

MEEET

MIO/WIT MONITOR

FERMAX

USER MANUAL



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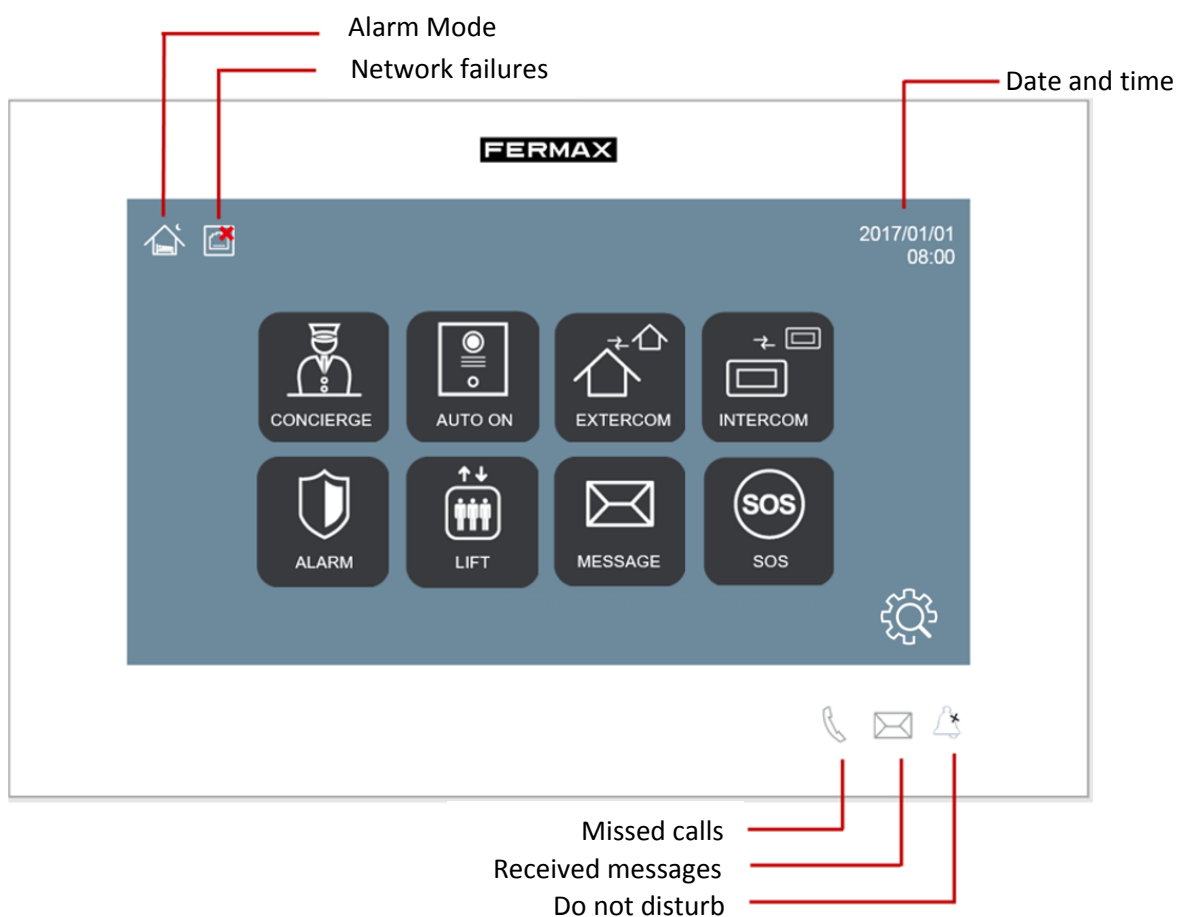
INDICE

1 DESCRIPTION	4
2 CALL RECEPTION.....	5
2.1 Calling from an access point.....	5
2.2 Call from the door of the home (doorbell)	7
2.3 Calls from another home	7
2.4 Call from a concierge.....	7
3 MAKING CALLS	8
3.1 Call concierge	8
3.2 Call another residence.....	9
3.3 Call another monitor in the same apartment (INTERCOM)	10
3.4 Connection with an access panel	11
3.5 SOS call	13
4 ADDITIONAL FUNCTIONS	14
4.1 Alarm Function	14
4.2 Lift Control.....	18
4.3 Actuator Control.....	19
4.4 Call Log	20
4.5 Message Management.....	21
4.6 Viewing Community Cameras	22
5 SETTINGS	25
5.1 Ringtone Settings	25
5.2 Screen Settings	26
5.3 Language Settings.....	27
5.4 Date and Time Settings	27
5.5 Do Not Disturb Function.....	28
5.6 Installer Menu	28
5.7 Change of password	29
5.8 Information Screen.....	31

1 DESCRIPTION

The following document is the User Manual for the monitors of the FERMAX MEET range, corresponding to the following references:

- REF. 952201 MONITOR MIO WHITE 7"
- REF. 952203 MONITOR MIO BLACK 7"
- REF. 952701 MONITOR MIO WHITE 10"
- REF. 952703 MONITOR MIO BLACK 10"
- REF. 14701 MONITOR WIT 7" POE WHITE
- REF. 14703 MONITOR WIT 7" POE BLACK
- REF. 14811 MONITOR WIT 10" POE WHITE DOMOTICO
- REF. 14813 MONITOR WIT 10" POE BLACK DOMOTICO



2 CALL RECEPTION

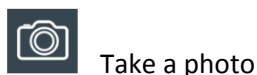
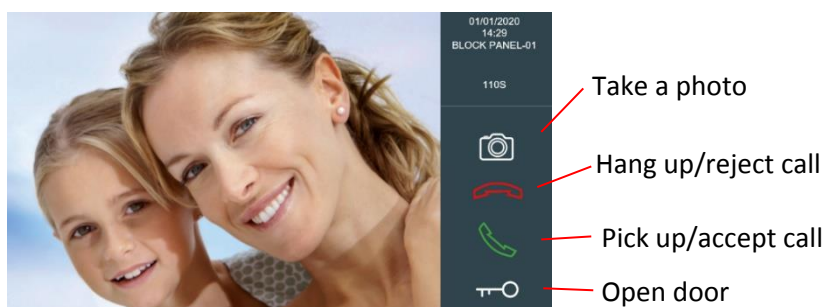
2.1 Calling from an access point


MEET monitors can receive calls from both the access point to the block corresponding to the home, as well as from any general entrance.

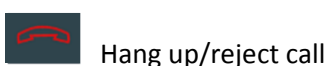
During the call it is possible to open the access door, as well as any other additional doors that may have been installed (gate, garage, etc.) up to a maximum of 4.


It is also possible to view the caller from the camera installed on the building's access panel, as well as from any additional cameras that may have been installed (up to a maximum of 4).

In both cases, the operation is the same: The monitor sounds, the screen turns on automatically and the visitor's image appears, along with the user controls described below.




By touching the icon , the image presented on the monitor will be captured and can be viewed later. See "Call log" section.

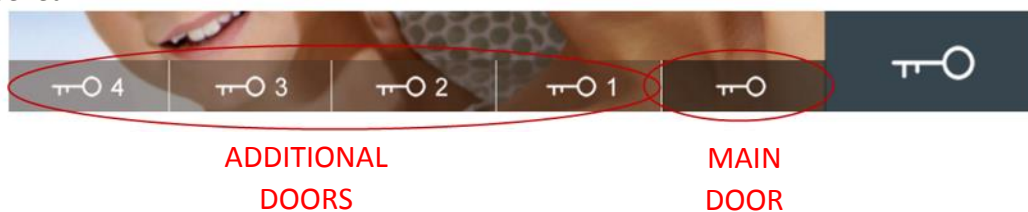


Touch the icon  if you do not wish to take the call. The monitor will turn off




Touch the icon  if you want to open the door without first talking to the caller.

