

Graphic controls

# VIIP

V1.2

## User guide

**B**ingenium \*  
Bes

[www.besknx.com](http://www.besknx.com)

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# 1 GENERAL DESCRIPTION

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VIIP is a colour capacitive touch screen, available in 7.1' and 10.1' sizes that allows the monitoring and control of the KNX home automation system quickly and intuitively thanks to the icons on 3D plans or photographs.

It has a configurable Wi-Fi connection, which allows its connection to the network for different functionalities such as updating its software version immediately. It can also work in access point (AP) mode, to generate Wi-Fi autonomously, to which other control devices are connected locally (PCs, Tablets and / or Smartphones).

The touch screen has visualization by rooms or by plans, integrated web server for IOS / Android, native integration in ZWave, Zigbee / CHIP / Matter, KNX, BUSing protocols, etc. IFTTT and MQTT Broker support, possibility of configuration as Modbus client or server and Python programming.

It incorporates the scene editing function, offering the user the possibility of including new personalized scenes, apart from the existing ones (included from the SIDE development system in the project programming phase) indicating the status of the different nodes associated with the icons of the installation drawings.

It also allows the control of technical alarms of the installation such as flood, gas, fire, etc. as well as the control of the intrusion alarm by means of a 4-character code. In addition, programming annual timings, it has a whiteboard for notes, etc.

VIIP allows the VIIP to also act as a video intercom, offering call forwarding when connected to a network with a third-party SIP outdoor unit.





## 2 TECHNICAL DESCRIPTION

### 2.1 VIIP 7

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7,1' colour capacitive touch screen

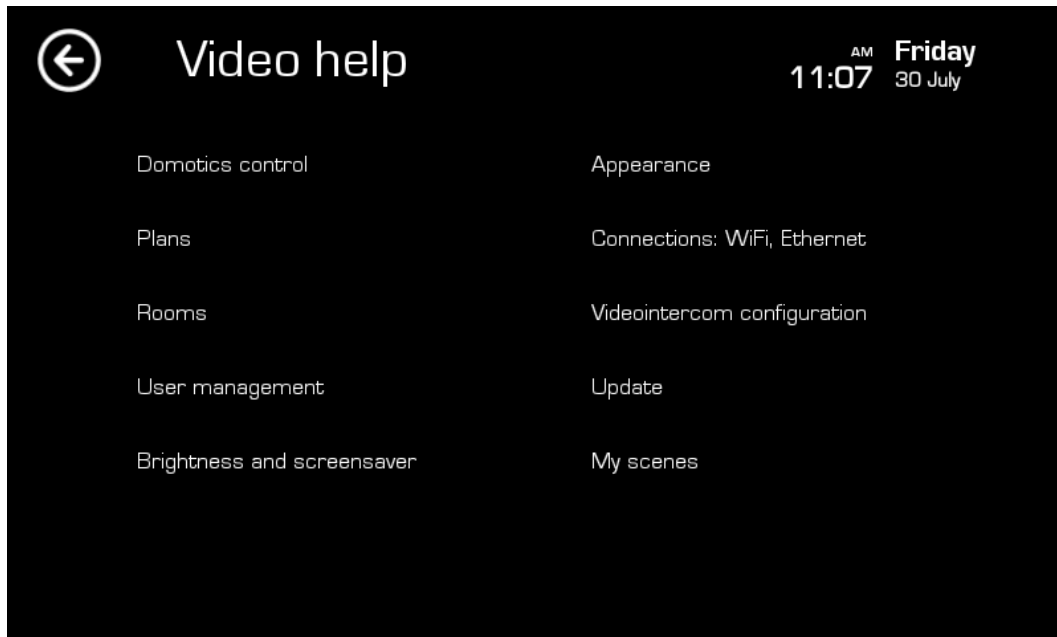
- **Resolution:** 800 x 480 pixels
- **Colours:** 18 bits
- **Supply:** BES KNX or 12V from an auxiliary power supply
- **Consumption:**
  - 340mA auxiliary power supply @ 29V.
  - 1 mA from KNX bus.
- **Size:** 205 x 138 x 22 mm
- **Assembly:** Bottom box is included to fit the equipment (See the installation diagram).

