

# FERMAX

Connecting **people** and  
**homes** with the **world**

## MARINE SIP PANEL INSTALLER MANUAL

1670 – MARINE SIP PANEL ST1 CP101 (1/W)  
1671 – MARINE SIP PANEL ST1 CP201 (2/W)  
1672 – MARINE SIP PANEL ST2 CP102 (2/W)  
1673 – MARINE SIP PANEL ST2 CP103 (3/W)  
1674 – MARINE SIP PANEL ST2 CP202 (4/W)  
1675 – MARINE SIP PANEL ST3 CP105 (5/W)  
31711 – ELITE MARINE SIP PANEL



DATE:

October 2023

Cod. 970300I

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# 1 FIRST STEPS

## Default configuration

<u>User &amp; password</u>	Value	Webserver
<b>User</b>	admin	-
<b>Password</b>	123456	System » Account » User Management

<u>Network configuration</u>		Network » Basic » IPv4 Settings » ...
<b>Type</b>	Static IP	
<b>IP address</b>	10.1.0.1	
<b>Mask</b>	255.0.0.0	
<b>Gateway</b>	10.254.0.1	

<u>Push buttons</u>	<i>Action executed when a certain button is pressed (short press)</i>	
(Bottom) <b>1</b>	10.1.1.1 (Type Meet)	Function Key » Function Key Settings » DSS Key 1
<b>2</b>	10.1.1.2	
<b>3</b>	10.1.1.3	
<b>4</b>	10.1.1.4	
(Top) <b>5</b>	10.1.1.5 (Type Meet)	... » DSS Key 5

<u>Tags</u>	<i>Names displayed when calling (via P2P or SIP server) to a certain device</i>	
<b>MEET devices</b> (P2P)	PANEL	Line » Basic Settings » SIP P2P Settings » User name
<b>MEET ME app</b> (SIP)	MEETME	Line » SIP » Register Settings » Display name

<u>SIP servers</u>	<i>Local or remote SIP server, if necessary. Domain name or IP address</i>	
<b>SIP server 1</b> (MEET ME@SIP1)	sip.fermax.com	Line » SIP » SIP Server 1 » Server Address
<b>SIP server 2</b> (SIP2)	-	Line » SIP » SIP Server 2 » Server Address

<u>Output</u>		Security Settings » Output Settings » ...
<b>Idle status</b>	C-NC closed*	» Standard status
<b>Duration</b>	4 seconds	» Output Duration
<b>DTMF tone</b>	#	» DTMF Trigger Code
<b>Feedback tone</b>	bell.wav	» Triggered by DTMF RingTone

\*Refers to the status of the relay in passive -non-powered- state. See serigraphy on the back of the device

Important: the door lock must be supplied via an external PSU.

Maximum capacity Output1: 2A@30VDC, 0.5A@125VDC

Each push button accepts **up to 8 different values** (IP addresses or MEET ME licences) only if Type = MEET. For any other type, only 1 value is allowed.

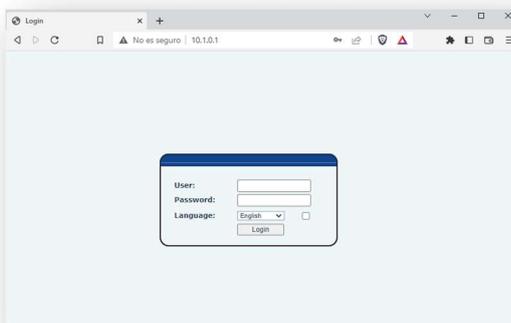
## Changing MARINE SIP panel default IP address