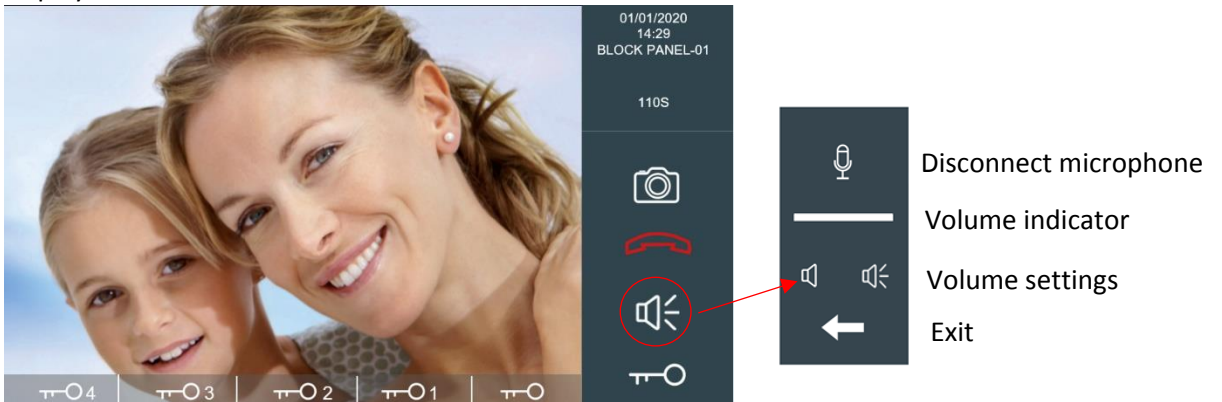
If there are additional doors (other than the main door), touching this icon will display more options at the bottom of the screen. Click on the one corresponding to the door to be opened.





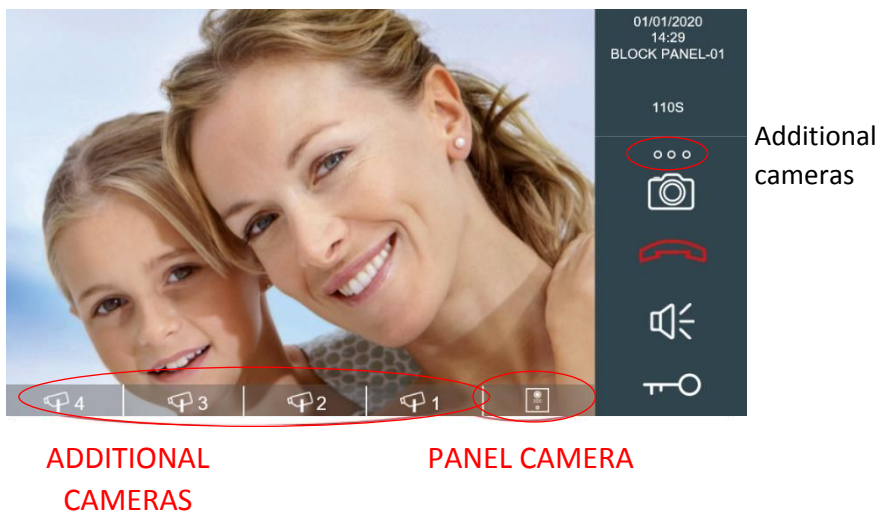
Pick up/accept call


You can establish hands-free communication with the caller. The monitor interface will display an icon  for volume control.



Display of additional cameras

If additional cameras are installed, a few dots will appear on the control panel. By tapping on them, more options will appear at the bottom of the screen. Tap on the corresponding camera to be displayed.



The call duration is limited to 120 seconds. Tap the icon  if you want to finish it sooner.

NOTE:

The additional doors and cameras available depend on the installation and configuration of the system.

2.2 Call from the door of the home (doorbell)


It is possible to receive calls via a button installed next to the door of the home itself. This call will sound different from other calls (ding-dong).

If a camera has also been installed near the button, the image captured by that camera will be displayed on the monitor. See NOTES.

2.3 Calls from another home

It is possible to receive a call from the monitor of another home in the building, or even from any other building in the development. This call will sound on the monitor with a different tone to access calls and information from the calling monitor will appear at the top of the monitor.

No image will appear on the screen and the controls available on the monitor will be Hang up/Reject call and Pick up/Accept call, so you can talk hands-free with your caller.

The call duration is limited to 120 seconds. Touch the key if  you want to end it sooner.

2.4 Call from a concierge

It is possible to receive a call from any available concierge in the development. This call will sound on the monitor with a different tone to access calls or calls from other homes and information from the calling concierge will appear at the top.

Depending on the installation, you may see an image captured by a camera installed next to the concierge. See NOTES.

The controls available on the monitor will be Hang up/Reject call and Pick up/Accept call, so you can talk hands-free with the concierge.

The call duration is limited to 120 seconds. Touch the "Hang up/Reject call" key if you want to end it earlier.

NOTES:

Both additional door and additional camera icons will appear depending on their availability in the building, or on the configuration made by the installer.

The ringing tones that identify the origin of the call (access to the building, concierge, another home or door of the home), are configurable. See section "Adjusting the polytones".

The "Call from the home's door" function and the corresponding camera display require additional installation and configuration.

If there are several monitors in the same home (up to a maximum of 10), they will all ring at the same time and it will be possible to answer the call from any of them.


Once the call is answered, the rest of the monitors will stop ringing.

3 MAKING CALLS



3.1 Call concierge

It is possible to call any available concierge in the building or development.

To do this, touch the icon . A list of all available concierges will appear on the screen after a short **SEARCH** period of time, while the system is detecting them.

If there were not any concierge available, a message **NO DEVICE IS FOUND** will appear for 5 seconds.

Otherwise, a message **UPDATE COMPLETED** and a list with the detected concierges will appear.

The list of the detected concierges is stored in memory, so the next time you need to call a concierge, the concierge list will appear immediately. However, in the case of the available concierges is different than the stored in memory, the list will be automatically updated.

The concierge could be identified by a name or a customized tag depending on the installer configuration. *Ex. MANAGEMENT CENTER instead of CONCIERGE-9901.*

Touch the one you wish to communicate with.



Depending on the installation, you may see an image captured by a camera installed next to the concierge

The controls available on the monitor will be Hang up/Reject call and Pick up/Accept call, so you can talk hands-free with the concierge.


The call duration is limited to 30 seconds. Touch the "Hang up/Reject call" key if you want to end it earlier.



3.2 Call another residence

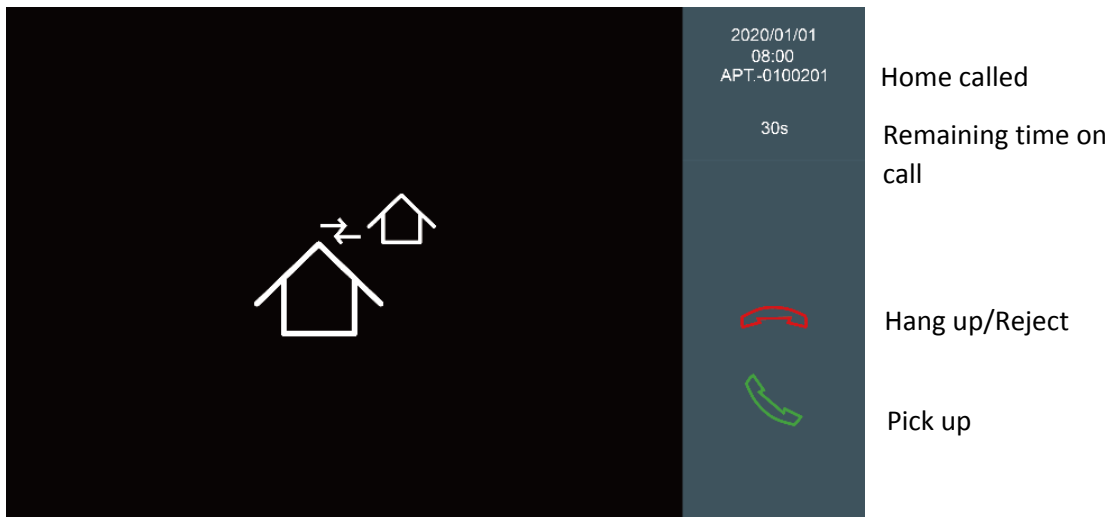
It is possible to make a call to the monitor of another home in the building, or even of any other building in the development.

Depending on the characteristics of the installation, this functionality may be deactivated. A "FUNCTION NOT ACTIVATED" message will be displayed.

To call another home, first touch the icon . A dialling pad will appear.

- Directly dial the number of the corresponding property, if it belongs to the same block.
- Dial the block number followed by the home number (4 digits) to call a home in another block within the development.
E.g. Block 5, home 36: dial 50036.


When you pick up, the controls available on the panel will be Hang up/Reject call and Pick up/Accept call, so you can talk hands-free with your caller.