### 3 VIDEO HELP

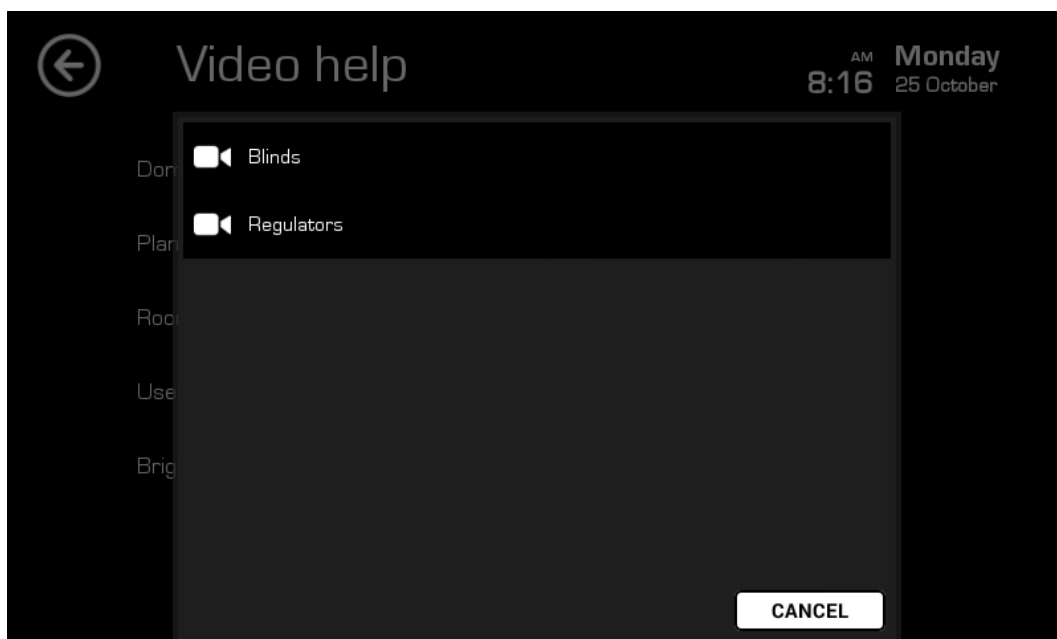
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There is the possibility of accessing a library of help videos that can be viewed from the same video door entry unit with general questions and frequent queries. To access it, click on the About, within the settings menu, and click on the Video help option.

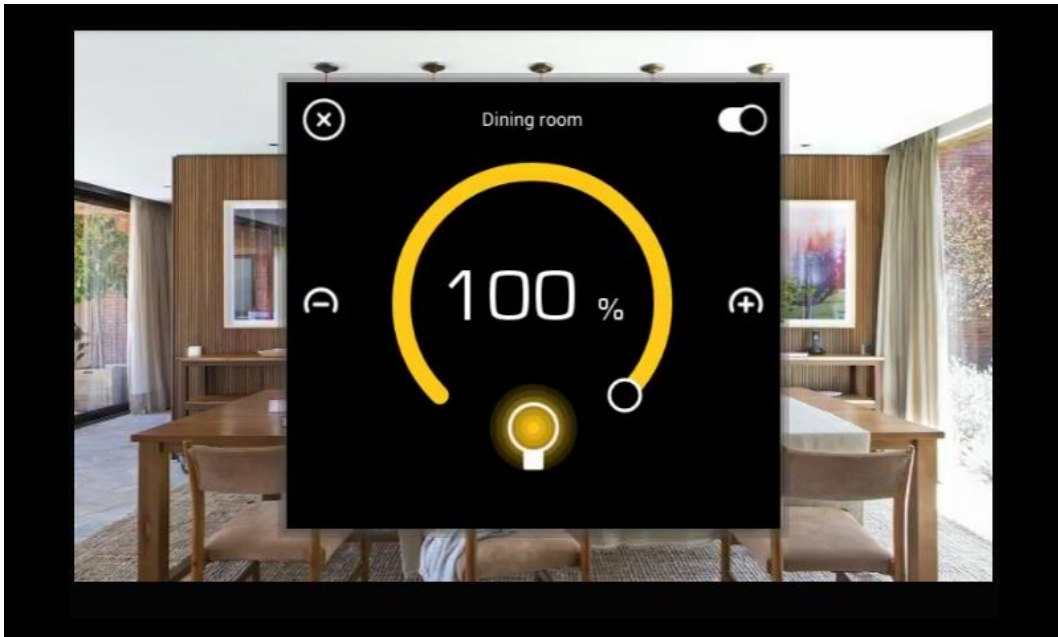
The following window appears with different video categories:



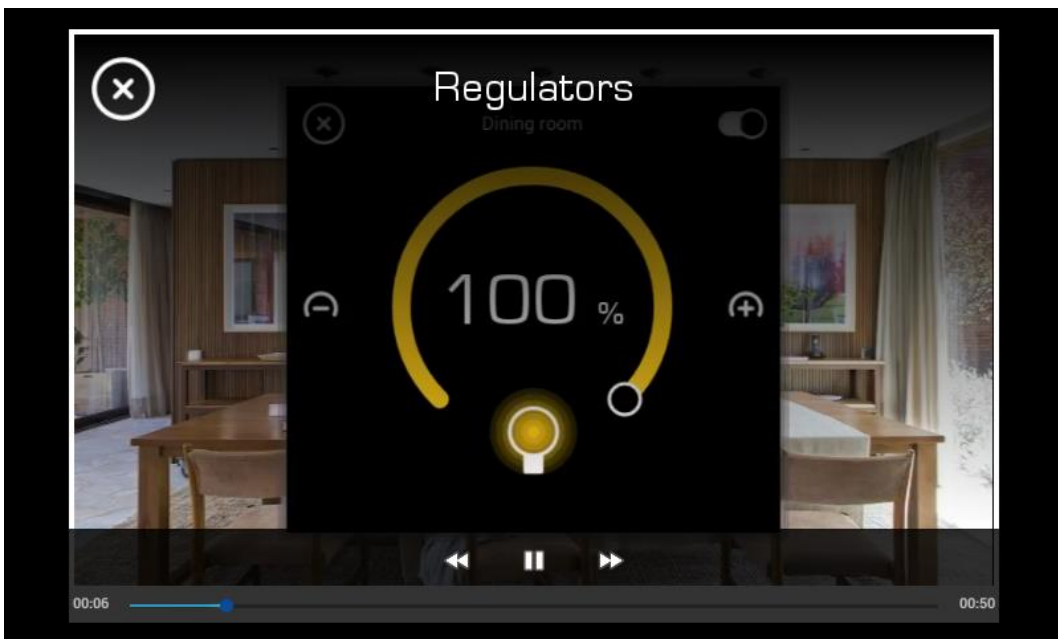
Click on the option you want to review and another window appears with the videos that make up that category.



By clicking on the video you want to view, a window opens and the video begins to play automatically.



To be able to act on it (pause, resume, advance, delay, or close the window), click on the screen and the icons will appear to execute these actions.



## 4 WORKING MODE

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There are two visualization types, plans mode and rooms mode, which will be explained in more detail below.

### 4.1 PLANS VISUALIZATION

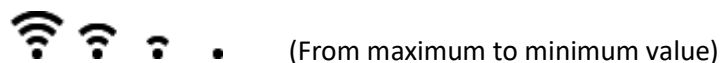
---

This screen is made up of the project plans and icons. The icons correspond to the devices (or the device outputs) of the home automation installation and allow the monitoring and control of the equipment.