1. Add the following configuration to your PC's network interface adapter:

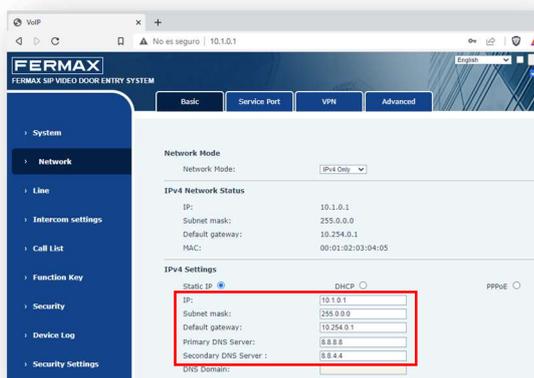
IP address: 10.10.11.11  
Mask: 255.0.0.0



2. Open your **web browser**, navigate to <http://10.1.0.1> and set its default **user and password**:



3. Go to **Network** menu and change default **IPv4 Settings** according to the configuration of your local network.



*In case you don't know the IP address of the panel:*

1. Press and hold push button #1 (bottom). After some seconds, a sound will be emitted
2. Immediately, press push button #1 shortly. The panel will announce its current IP address

## Other parameters

Settings	Webserver
Audio	Intercom settings » Media Settings » ... <ul style="list-style-type: none"><li>• Codecs</li><li>• Volume</li></ul>
Video	Intercom settings » Camera Settings » ... <ul style="list-style-type: none"><li>• Codecs</li><li>• Resolution, Frame rate...</li></ul>
SIP P2P	Line » Basic Settings
SIP servers (1/2)	Line » SIP » ... <ul style="list-style-type: none"><li>• Transport protocol</li><li>• Port</li></ul>

## 2 MEET INSTALLATIONS

This chapter is intended to summarize the operation and particularities of MARINE SIP panel when installed in **MEET 3.50 installations**: local SIP P2P call to MEET devices and/or remote call to MEET ME app using FERMAX cloud SIP server.

It is possible to mix MEET panels (KIN, MILO,...) without external relay modules ref. 1490 or 1491 and MARINE SIP panels within the same installation, calling to the same MEET devices and/or smartphones with MEET ME app installed.

Please consider the following table as a reference for knowing the constraints of this integration:

<u>MEET device</u> (min. v3.50)	<b>Available</b>	<b>Not available</b>
<i>All MEET devices</i>	Audio, Video & Door opening Identification tag (default = PANEL) Call log Video preview Sequential call to multiple MEET devices	Simultaneous call to multiple MEET devices via P2P call (possible with a SIP server) Panel Auto ON
<i>NEO monitor</i>		Call back via Call log
<i>WIT A10 monitor</i>	Manual picture capture Panel Auto ON (via Trigger APP)	
<i>Guard unit</i>	Call back via Call log	Door opening via Call back function Modes (Day, Night, Mixed) Call Forward & Call Transfer Manual & Automatic picture capture
<u>MEET ME app</u>	<b>Available</b>	<b>Not available</b>
<i>iOS/Android</i>	Audio, Video & Door opening Identification tag (default = MEET ME) Call log & Call back via Call log Sequential call to multiple MEET ME lic. Simultaneous call to up to 8 smartphones using the same licence [1] Panel Auto ON (once the app receives a first call from the panel) Call reception while APP is closed	External cameras Auxiliary relays
<i>Android</i>	Video preview in multiple devices	
<i>iOS</i>		Video preview (due to iOS restriction)

[1] This particular scenario refers to a MARINE SIP panel with a MEET ME licence calling to a single MEET ME licence, shared by up to 8 different Android/iOS smartphones. In this situation, attending or rejecting an incoming call from any smartphone automatically hangs on the call in the rest of smartphones.

Call from MARINE SIP Panel to MEET ME licences requires to purchase **1x ref. 1496 / MEET ME LICENCE per each SIP panel**, plus a certain number of additional ref.1496 which will depend on the number of independent smartphones to be called. All MEET devices include 1x ref. 1496 which can be used for this purpose.

It is possible to **call sequentially** -call to device 1, no answer, call to device 2,...- to multiple devices (MEET monitors, MEET ME licences...). Smartphones sharing the same licence will ring at the same time. See example **M3. Call to multiple devices**. Parallel call -call to devices 1 and 2 at the same time- to several MEET devices requires of a dedicated SIP server, and additional configuration.

