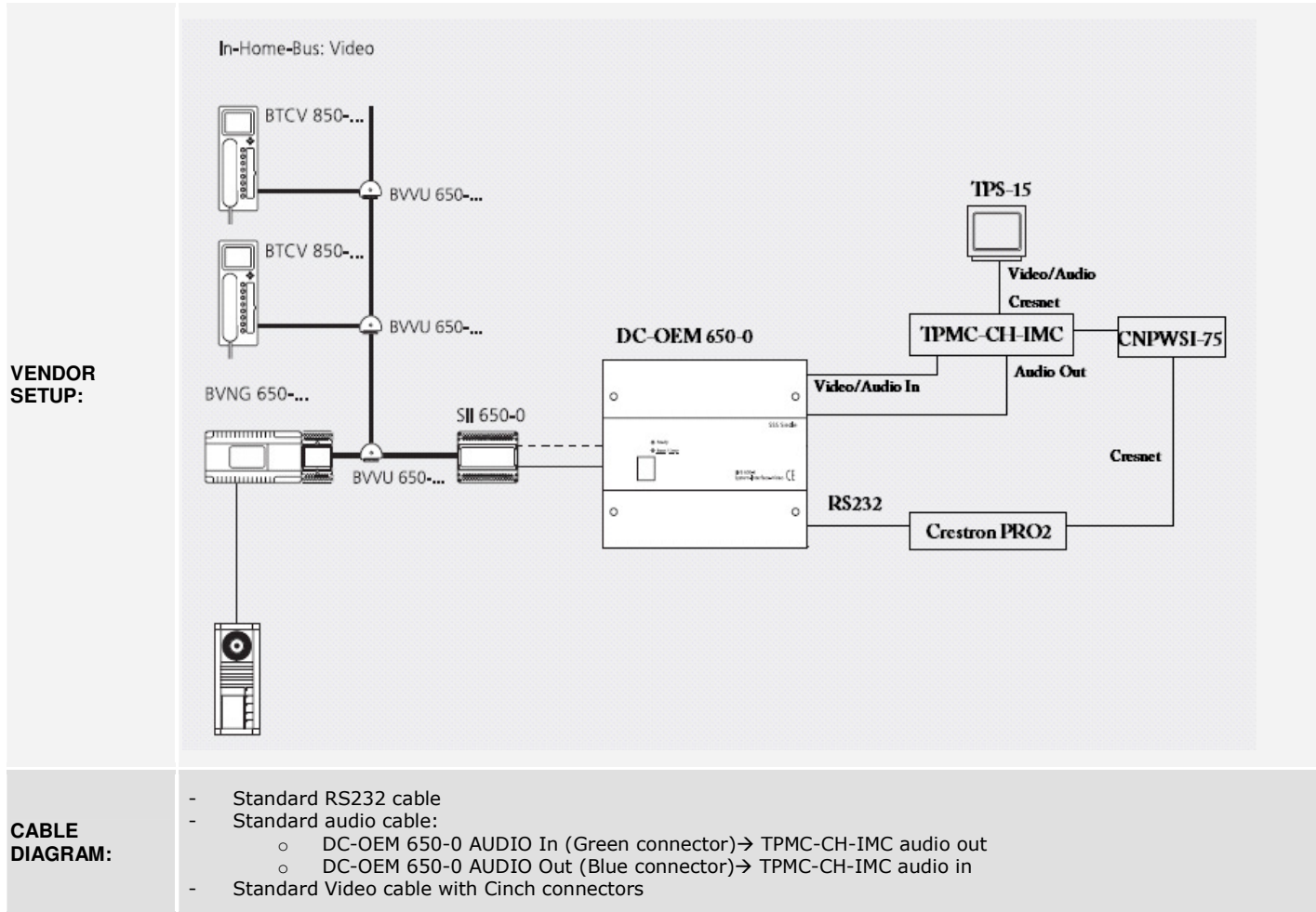


Partner: Siedle
Model: DoorCom-OEM
Device Type: Intercom System


GENERAL INFORMATION:

SIMPLWINDOWS NAME:	Siedle DCOEM v1.1.umc
CATEGORY:	Intercom System
VERSION:	v1.1
SUMMARY:	Crestron is connected to a Siedle Intercom System through a RS232 connection. The software module allows starting a call and answering calls on the Siedle Bus.
GENERAL NOTES:	<p>The communication between Crestron and Siedle is made by a RS232 connection.</p> <p>When there is a call at a door station, it is possible to accept or reject the call. When necessary one can open the doors remotely. If there is a video camera in the Siedle door station, the video is displayed.</p> <p>The module makes it possible to start a call (In-House or Door).</p> <p>The module makes it possible to start a video connection to the camera for example security reasons.</p> <p>The programming of the Siedle components must be done through Siedle software.</p> <p>The module: Siedle DCOEM v1.1 logic.umc, is used to set the addresses of the corresponding devices on the Siedle bus.</p>
CRESTRON HARDWARE REQUIRED:	Pro2 processor for controlling. Touchpanel with video and audio inputs.
SETUP OF CRESTRON HARDWARE:	RS232 Baud: 115200 Parity: N Data Bits:8 Stop Bits: 1 HW: None SW: None
VENDOR FIRMWARE:	Protocol version 1.01

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**CONTROL:**

Call the Door	D	Pulse to call the door station.
Call InHouse	D	Pulse to call an InHouse Participant.
Lift Up	D	Pulse to trigger the lift up function.
Hang Up	D	Pulse to Hang Up on a call.
Start Video Connection	D	Pulse to start a video connection.
Stop video connection	D	Pulse to stop the video connection.
Open Doors	D	Pulse to Open the doors.
Start Call Destination Hex	A	Analog input with the destination address in Hex, used to start a call.
Source Address Crestron Interface	A	Analog input that contains the hexadecimal address of the Crestron Interface.
Siedle RX	S	To be connected with the RX\$ output of the serial port, connected with Siedle.

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FEEDBACK:

Door is calling	D	High to indicate that the door is calling.
Call is with video	D	High to indicate that the call is with video.
Call is without video	D	High to indicate that the call is without video.
Call the door popup is active	D	High to indicate that Call the door popup is active.
Inhouse Call Popup is active	D	High to indicate that the In-house Call Popup is active.
Door is calling popup is active	D	High to indicate that the Door is calling popup is active.
Calling connection is active.	D	High to indicate that there is currently a call-connection.
Door opener is active	D	High to indicate that the Door Opener is currently active.
Display message X	D	High to display message X.
Door Call Nr	A	Analogue value containing the door call nr.
Error Description CallDoor	S	Serial signal that contains an error message generated when one calls a doorstation.
Error Description InHouse	S	Serial signal that contains an error message generated when one makes an InHouse call.
VideoCamera	S	Serial signal that contains a string either the call is with or without video.
Siedle_TX	S	To be connected with the TX\$ input of the serial port, connected with Siedle.
Destination Address in Hex	A	Analog value containing the destination address in hexadecimal.
Source Address in Hex	A	Analog value containing the source address in hexadecimal.

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**PARAMETERS:**

Duration Open Door	A	Analog value containing the duration in seconds, for opening a door station.
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TESTING:

OPS USED FOR TESTING:	V4.007.0004
SIMPL WINDOWS USED FOR TESTING:	V3.11.15
CRESTRON DB USED FOR TESTING:	V32.05.005.00
DEVICE DB USED FOR TESTING:	V44.00.005.00
SAMPLE PROGRAM:	Siedle DCOEM v1.1 PRO2 DEMO.smw
REVISION HISTORY:	v. 1.1