To access the menu, a window will appear that will be visible when you swipe up from the bottom of the main screen. The configuration menu will be displayed where the scenes, timings, alarms, calls and the screen settings can be accessed.

In addition to the plans and icons, the level of the Wi-Fi signal of the network to which it is connected is permanently displayed in the upper right corner.

The icons for armed intrusion alarm, synchronization and notifications also appear in the upper right area.



To change to the room view, access the Menu / Settings / General and click on the Display type option.

On the other hand, an icon appears in the upper left corner to access an overview of the project plans. And the number of the plane that we are visualizing.



In this menu you can change the name of the planes with a long press or quickly access the plane you want by clicking on it.



#### 4.1.1 NAVIGATION BETWEEN PLANES


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If the project has more than one plane, it is possible to move from one to another by sliding your finger on the screen from right to left or from left to right, depending on the screen you want to view.

Swiping from right to left, the screen will show the following plane.



By sliding from left to right the screen will show the previous plane.

On the other hand, the overview of the existing plans can be accessed by pressing the  button.

#### 4.1.2 COMMON ICONS AND INTERFACES ON PLANS

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##### 4.1.2.1 Light

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To activate or deactivate each light point (one by one), just touch the light bulb icon. If the light bulb is yellow, the light is on and if the light bulb is gray, the light is off.



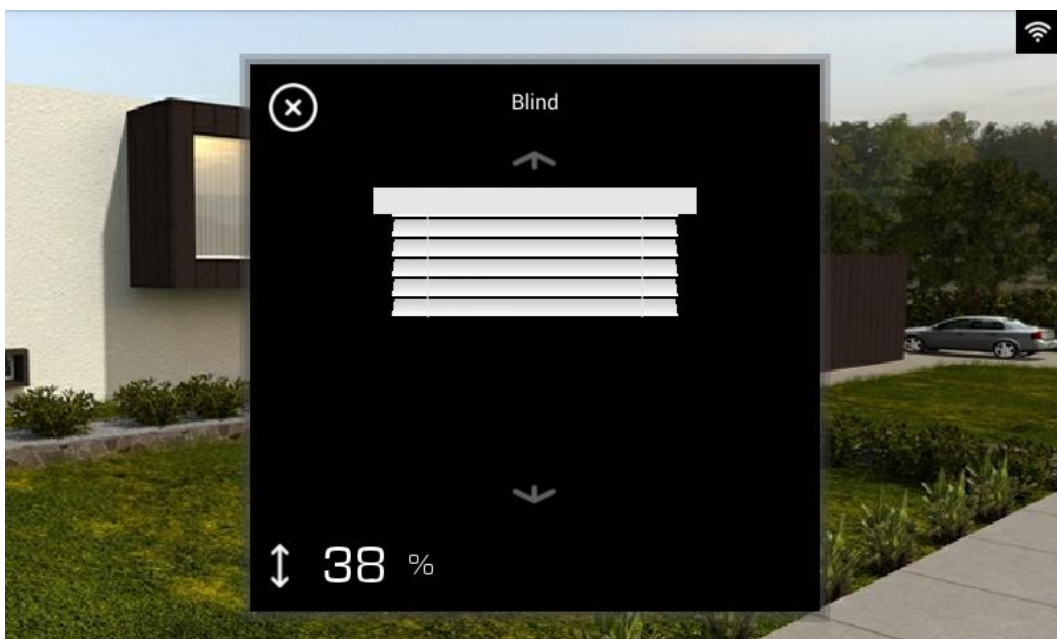
##### 4.1.2.2 Blinds

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The icons of the blinds on the plans will indicate graphically and numerically the status of the blind in percent.



By clicking on the icon, the following window will be displayed in which you can choose the percentage of the shutter opening.



In this new window you can click on the shutter and adjust its level (up or down, simply by pressing or sliding on the screen). When the user lifts his finger from the screen, the level is set, and the corresponding command will be executed.