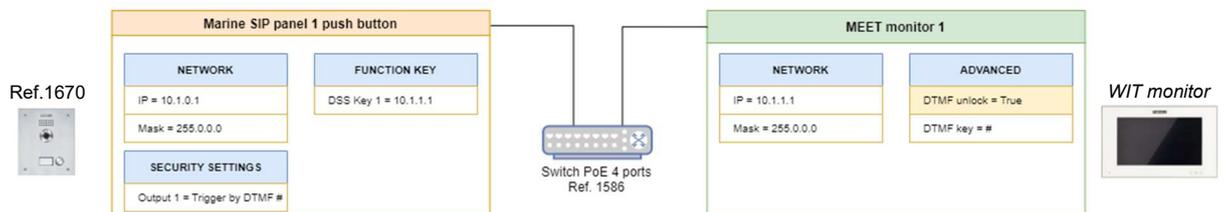
Summary of examples:

- **M1.** MARINE SIP panel CP101. Local P2P call to a MEET monitor.
- **M2.** MARINE SIP panel CP101. Remote call to a MEET ME licence.
- **M3.** MARINE SIP panel CP105. Local and Remote call to 5x WIT A10 monitors + MEET ME licences.

These three examples can serve as the basis for any other possible scenarios related to installations with MEET devices.

## Examples

**M1.** 1x Marine SIP panel CP101 (1 push button) + 1x WIT monitor (P2P call). Local-only installation.



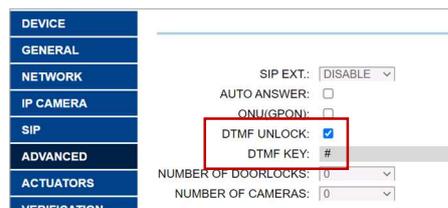
Background in white = default configuration; yellow = changes to apply

Steps:

1. Network: no additional configuration required.
2. Call panel to monitor: no additional configuration required.
3. **MEET monitor:** DTMF command for Door opening.

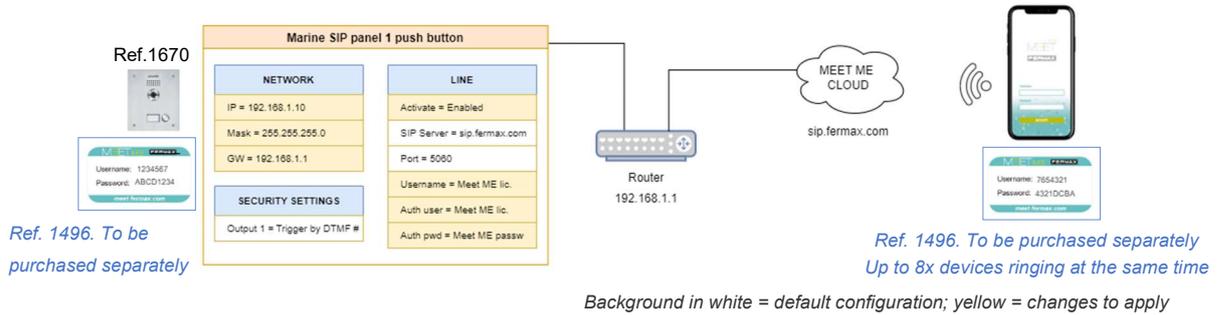
3.1. Log into the monitor (see its corresponding manual for additional details).

3.2. Go to the **Advanced** menu and enable **DTMF Unlock** option. Ensure **DTMF Key = #**



Once saved, the monitor will send the DTMF tone “#” while in conversation with the panel.

**M2.** 1x Marine SIP panel CP101 (1 push button) + 1x smartphone with MEET ME app + licence ref. 1496 (remote SIP server, MEET ME cloud). Remote-only installation (internet connection required).



