number: **09** followed by the new value's **6** digits, and *****.

- **Conversation time:** the amount of time you can speak with the Codephone till it hangs up.

If the value is smaller than 90 or equal, it represents seconds.

If the value is larger than 90, the second digit represents time in minutes.

The value is stored in cell #11, default value 60 seconds.

Implementation: type the cell number: **11** followed by the new value's 2 digits, and *****.

- **Number of calling rings:** the number of rings till the Codephone answers when calling it. The value is stored in cell #12, default value 1 ring.

Implementation: type the cell number: **12** followed by the new value's 2 digits, and *****.



- **opening keys from an extension:** this is the key enables opening the door from remote. Because the Codephone can control 2 doors (the camera must be disabled by setting "camera time" to 0) a different key must be set to each door. (incase a similar value is set to the 2 doors, the opening key will open only the first door)

If only one lock is connected, the opening key should be typed twice.

The value is stored in cell #13, default value 7 to the first door and 5 to the second (CAM terminals).

Implementation: type the cell number: **13** followed by the new value's 2 digits, and *****.

For example the value 57 indicates 5 to the first door and 7 to the second.

- **Camera time:** the amount of time the camera stays on (the camera turns on automatically after pressing the bell button  or calling the codephone)
If instead of a camera a second lock is needed – this cell must be reset to 00, in this case both locks will have the same opening time value.
The value is stored in cell #14, default value 30 seconds.
Implementation: type the cell number: **14** followed by the new value's 2 digits, and *****.
Entering a valid value will be confirmed by a beep sound. Invalid key will followed by a long beep.
- ❖ **Exit programming mode** press a **long press** on the bell button 
Reinstall the jumper from DEF connector and install it over the same connector between the central pin and the lower pin, to avoid unauthorized access.

User Programming – via Codephone's keyboard

In this programming mode it is possible to modify only the **access codes** and the **speed dials**.

❖ Entering to programming mode:

Type the user code sequence (default value **222222**) followed by asterisk *****.


The green led will blink as long as the programming mode is active.

As long as you stay in programming mode, you can keep storing data in the device.

- **Access codes:** there are 40 cells used to store 40 different access codes.
The cells are numbered from 1 to 40 (it is mandatory to type 2 digits for cell number)
 - Type **2 digits** of the **cell number** to store the new code.
 - Type the digits of the **new code**, code length up to 6 digits.
 - Type asterisk ***** to confirm.
 - You can repeat the steps to store more codes or enter speed dials or exit this mode.

Example: access code: **2589** in cell # **01**.

Type the following sequence:

User code (If not modified)	confirmation	Cell number	Code number	confirmation	Exit programming mode
222222 ⇒	* ⇒	01 ⇒	⇒ 2589	⇒ *	⇒ long 


To use the code, type the access code and asterisk *****.




- **Canceling particular access codes**
 - Type **2 digits** of the **cell number** which stores the code to be cancelled.
 - Type asterisk ***** to confirm.


Example: cancel the code stored in cell # **03**.


It is mandatory to type 2 digits for cell number

Type the following sequence:

User code (If not modified)	confirmation	Cell number	confirmation	Exit programming mode
222222 ⇒	* ⇒	03 ⇒	* ⇒	⇒ long 


- **Programming speed dials**
10 cells are used to store 10 numbers for speed dials.
Cells numbers 41 to 49 are used for speed dials from keys 1 to 9 respectively.
Cell number 50 is used for speed dial from the bell key  and the 0 key.
 - Type **2 digits** of the **cell number** (41-50) which stores the telephone or extension number.
 - Type the telephone or **extension number**, up to 15 digits.
 - You can force breaks in the sequence of dialing by inserting  between digits.
 - Type asterisk ***** to confirm.
- Example:** if you want the  to call extension number: **347**.
Type the following sequence:

User code (If not modified)	confirmation	Cell number	Code number	confirmation	Exit programming mode
222222 ⇒	* ⇒	50 ⇒	⇒ 347	⇒ *	⇒ long 

- ❖ **Exit programming mode** press a **long press** on the bell button 

Technician Programming – via extension

Part of the Codephone's properties can be programmed via an extension.

It is **not possible** to program access codes and speed dials except the bell button .