Once established, you can press the  icon to exit the Blind control window.

#### 4.1.2.3 Regulators

The regulation icons indicate graphically and numerically the percentage of illumination.



By clicking on the icon, a window will appear where you can see the status of the associated node.




In this new window you can adjust the intensity of the light. You can press on the wheel, slide or adjust the **+** and **-** symbols until the desired value is obtained. Once you lift your finger, the light intensity will be set and the dimmer will act at the desired level.

The On / Off button of the regulator is controlled by the following icon:



When the regulator is switched off and turned on again in the On / Off button, the regulator automatically returns to the state it had before it was switched off. Thus, allowing the user an easier and faster handling if he always wants to keep the same value in the regulator.

For example: if we have the regulator at 61% and we turn off the Off button, when we press the On button again, the regulator will go to 61%.

Once established, the  icon can be pressed to exit the Regulator control window.

#### 4.1.2.4 Thermostat



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Thermostat icons located on the plans will indicate the status of the thermostat.

If the thermostat is off the icon will be gray, if the thermostat is on the icon will be orange.



By clicking on the thermostat icon, a window will appear to turn it on or off, adjust the temperature, set the operating mode, check the historical and configure up to 10 times to function as a chronothermostat.

The set temperature appears in the central part of the window, which can be modified by pressing or sliding on the wheel or by pressing the  and  icons to adjust the temperature. Below this is the measured temperature. At the top of the window, the thermostat can be turned on or off.

The On / Off of the thermostat is controlled with the following icon:



At the bottom of the window appear the thermostat modes, previously configured in the SIDE KNX. To activate a mode, click on it.






If the thermostat is off, all configurable thermostat options remain disabled. It would also be impossible to change the set temperature. If you want to activate the thermostat you have to put it in the ON position.


Thermostat off example:



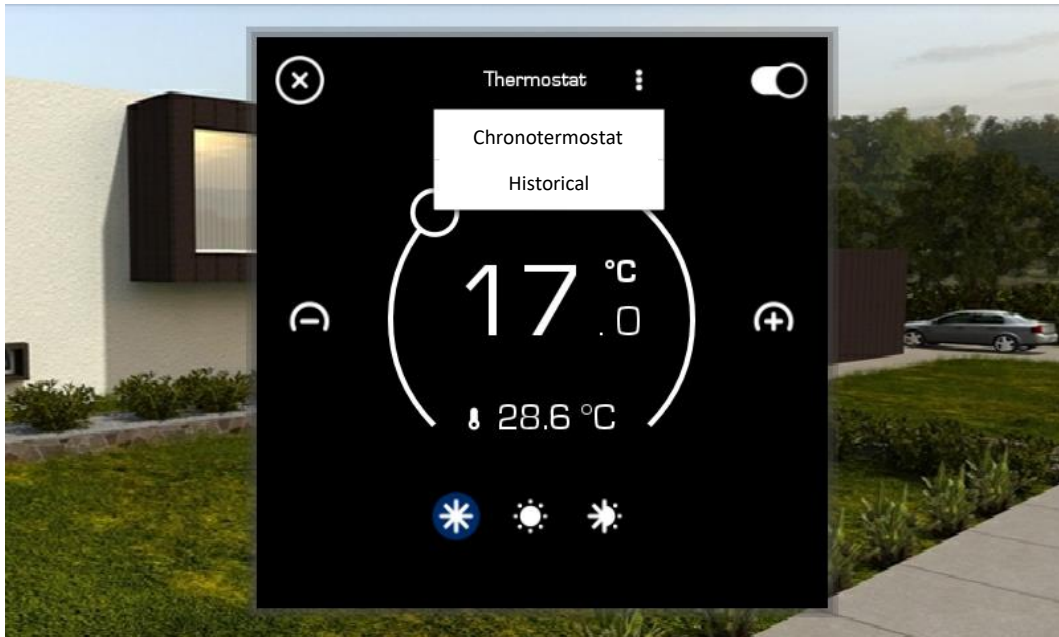
Operation mode:

- Summer (cold demand) 
- Winter (heat is required) 
- Mixed 

If the icons are marked in green, it means that this mode is activated, if the icon appears in white it means that it is deactivated.