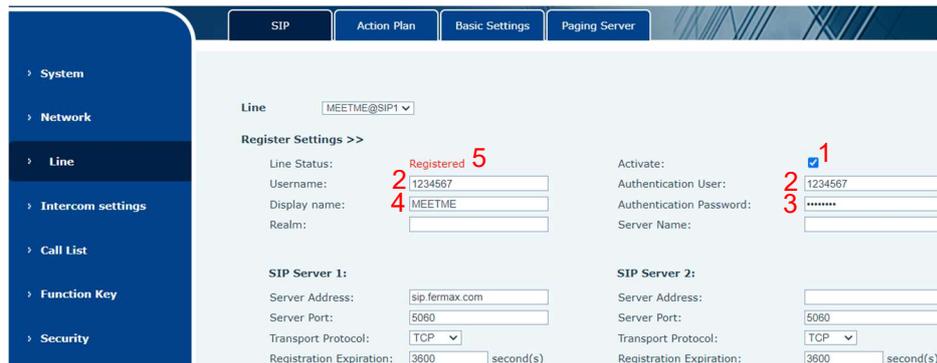
**Steps:**

1. Network: change the configuration of the router and/or Marine SIP panel (see 1. First Steps)
2. **MARINE SIP Panel.** Call to MEET ME:

2.1. Webserver: Go to **Line** menu. Line: MEETME@SIP1.

2.2. Register the device on **sip.fermax.com** using the purchased MEET ME licence

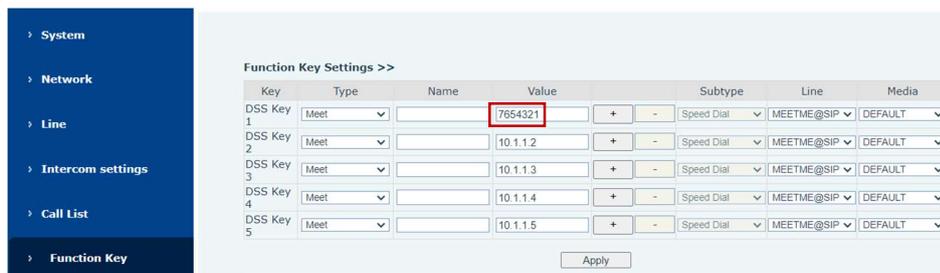
- 1) Check **Activate** option.
- 2) Set **Username & Authentication User** to MEET ME Username (i.e.: 1234567).
- 3) Set **Authentication Password** to MEET ME Password (i.e.: ABCD1234).
- 4) Optional: Change **Display name**. Name displayed in MEET ME App when the device calls to any MEET ME licence. Default: "MEETME".
- 5) Apply changes. Result: **Line Status = Registered**.



Other possible *Line Status* (5) messages:

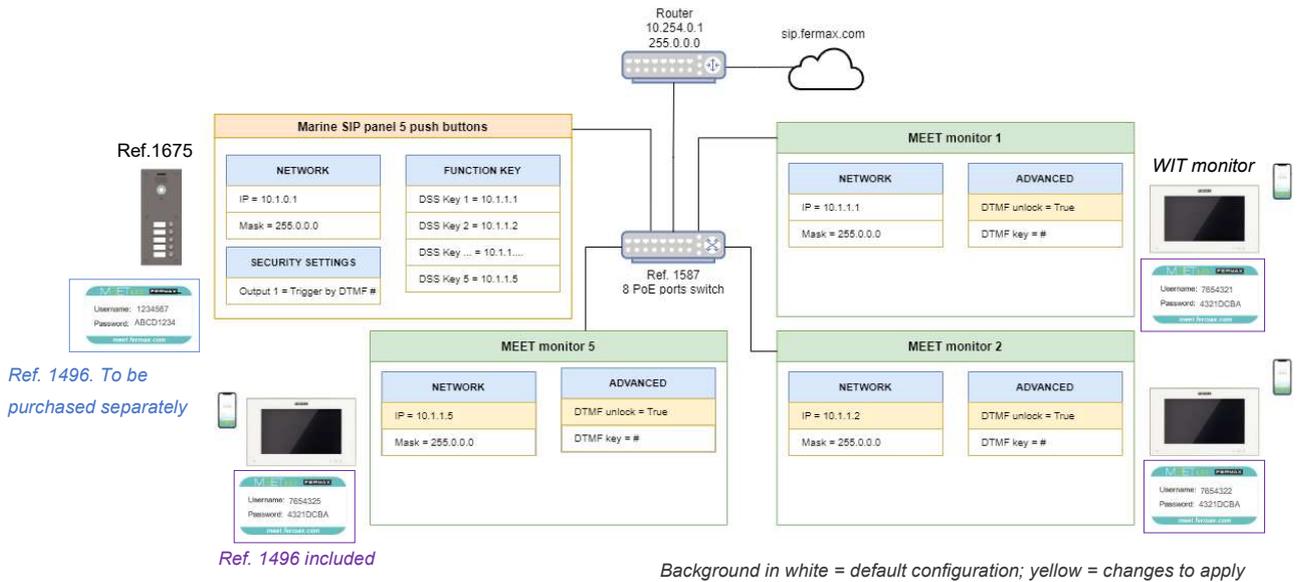
- **Timeout:** no answer from server. Check Network parameters & SIP Server 1 configuration.
- **Failed with 403:** answer from server, but connection rejected. Check Username, Authentication User & Authentication Password fields.

2.3. Go to **Function Key** menu. Set the number of MEET ME licence to be called when the button is pressed.



2.4. DTMF command for Door opening: no configuration required.

**M3.** Local + Remote call. 1x Marine SIP Panel CP105 (5 push buttons) + 5x WIT monitors. Each monitor includes 1x MEET ME licence (local P2P call + remote SIP server, MEET ME cloud)



Steps:

### Marine SIP Panel

1. See example **M2**, step 2 (MARINE SIP PANEL, call to MEET ME), for enabling “call to MEET ME devices” functionality.
2. Go to **Function Key** menu. Default **Function Key Settings**:

Key	Type	Name	Value	Subtype	Line	Media
DSS Key 1	Meet		10.1.1.1	Speed Dial	MEETME@SIP	DEFAULT
DSS Key 2	Meet		10.1.1.2	Speed Dial	MEETME@SIP	DEFAULT
DSS Key 3	Meet		10.1.1.3	Speed Dial	MEETME@SIP	DEFAULT
DSS Key 4	Meet		10.1.1.4	Speed Dial	MEETME@SIP	DEFAULT
DSS Key 5	Meet		10.1.1.5	Speed Dial	MEETME@SIP	DEFAULT

3. Call to MEET ME licences: For each DSS Key, press “+” button and add the number of each MEET ME licence included on the front of each MEET monitor

Key	Type	Name	Value	Subtype	Line	Media
DSS Key 1	Meet		10.1.1.1 MEET ME licence 1 7654321	Speed Dial	MEETME@SIP	DEFAULT
DSS Key 2	Meet		10.1.1.2 MEET ME licence 2 7654322	Speed Dial	MEETME@SIP	DEFAULT
DSS Key 3	Meet		10.1.1.3 7654323	Speed Dial	MEETME@SIP	DEFAULT
DSS Key 4	Meet		10.1.1.4 7654324	Speed Dial	MEETME@SIP	DEFAULT
DSS Key 5	Meet		10.1.1.5 MEET ME licence 5 7654325	Speed Dial	MEETME@SIP	DEFAULT

Once changes are saved, if any push button is pressed:

1. The panel will call to MEET monitor 10.1.1.X (*Main value*)
2. In case there is no answer after 15 seconds, the panel will automatically end the call with MEET monitor and will call to MEET ME licence 765432X (*Secondary Value*)

Default behaviour can be modified for all push buttons via **Function Key** menu, **Advanced Settings**:

Advanced Settings >>

Dial Mode Select: Main-Secondary

Call Switched Time: 15 (5~50)second(s)