❖ Entering to programming mode:

- Call the Codephone's extension from any extension.
- Type twice the number sign (##) wait for the confirmation beep.
In this programming mode the following values could be modified:
- **Speed dial:**
allow the codephone to make a call by pressing any of the keys in the keypad meaning when a client will press the key 1 and bell the codephone will dial a number that defined by the technician.
Implementation: type the cell number: **50** and then **#**
(asterisk key * used to planet break in the call sequence when inserting between digits)
a beep will confirm speed dial mode
programing the keys from 1 to 9 will be according to cell numbers 41 to 49 meaning that cell number 41 will program key number 1
when finished type **#** to confirm and beep will be heard
- **Delay time:**
Implementation: type the cell number: **01**
Type the new delay value's **2 digits**. (default 0 seconds)
Type **#** to confirm. A confirmation beep sound will be heard.
- **Opening time:** the amount of time the lock stays unlatched.
Implementation: type the cell number: **02**
Type the new opening time value's **2 digits**. (default 3 seconds)
Type **#** to confirm. A confirmation beep sound will be heard.
- **User code:**
Implementation: type the cell number: **09**
Type the new user code **6 digits**. (default 222222)
Type **#** to confirm. A confirmation beep sound will be heard.
- **Conversation time:**
Implementation: type the cell number: **11**
If the value is smaller than 90 or equal, it represents seconds.
If the value is larger than 90, the second digit represents time in minutes.
Type the new Conversation time value's **2 digits**. (default 60 seconds)
Type **#** to confirm. A confirmation beep sound will be heard.

- **Number of calling rings:**
Implementation: type the cell number: **12**
Type the new calling rings value's **2 digits**. (default 1 ring)
Type **#** to confirm. A confirmation beep sound will be heard.
- **opening keys from an extension:**
Implementation: type the cell number: **13**
Type **2 digits** the first stands for the first door and the second digit for the second door.
If only 1 door is used type the same digit twice.
Type **#** to confirm. A confirmation beep sound will be heard.
- **Camera time:**
Implementation: type the cell number: **14**
Type the new Camera time value's **2 digits**. (default 30 seconds)
Type **#** to confirm. A confirmation beep sound will be heard.

Exit programming mode - type twice on the number sign **##** or wait for 10 seconds.

Initiating the Codephone

It is possible to reset the Codephone's memory: clear the speed dials, the access codes and restore default values.

Implementation:

- Disconnect the power supply from the Codephone.
- Install 2 jumpers, the first on **DEF connector** between the central pin and the pin above it. The second between drills **PRG** (the PRG drills are located below connector DEF)
- Connect the power supply to the Codephone.
- Wait about 3 seconds till the tune stops indicating completion of the process.
- Pull out the jumper from drills PRG.
- Reinstall jumper on connector DEF between the central pin and the pin below it.

Connecting a second door latch instead of a camera

In order to set the following parameters refer to the technician and user programming modes

- Set the cell "Camera time" value to **0**.
- Set a different "opening key from an extension" to the second door.
- Set different access codes in cells **21-40**. the first 20 codes (cells 1-20) will be used for the first door.
- Connect the lock's wires between the CAMRA terminals. The opening will behave according to jumper JM1: Normally Open or Normally Close.

The Opening and Delay times set to the first lock applicable the second.

Speaker volume adjustments




The Codephone unit leaves the manufacturer site adjusted.

Sometimes because of the location (opened or closed space), acoustical problems occur.

If the Codephone's speaker sound level is too high or low, gently rotate the internal SPK potentiometer.

Operating:

Visitor

- ❖ Search in the list for the speed dial digit of your host, type the digit and confirm by pressing the bell .
- ❖ To the secretary station press the bell , identify yourself with the person you are talking with. If your access is authorized the door lock will buzz, you can pull the door and enter.
- ❖ If the full extension number of your host is known to you, dial this number followed by bell .
- ❖ When leaving press on the bypass pushbutton, the door lock will buzz, and be unlatched (after delay if programmed to) you can push the door and exit.

Opening the lock using the keyboard

Press the **access code** followed by '*' button.

The lock will be open for the time value it was programmed.

Each key stroke is followed by a Beep sound, entering a false code or invalid typing is followed by a "Beep-Beep-Beep" sound sequence.

When exit the secured room press the bypass pushbutton, the lock will be open for the programmed time value.

Responding to a door call

When a door call ringing tune is sound in your phone, pick up the phone, interview the visitor up to one minute, after one minute the line disconnected, if authorized press the opening key (default=7) if the visitor is not welcomed press 0 to hang up.

- ❖ Hanging up the hand set without pressing the opening or hanging key, will cause the Codephone's line to stay open till the termination of Conversation time value.

Initiating a call to the Codephone

Type the Codephone's extension number.

You can speak with the visitor and open the door.