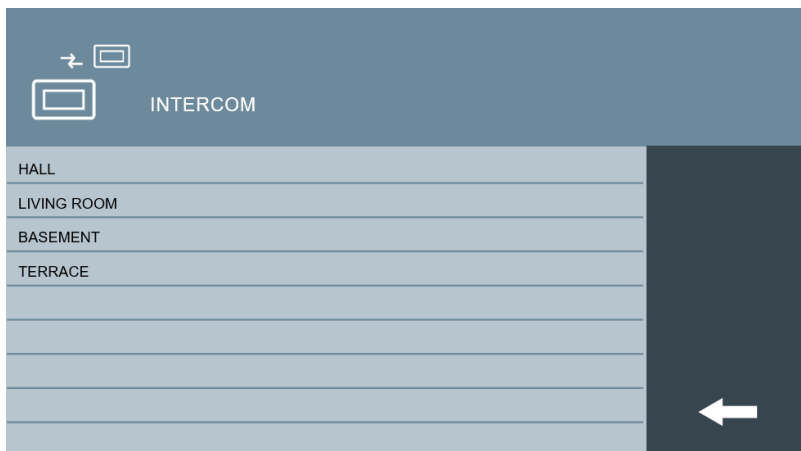
The call duration is limited to 30 seconds. Touch the "Hang up/Reject call" key if you want to end it earlier.

3.3 Call another monitor in the same apartment (INTERCOM)

It is possible to make a call to another monitor installed in the same apartment.

Touch the icon  to call to another monitor in the same apartment. A list of all available monitors will appear on the screen after a short **SEARCHING** period of time while the system is detecting them.

If there were not any monitor available, a message **NO DEVICE IS FOUND** will appear for 5 seconds. Touch the one you wish to communicate with.



The list of the detected monitors is stored in memory, so the next time you need to communicate with, the monitor list will appear immediately.


The monitors could be identified by a name or a customized tag depending on the installer configuration. Ei. LIVING ROOM instead of EXT-1.



3.4 Connection with an access panel

It is possible to connect with any access panel in the same block, without having called it previously.

Depending on the characteristics of the installation, this functionality may be deactivated. A "FUNCTION NOT ACTIVATED" message will be displayed.

To connect to a panel, touch the icon . A list of available panels will appear, after a short **SEARCH** period of time, while the system is detecting them.

If there were not any panel available, a message **NO DEVICE IS FOUND** will appear for 5 seconds.

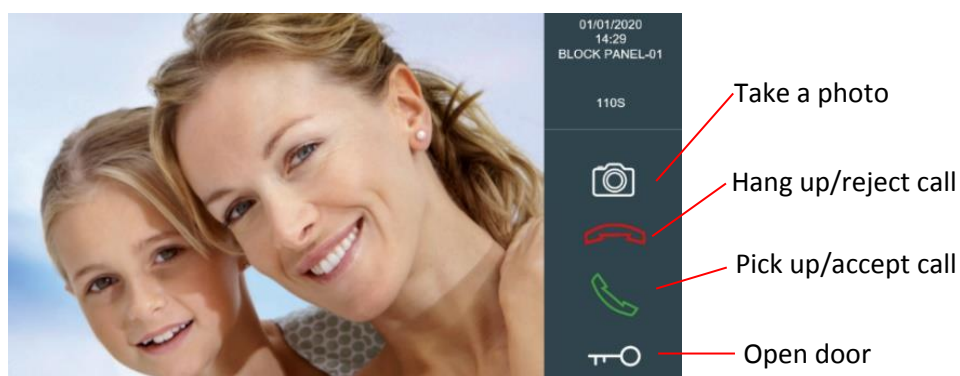
Otherwise, a message **UPDATE COMPLETED** and a list with the detected panels will appear.

The list of the detected panels is stored in memory, so the next time you need to call a panel, the panel list will appear immediately. However, in the case of the available panels is different than the stored in memory, the list will be automatically updated.


The panel could be identified by a name or a customized tag depending on the installer configuration. *Ex. EAST ENTRANCE instead of BLOCK PANEL-01.*

Touch the one you wish to communicate with.

Once in communication, the screen will display the image captured by the panel, along with the user controls described below:




Take a photo

By touching the icon , the image presented on the monitor will be captured and can be viewed later. See "Call log" section.




Hang up/reject call

Touch the icon  if you do not wish to take the call. The monitor will turn off.




Open the door

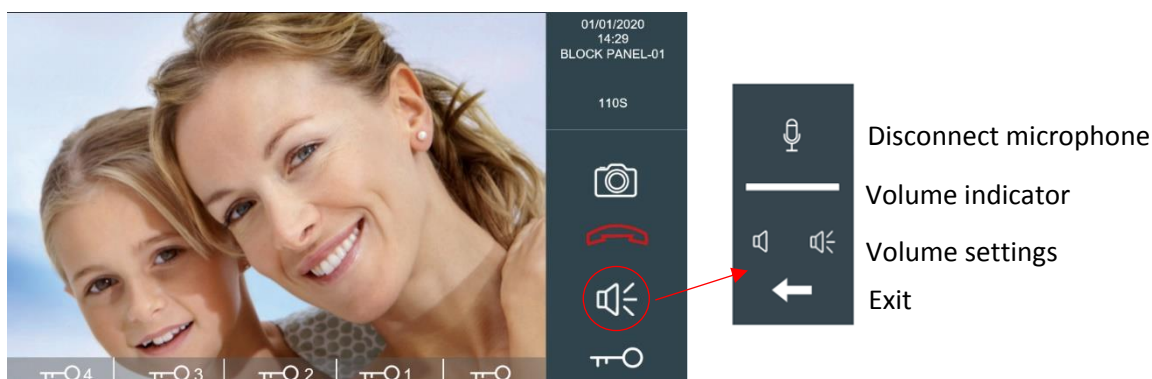
Touch the icon  if you want to open the door without first talking to the caller.

If there are additional doors to open (other than the main door), tapping this icon will display more options at the bottom of the screen. Click on the one corresponding to the door to be opened.



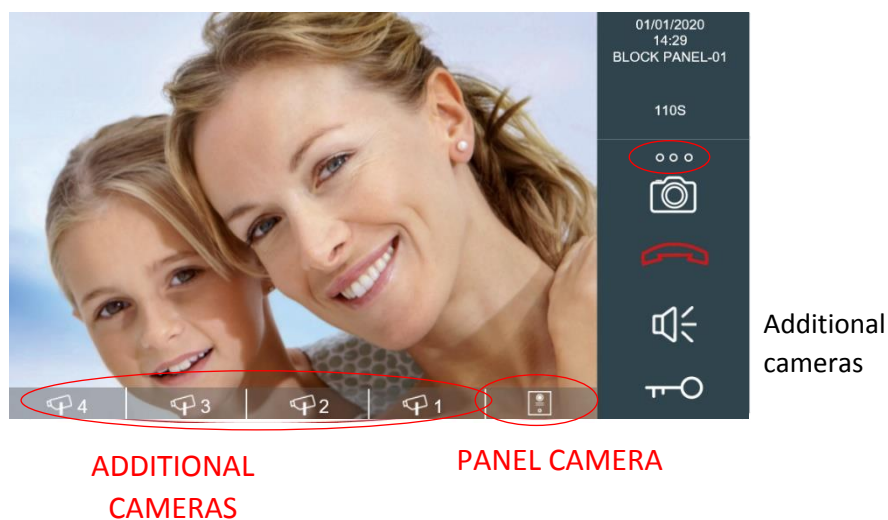
Pick up/accept call

You can establish hands-free communication with the caller. The monitor interface will display an icon  for volume control



Visualisation of additional cameras

If there are community cameras accessible via this monitor, some dots will appear on the control panel. By tapping on them, more options will appear at the bottom of the screen. Tap on the corresponding camera to be displayed.



NOTE:

In the event that a concierge, monitor or panel that is in use is called, an indicator message will appear on the screen.


The call duration is limited to 120 seconds. Tap the icon  if you want to finish it earlier

3.5 SOS call



It is possible to send a distress call, which will be received both in the concierges and in the Management Post (if it exists) with identification of its origin. See NOTE.

Depending on the characteristics of the installation, this functionality may be disabled.

To do this, touch the icon  for 3 seconds.

A message "SOS SENT" will appear on the screen as confirmation.

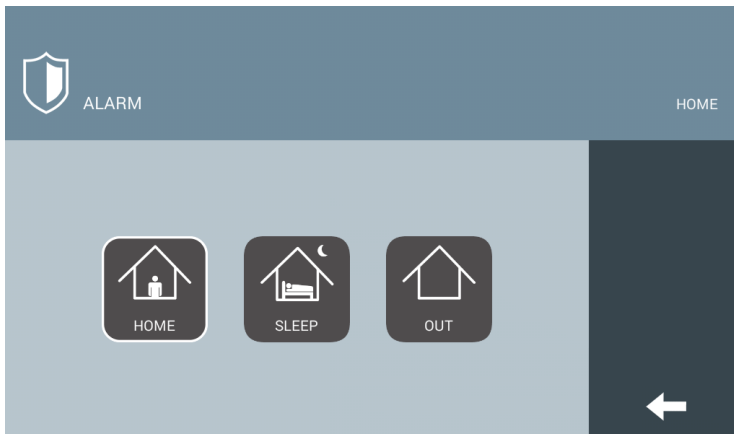
4 ADDITIONAL FUNCTIONS

In addition to the video door phone and intercom functions, your MEET monitor has a number of additional functions, which are listed below.