First Number Start Time: 00:00 (00:00~23:59)

First Number End Time: 18:00 (00:00~23:59)

<b>Dial mode</b>	Options: <ul style="list-style-type: none"> <li>• Main-Secondary: call to Main. If no answer after <i>Call Switched time</i>, then call to Secondary</li> <li>• Time Period: call to “Main” during the period between Start-End time. If out of this period, then call to “Secondary”</li> </ul> Default: Main-Secondary
<b>Call Switched time</b>	Minimum: 5 seconds Maximum: 50 seconds (30 seconds in MEET installations) Default: 15 seconds
<b>First Number Start/End Time</b>	00:00 to 23:59

Each *DSS Key* can include up to 8 different sequential calls to MEET devices or MEET ME licences. Each new added row will act as a “Secondary value” of its previous row.

Example: Call to MEET device 10.1.1.1. In case there is no answer, after 15 seconds, call to MEET device 10.1.1.2. In case there is no answer, after 15 seconds, call to MEET ME licence 7654321.

Key	Type	Name	Value	Subtype	Line	Media
DSS Key 1	Meet		10.1.1.1	Speed Dial	MEETME@SIP	DEFAULT
			10.1.1.2	+	-	
			7654321	+	-	

## WIT monitors

For each monitor...

1. Change **Network** parameters of monitors 2 to 5: **IP address** 10.1.1.2, 10.1.1.3, etc.

DEVICE

GENERAL

**NETWORK**

IP CAMERA

SIP

ADVANCED

ACTUATORS

IP: 10.1.1.1

MASK: 255.0.0.0

GATEWAY: 10.254.0.1

DNS: 8.8.8.8

SOFTWARE IP: 10.0.0.200

SW. PIN: \*\*\*\*\*

2. Go to **Advanced** menu and enable **DTMF Unlock** option. Ensure **DTMF Key = #**

DEVICE

GENERAL

NETWORK

IP CAMERA

SIP

**ADVANCED**

ACTUATORS

VERIFICATION

SIP EXT.: DISABLE

AUTO ANSWER:

ONU(GPON):

DTMF UNLOCK:

DTMF KEY: #

NUMBER OF DOORLOCKS: 0

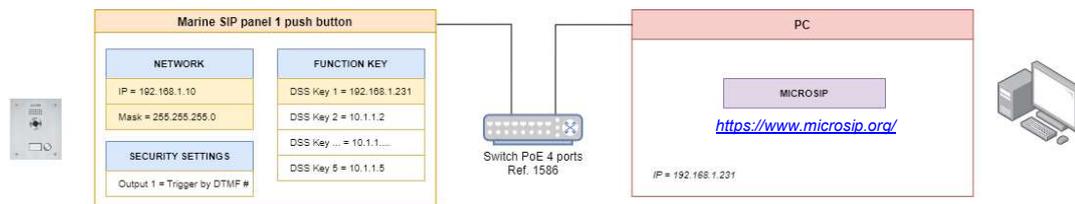
NUMBER OF CAMERAS: 0

## 2 SIP INSTALLATIONS

MARINE SIP panel can call to **3<sup>rd</sup> party SIP devices**, local or remote, via SIP P2P call or SIP server. Below you can find some examples of the configuration of MARINE SIP Panel in each case.

### Examples

**S1.** 1x Marine SIP panel CP101 (1 push button). Local P2P call to a computer with MicroSIP client installed



Steps:

1. Network: change the configuration of the router and/or Marine SIP panel (see 1. First Steps)
2. Go to **Line** menu, **Basic Settings** tab, **SIP P2P Settings**, and set the name to be displayed when the panel calls to the PC. Example:

Display name:

3. Go to **Function Key** menu and set:
  - Type = Memory key
  - Value = 192.168.1.231
  - Media = DEFAULT (audio + video), alternatives: audio-only, video-only

Function Key Settings >>								
Key	Type	Name	Value			Subtype	Line	Media
DSS Key 1	Memory Key		192.168.1.231	+	-	Speed Dial	MEETME@SIP	DEFAULT

## 3 HOWTOS

### 3.1 Inputs & Outputs

- **Inputs I1 & I2** only available in 1W, 2W & 3W SIP panels. 4W SIP panel: only I2 available.
- **Output2:** not available. Reserved for additional functionality to be implemented in the future.