4.1 Alarm Function

Your MEET monitor is a complete alarm centre which, if any of the detectors it controls are triggered, will generate an alarm signal both on the monitor itself (an acoustic signal and the activation of a device) and in the concierges and Management Post in the development. This alarm signal shall be suitably identified (home and type of detector triggered).



It can work in any of these 3 modes:



HOME MODE

It will be triggered only when it receives a technical alarm signal (flood, smoke, or 24-hour protection zones in general)



SLEEP MODE

In addition to technical alarms, it will also be triggered when it receives an alarm signal from an intrusion detector in a certain area of the house.

This is the usual mode of operation when there are people in some part of the house (e.g. bedrooms) and you want to leave other areas protected (e.g. living room, kitchen, etc.).



OUT MODE

In addition to technical alarms, it will also be triggered when it receives an alarm signal from an intrusion detector in the home.

This is the usual mode of operation when no one is home.

Touch the icon  to set up the alarm

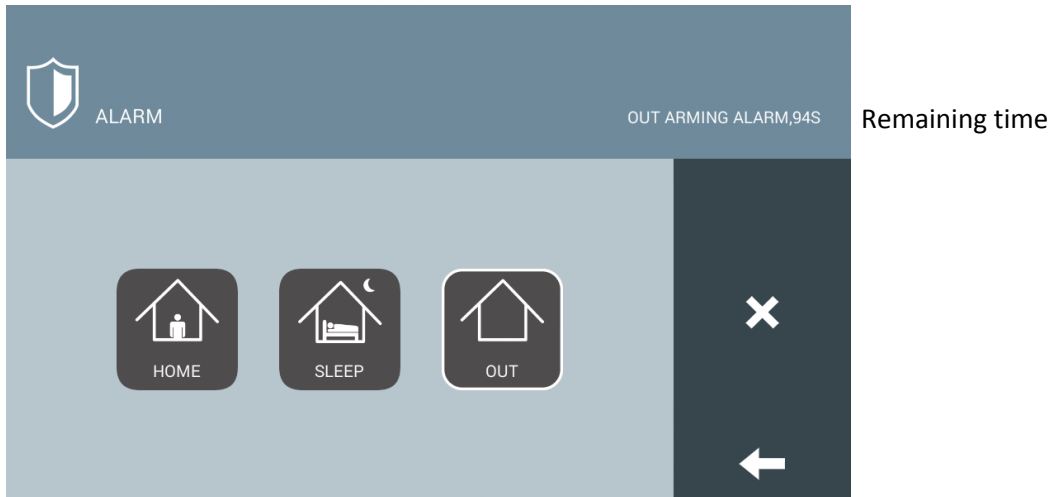
The sequence is as follows:

Select OUT MODE

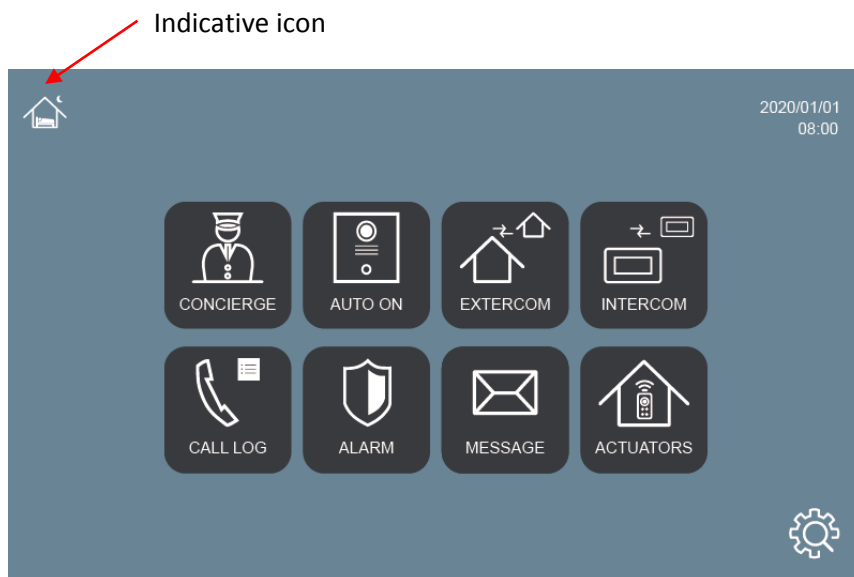
When in  or  mode, touch the 

The change will be made automatically after 100 seconds, to give you time to leave the protected zone without triggering the alarm.

The remaining exit time is displayed.



Once the time has elapsed, the monitor will return to the standby screen, displaying an icon indicating the current mode in the upper left corner.



Select HOME MODE

While in  or  mode, touch the icon .

A dialling pad will appear.



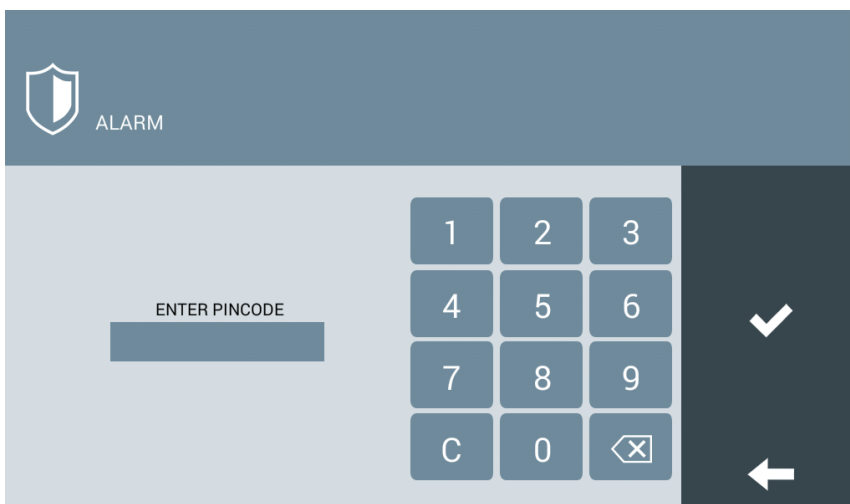
Enter the ALARM PIN number and touch the confirmation icon.

You can also enter the DURESS PIN, which will cause the alarm to be deactivated but will in turn send a duress warning to the concierges.

Select SLEEP MODE (from OUT MODE)

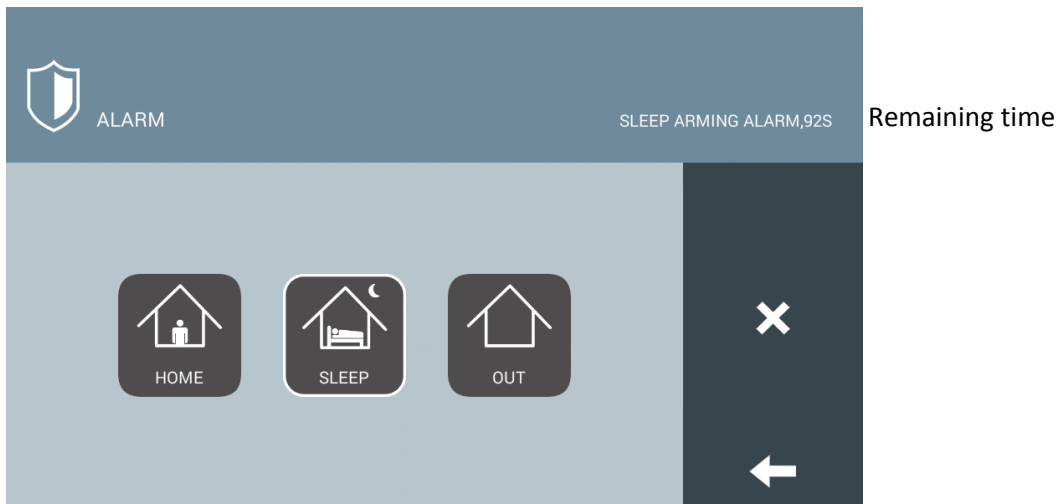
While in mode , touch the icon .

A dialling pad will appear.



Enter the ALARM PIN number and touch the confirmation icon

You can also enter the DURESS PIN, which will cause the alarm to be deactivated but will in turn send a duress warning to the concierges.



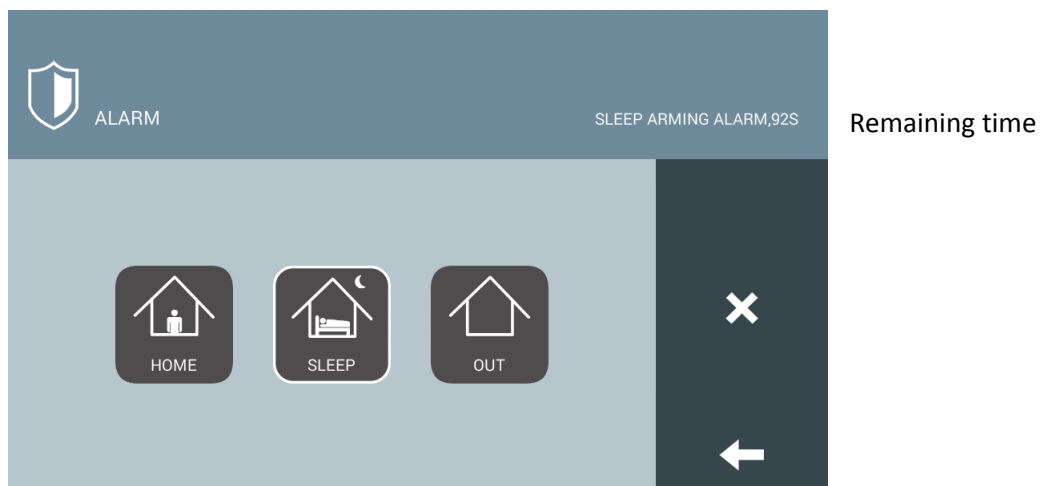
The change will be made automatically after 100 seconds to prevent the alarm from being triggered if you need to pass through the protected area. The remaining exit time is displayed.

Once the time has elapsed, the monitor will return to the standby screen, displaying an indicator icon in the upper left corner

Select SLEEP MODE (from HOME MODE)

While in mode , touch the icon .

The change will be made automatically after 100 seconds to prevent the alarm from being triggered if you need to pass through the protected area. The remaining exit time is displayed.



Once the time has elapsed, the monitor will return to the standby screen, displaying an indicator icon in the upper left corner

NOTES:

You may have entered the protected zone before accessing the monitor to disarm the alarm. You have a few seconds to perform the disarming process before the alarm is triggered.

The default ALARM PIN is 1-2-3-4 and the DURESS PIN is 4-3-2-1. It can be changed to others of your choice as explained in the "ALARM PIN" section.

The exact functioning of the alarm system depends on the installation and configuration of the equipment by the installer. Contact the installation company.

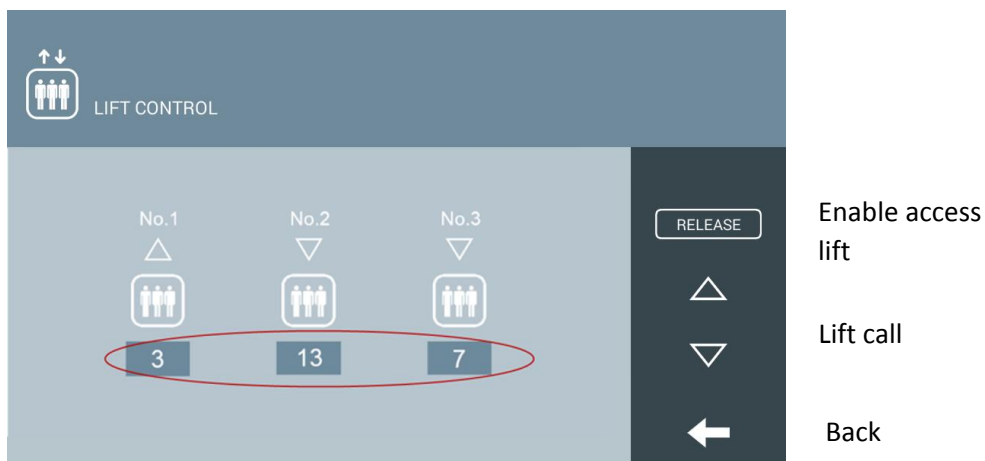


4.2 Lift Control

This functionality allows the control of the building's lifts from the MEET monitor itself, so that it is possible to make a call to the lift and/or automatically forward it to the ground floor every time the door is opened to a visitor.

It is also possible to send the lift to the ground floor manually.

Touch the icon  to access the lift control.



LIFT FLOOR PLAN

If you touch the ACTIVATE icon during communication with a visitor at the entrance door of your block, or with another neighbour in the building, the lift will be enabled to access the floor of your home.

NOTES:


The operation of the lift control depends on the installation and configuration of the equipment by the installer. Contact the installation company or the construction company.

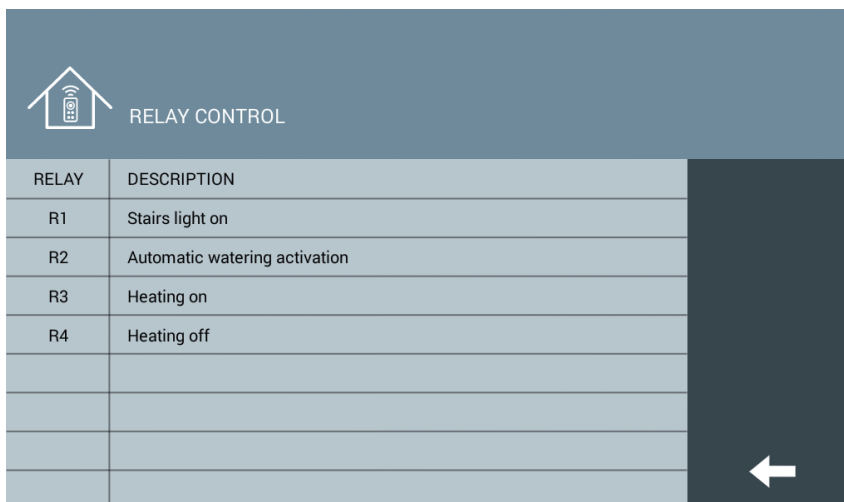
The system can control up to a total of 3 lifts.



4.3 Actuator Control

Remote activation of up to 8 devices from the monitor screen is possible, depending on the installation and system configuration.

Touch the icon  to access the actuator panel. Devices that have been installed and configured for remote activation will be listed.



Touch the line of the device you want to activate.

NOTES:


Actuation is a momentary activation that can be used to turn a device on/off. This activation is timed between 1 and 60 seconds, which are set during system configuration.

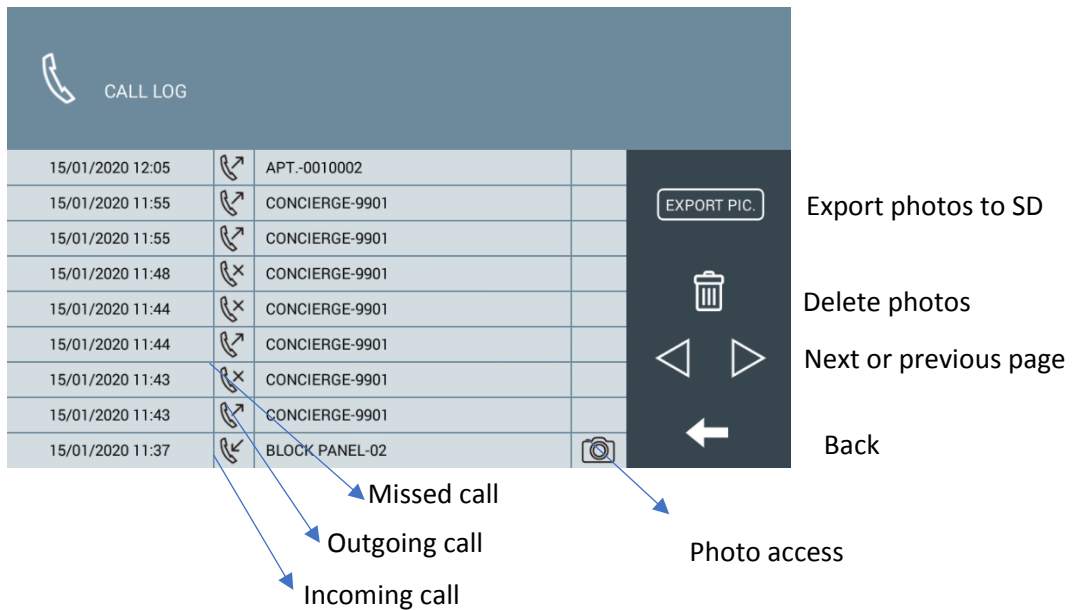
This functionality requires prior installation and configuration.