#### 3.1.1 Connect an Exit push button

Go to **Security Settings**, **Output Settings** and enable Trigger by Input: Input1 or Input2.

Output1:  
 Standard Status:   
 Output Duration:  (0~600)s  
 Output Trigger Mode:  
 Trigger By DTMF      DTMF Trigger Code:   
    DTMF Reset Code:   
 Trigger By Active URI      Reset By:   
 Trigger By SMS      Trigger Message:   
    Reset Message:   
 Trigger By Input:       Input1    Input2

Once enabled, connect the exit push button or relay of proximity reader to configured input.

## 3.2 Integrations

### 3.2.1 Send HTTP commands or SIP messages based on events

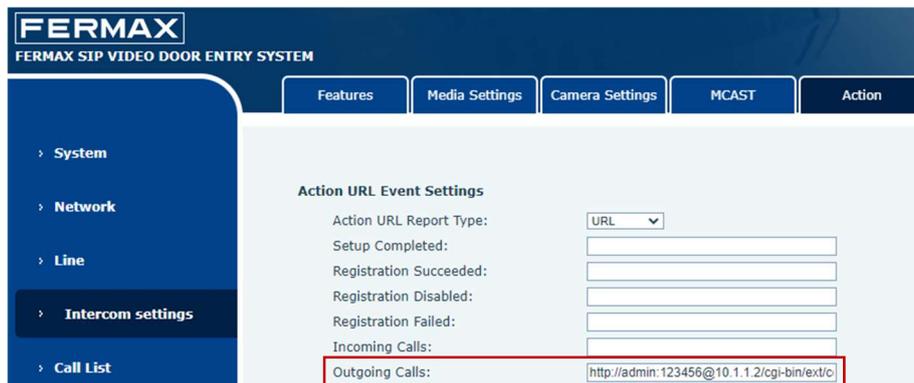
See [Intercom settings](#) menu, **Action** tab. Main events:

<b>Setup completed</b>	Panel rebooted
<b>Outgoing calls</b>	Call initiated from the panel to any SIP device
<b>Call established</b>	Conversation starts
<b>Call terminated</b>	End of conversation
<b>Output 1</b>	SIP Panel relay activated

All the events will be sent via HTTP (URL) commands or SIP messages. It is not possible to mix different types of actions -some via HTTP command, others using SIP messages- depending on each event.

**Example:** Send an “Open door” -HTTP command- to a MEET KIN panel when call button is pressed

KIN panel: <http://admin:123456@10.1.1.2/cgi-bin/ext/control.cgi?op=unlock>



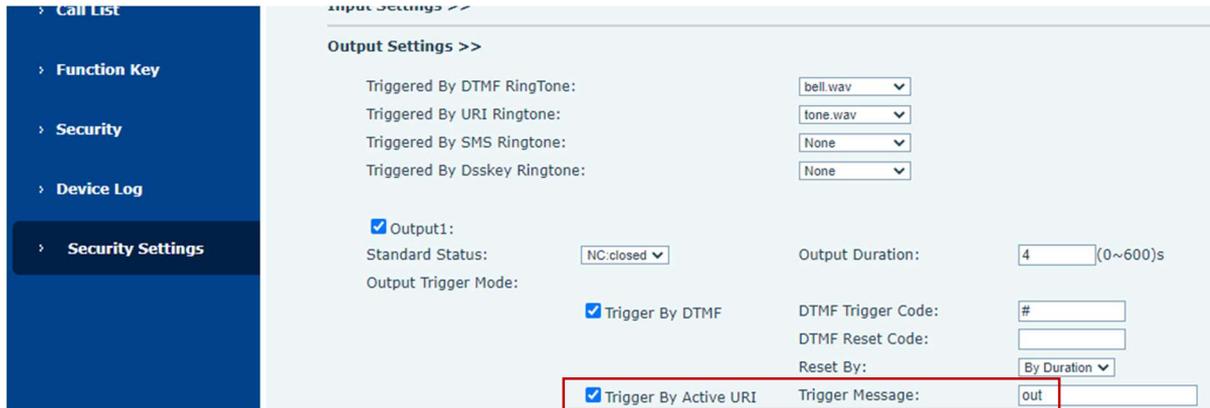
Once the configuration is saved, KIN relay will unlock every time any push button of Marine SIP panel is pressed.