4.4 Call Log



Each time a call is received, the information about the call is recorded, including date and time received, whether the call was answered, origin of the call and a capture (photo) of the time of the call, if the call was made from an outdoor panel, or photos added manually during the call. You can export photos to external support (computer, hard disk, etc.). View NOTES.

Touch the icon  to access the record of these calls.



Time	Call Status	Origin	Photo
15/01/2020 12:05	Incoming call	APT.-0010002	
15/01/2020 11:55	Incoming call	CONCIERGE-9901	
15/01/2020 11:55	Incoming call	CONCIERGE-9901	
15/01/2020 11:48	Outgoing call	CONCIERGE-9901	
15/01/2020 11:44	Outgoing call	CONCIERGE-9901	
15/01/2020 11:44	Incoming call	CONCIERGE-9901	
15/01/2020 11:43	Outgoing call	CONCIERGE-9901	
15/01/2020 11:43	Incoming call	CONCIERGE-9901	
15/01/2020 11:37	Incoming call	BLOCK PANEL-02	

EXPORT PIC. Export photos to SD

Delete photos

Next or previous page


Back


Missed call

Outgoing call

Incoming call

Photo access

Touch the icon  to delete all records. The device will ask for confirmation.

Touch the icon  to display the photo or photos associated with the corresponding record.



Touch on the photo to expand it at full screen.



Touch the icon momentarily if you want to delete the photo. The device will ask for confirmation

NOTES:

The monitor stores a total of 64 photos. Once the memory is full, the oldest photos will be replaced by the new ones.

If you want to keep your old photos, export them to an SD card before deleting them:

- 1. The SD card is inserted into the left side slot of the monitor. It has to be formatted in FAT32.**
- 2. Touch the EXPORT icon. Wait a few seconds until a confirmation message appears.**
- 3. You can remove the card now.**

The exported photos have a PIC-date-time.jpg format type, in order to be able to classify them and be viewed on a PC or similar device.



4.5 [Message Management](#)

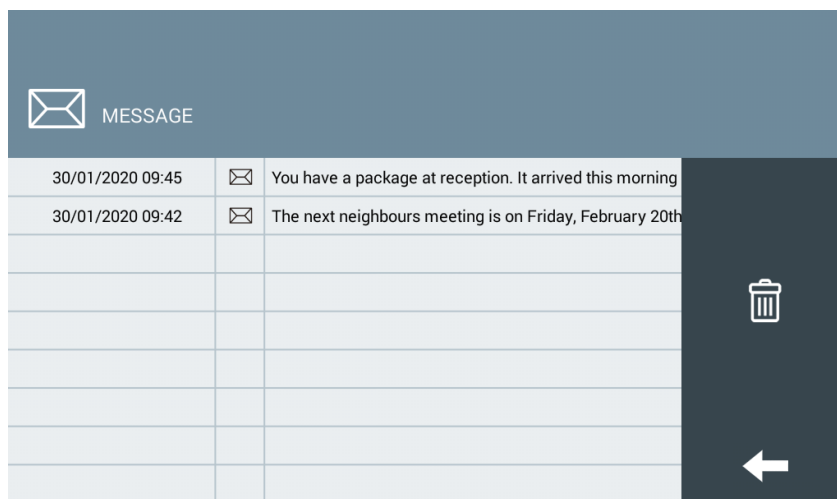
The manager or administrator of your community can send text messages to the monitors, individually, in groups or to all the monitors at once.

These messages are recorded on the receiving monitor(s), along with information about the date and time received.

In the event that your MEET monitor has received a message, the Message Indicator will be on.



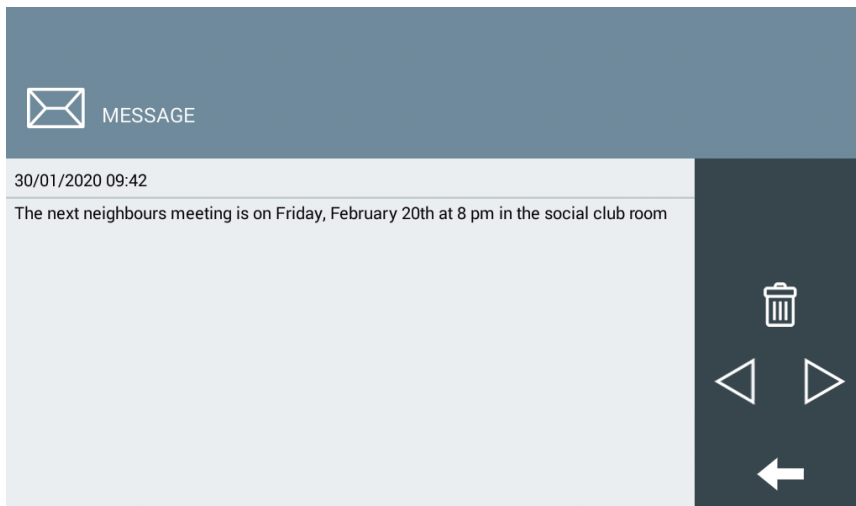
Touch the icon to display the received message(s).



Touch the icon  to delete all messages. The device will ask for confirmation.

Unread messages will show a closed envelope icon and read messages will show an open envelope icon.

Touch the message line to read the entire message



Touch the icon  to delete this message. The device will ask for confirmation.

NOTE:


Depending on the characteristics of the installation, this functionality may be deactivated.

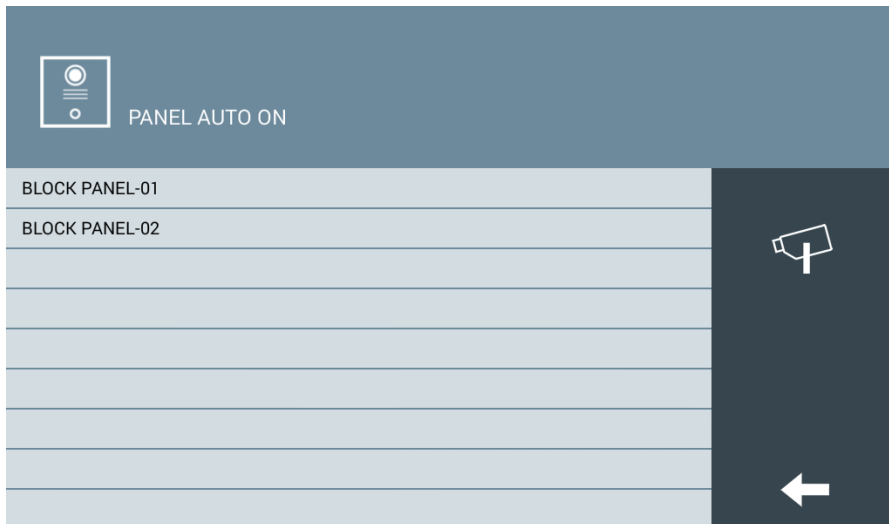
4.6 [Viewing Community Cameras](#)



If your development has authorised community cameras (in garages, common areas, etc.), you can select and view them at any time from your own monitor.

It is also possible to view the video image captured by the different access panels in the development.

Touch the icon . The access panels display panel will appear.




Tap on the line that indicates the panel you want to view. The image captured by this panel will appear, as well as the controls.

The display time is limited to 30 seconds.

You can talk to the person in front of the panel and you can open the corresponding door, if necessary.




Tap on the icon  if you want to view any community camera in the development.

A list of all available cameras will appear:



Tap on the line that indicates the camera you want to view. The captured video image will be displayed on the monitor.

Depending on the system configuration, an icon  may appear with the image to activate an associated device (light, bell, etc.).



NOTE:

In some countries the private viewing of community cameras may be regulated.

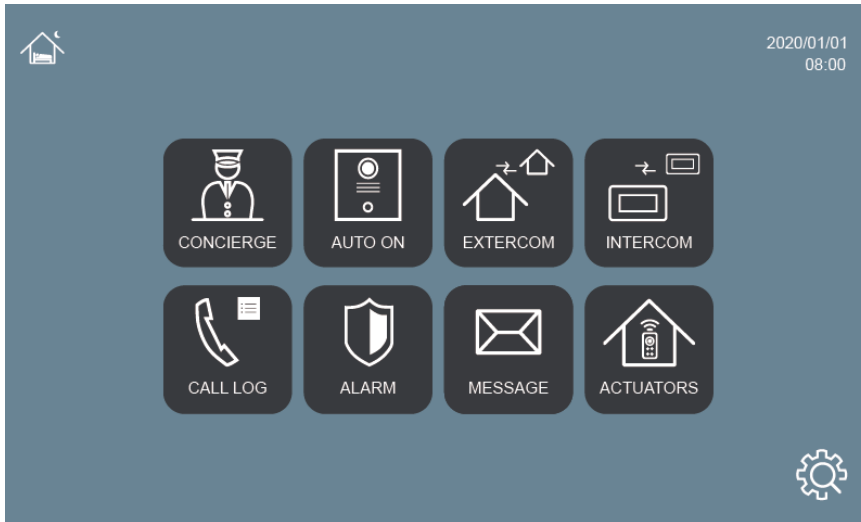
The ability to use these cameras for display on monitors depends on the installation and configuration of the system.

This functionality can be disabled through the advanced configuration of the equipment.

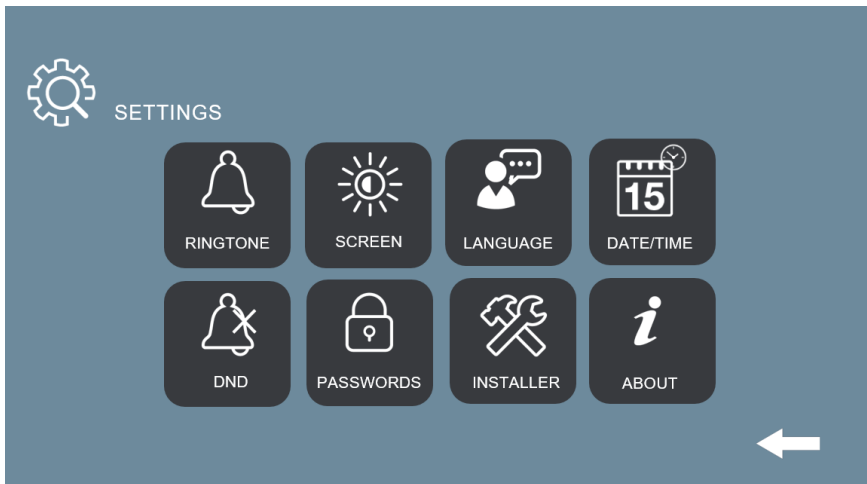
5 SETTINGS

It is possible to customize the MEET monitor to suit your personal taste and to set the basic parameters through this section.

You can access the SETTINGS menu by touching the icon  from the main screen.




A new menu will appear, with these options available:

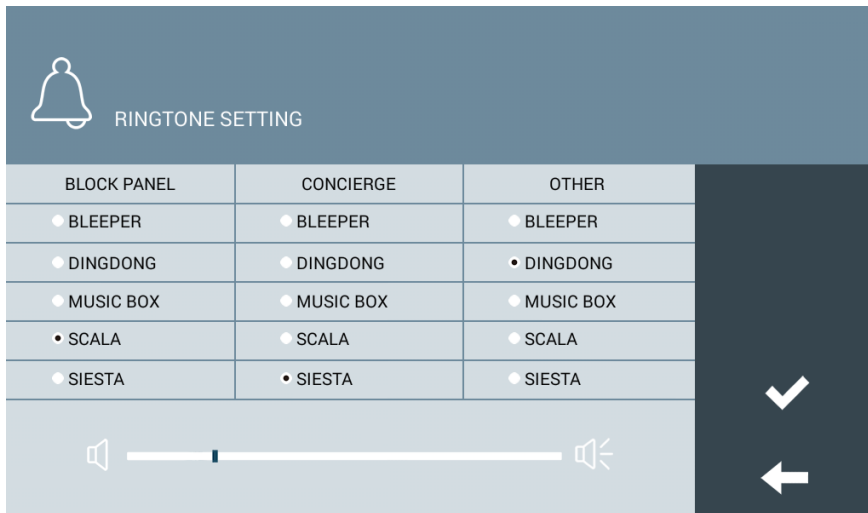


5.1 [Ringtone Settings](#)



The MEET monitors have different ring tones you can associate with the different types of calls: PANEL/BLOCK, CONCIERGE and OTHERS.

Touch the icon  to access the different ring tones.




Select the ring tone to be associated with each type of call. After confirmation, the chosen ring tone will be heard.

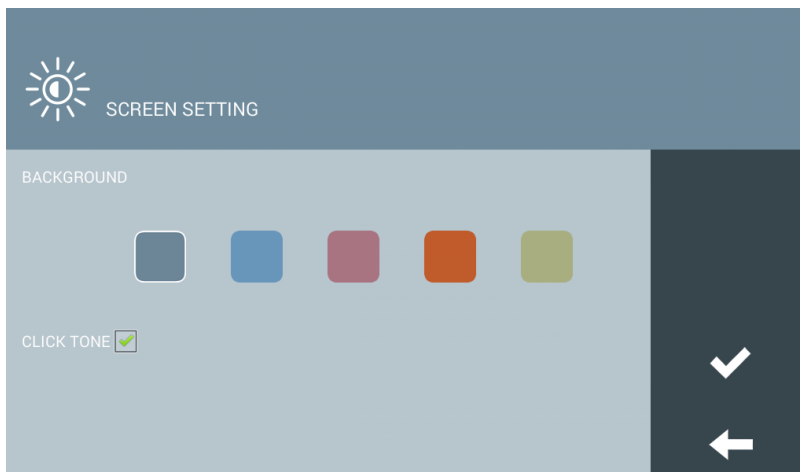
You can use the lower cursor to adjust the volume of the monitor, both for the ring tones and for hands-free conversation with your callers.



5.2 Screen Settings

It is possible to change the colour of the screen background, to adapt it to your personal taste.

Tap the icon  to access the different options.




Touch the desired icon to change the wallpaper colour and confirm.

Select the KEY CLICK check box if you want a confirmation sound to be heard when an icon is tapped.



5.3 Language Settings

It is possible to set the language in which the interface of the MEET monitor menus and messages is displayed.

Tap the icon  to select the desired language from the available options: ENGLISH, SPANISH, GERMAN, POLISH, FRENCH, CHINESE, RUSSIAN, TURKISH or FARSI.



LANGUAGE SETTING	
<input checked="" type="radio"/> ENGLISH	<input type="radio"/> 中文
<input type="radio"/> ESPAÑOL	<input type="radio"/> РУССКИЙ
<input type="radio"/> DEUTSCH	<input type="radio"/> TÜRKÇE
<input type="radio"/> POLSKI	<input type="radio"/> עברית
<input type="radio"/> FRANÇAIS	

Tap to select the desired language and confirm

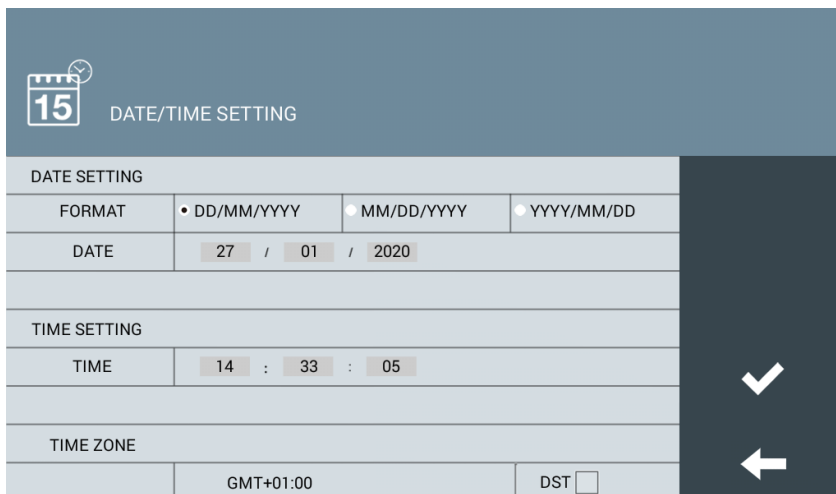


5.4 Date and Time Settings

MEET monitors can connect to the internet to synchronise their internal clock with the time offered by a time server. This requires the building installation to have an internet connection. Otherwise, it will be necessary to make this adjustment manually.

You still need to indicate the time zone you want to use and adjust the DST parameter when necessary. Select DST to set the clock to summer time and deselect to set it to winter time.

Tap the icon  to adjust the settings related to the date and time.



DATE/TIME SETTING	
DATE SETTING	
FORMAT	<input checked="" type="radio"/> DD/MM/YYYY <input type="radio"/> MM/DD/YYYY <input type="radio"/> YYYY/MM/DD
DATE	27 / 01 / 2020
TIME SETTING	
TIME	14 : 33 : 05
TIME ZONE	
	GMT+01:00 <input type="checkbox"/> DST

NOTES:

The date and time is lost if the monitor is disconnected or power is lost. Once reconnected, the time and date will be automatically adjusted if there is an internet connection, or if there is a concierge or Management Post in the building or urbanisation.