### 3.2.2 Receive HTTP commands

This functionality allows to remotely control the panel.

Desired action	HTTP command
Press DSS Key 1	<a href="http://admin:123456@10.1.0.1/cgi-bin/ConfigManApp.com?key=DSS1">http://admin:123456@10.1.0.1/cgi-bin/ConfigManApp.com?key=DSS1</a>
Press DSS Key 5	<a href="http://.../cgi-bin/ConfigManApp.com?key=DSS5">http://.../cgi-bin/ConfigManApp.com?key=DSS5</a>
Reboot panel	<a href="http://.../cgi-bin/ConfigManApp.com?key=F_REBOOT">http://.../cgi-bin/ConfigManApp.com?key=F_REBOOT</a>
Trigger Output 1*	<a href="http://.../cgi-bin/ConfigManApp.com?egs&amp;output1=out">http://.../cgi-bin/ConfigManApp.com?egs&amp;output1=out</a>

\*This action requires additionally to go to [Security menu](#), **Output settings**, enable “Trigger by Active URI” and set desired Trigger Message = out



The device can send HTTP commands to itself. Example: it is possible to know every time the panel reboots by including a certain MEET ME licence in DSS Key 5 -no initial usage, only for maintenance personnel- which will be called via MEET ME app only when panel reboots:

*On Setup completed (panel rebooted) → Remote action = Press DSS Key 5*

### 3.3 Others

#### 3.3.1 Export & Import settings

See **System** menu, **Configurations** tab. These options can be useful to copy the configuration of one device to a different one, and for analyzing the differences between current & default configuration.

From this menu it is also possible to restore the device to its default settings.

#### 3.3.2 RTSP connection

Marine SIP panel has two streams for a continuous connection via Network Video Recorder or similar.

Default URLs:

Main stream	rtsp://admin:123456@10.1.0.1/h264/stream.live0
Sub stream	rtsp://admin:123456@10.1.0.1/h264/stream.live1

A maximum of **3 simultaneous connections** to the panel (main+sub streams) are allowed.

RTSP authentication requirement can be disabled via **Intercom menu**, **Camera settings**, Enable Rtsp Auth (default = enabled).

#### 3.3.3 Taking image captures on events

See **Intercom settings** menu, **Camera Settings** tab.

Events:

<b>Input</b>		Inputs 1 and/or 2 (see IN1 & IN2)
<b>State</b>		Calling, Ringing or Talking
<b>Motion detection</b>		Conversation starts

Actions on event:

A) Save to an SD card (not included)

Steps:

1. Power off the device
2. Insert an SD card (FAT32). See slot on the rear side, top position
3. Power on the device
4. Event simulation: make a call, trigger an input...

All pictures stored on the SD card can be downloaded together -it is not possible to download only a certain picture- using the following command:

<http://admin:123456@10.1.0.1/cgi-bin/cameraPhoto?type=csv>

Filename structure: *call\_year+month+day+hour+minutes+seconds\_devicecalled.jpeg*

Example: *call\_20230517063348\_10.1.1.1\_5060.jpeg*

B) Save to an external server (FTP, TFTP, HTTP or HTTPS), using username and password  
`ftp://server_username:password@IP:port/path`

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