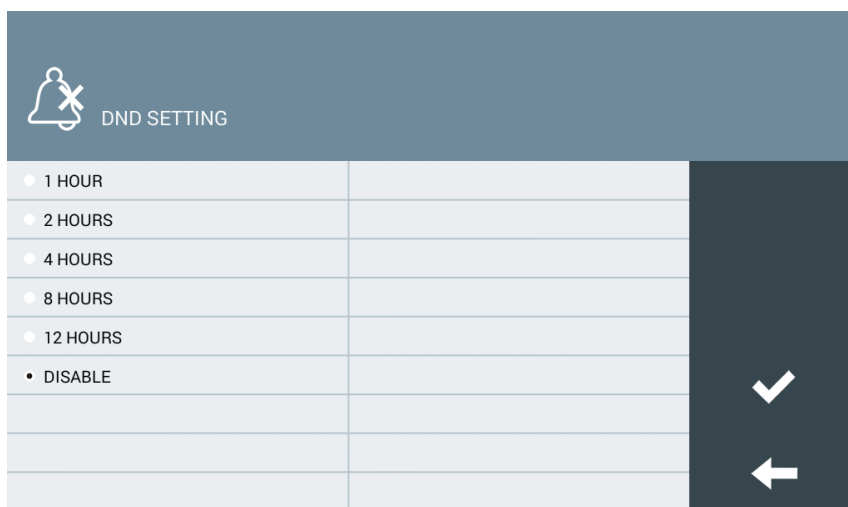
All other settings: date format, time zone and DST are not lost.




5.5 Do Not Disturb Function

You can silence the ring tone of your MEET monitor so that you are not disturbed for a certain period of time.

Incoming calls will turn on the screen, but will not sound the ring tone.



Touch the icon  to activate the Do Not Disturb option and set the required time between 1, 2, 4, 8 or 12 hours, or to deactivate it before the programmed time has elapsed.

In case several monitors on the same apartment/home, this setting will affect only to the monitor that has activated this Do Not Disturb mode.



5.6 Installer Menu


This functionality is only operative for the personnel in charge of the installation and configuration of the system.

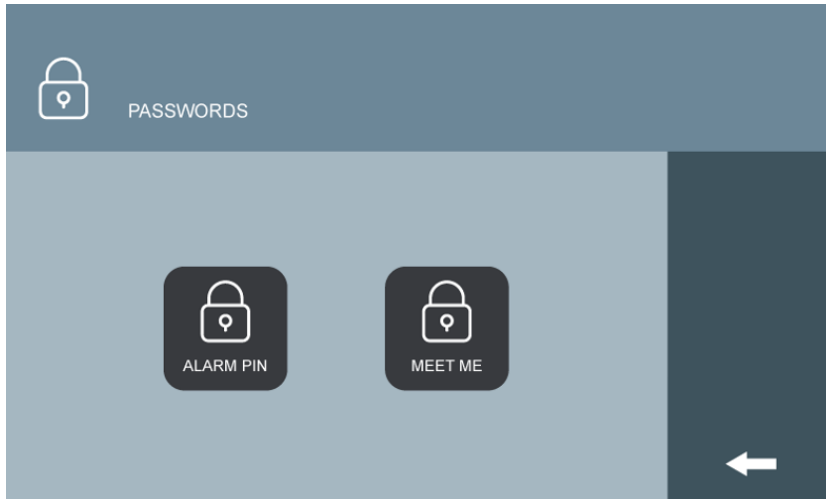


5.7 Change of password

It is possible to change the ALARM PIN and DISTRESS PIN codes that are used when changing one of the modes of the alarm centre built into the MEET monitor.

There is also possible to change the MEET ME password.

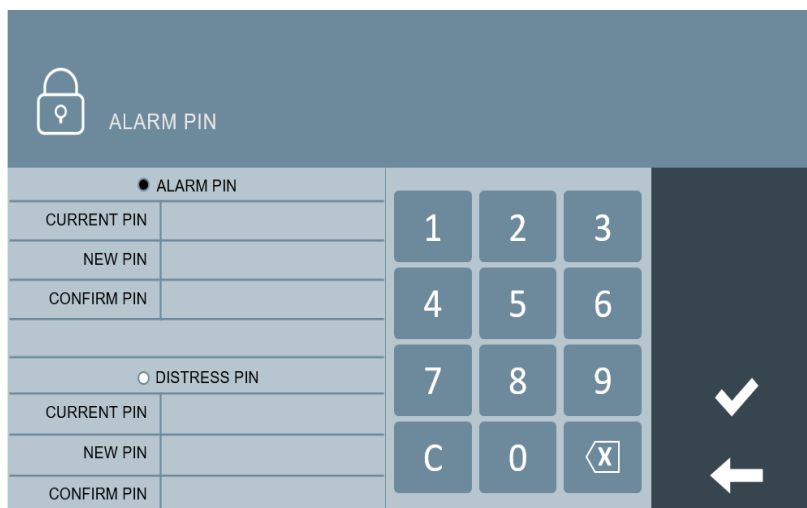
Tap the icon  to access the PASSWORDS screen



ALARM PIN AND DISTRESS PIN CHANGE

Tap the icon  to select ALARM PIN.

Enter the current PIN, then enter the new PIN and confirm.



NOTES:

The default ALARM PIN is 1-2-3-4. The default DISTRESS PIN is 4-3-2-1.


The new codes you enter must also have 4 digits.

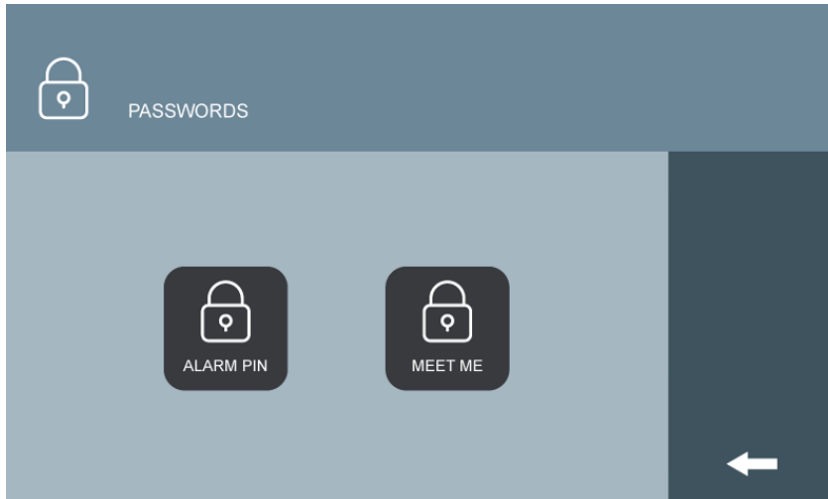
MEET ME PASSWORD

It is possible to change the MEET ME password, to say the password used to register the MEET ME FERMAX APP for smartphone call divert .

This is useful in the case that is it required to ban any previous MEET ME user.



Tap the icon  to access the PASSWORDS screen:



Tap the icon  to select MEET ME.

A screenshot of the "MEET ME" password change screen. At the top, there is a header with a white padlock icon and the words "MEET ME" in white. Below the header, there is a form with four input fields: "USERNAME" (containing "0199968"), "CURRENT PASSWORD" (with a vertical cursor), "NEW PASSWORD", and "CONFIRM PASSWORD". Below the form is a virtual keyboard with letters and numbers. On the right side of the screen, there is a dark blue vertical bar with a white checkmark at the top and a white left-pointing arrow at the bottom.

The first time enter the PASSWORD that was provided with the monitor (licence label) and confirm. See NOTE below.

Use the keyboard on the screen. New password has to be 8 characters long (numbers and letters).

Then, one of these messages will appear:

- **SETTINGS SAVED**

The new password has been correctly saved. The old one will be invalidated, so a new register in the MEET ME APP with the new one will be required.

- **USERNAME OR CURRENT PASSWORD ERROR.**

The username or current password has not been properly introduced. Please try again
Please try again.

- **PASSWORD MUST BE 8 LETTERS OR NUMBERS**

Please be sure that the new password is 8 characters long, containing letters and numbers. and try again.

- **NEW PASSWORD ERROR**

New password and new password confirmation do not match


NOTE:

Once a NEW PASSWORD has been registered, the original password provided in a label attached to the monitor will become unavailable and no recoverable. The NEW PASSWORD will be shown in the CURRENT PASSWORD field from now on. Please keep the CURRENT PASSWORD carefully.

Contact FERMAX Technical Support or acquire a new licence (Ref. 1496) if you lose the CURRENT PASSWORD.

5.8 Information Screen



Touch the icon  to get technical information related to the installation and configuration of the MEET monitor.