Once established, the  icon can be pressed to exit the Thermostat control window.

In the upper central part, if you press on the name of the thermostat, 2 options appear: Chronothermostat and Historical. To access each of them, just click on the one you want to see.



### CHRONOTHERMOSTAT

When the chronothermostat option is accessed, the screen shows a new window to configure up to 10 weekly schedules linked to the thermostat. To manage and configure each of them, simply click on their representative numbers on the bottom line. To identify which schedules are enabled and which are not, the numbers are represented in white when the chronothermostat is off, and it is shown in orange when it is on. To activate or deactivate, click on the Enabled button (☑) that appears in the upper right corner.




For each chronothermostat, the user can specify the time he wants the thermostat to activate and on what day of the week (Monday to Sunday from left to right) represented by its first letters. To add or remove days to the scene, simply touch on the desired day of the week. If

the initial is shown in orange the day will be enabled, if it is shown white the day will not be enabled.

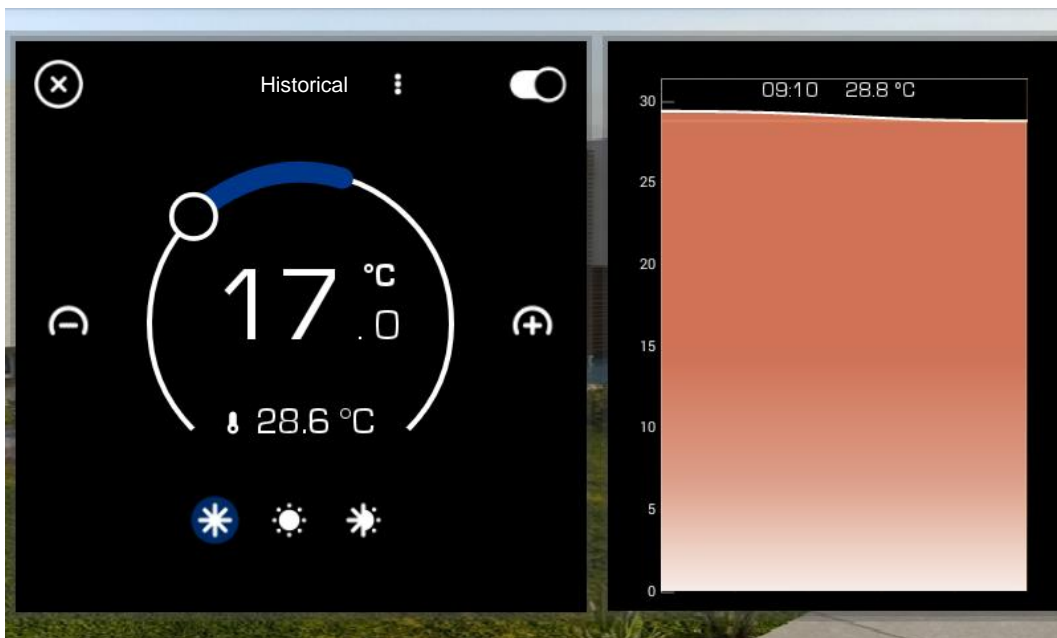
Another configurable point is the mode of the thermostat function, being able to select between cold, hot, mixed or deactivated; the activated mode will appear shaded, if you want to change the mode, just click on the one you want to set.


As the last element editable by the user, it is possible to define the temperature set point. To edit this value, simply click on the number and enter the desired value.

To exit the chronothermostat, press the  icon.

### HISTORICAL

If you access the history, you can view a graph with the values measured by the thermostat in the last 24 hours. To view the values, click on the graph and the measured values appear.



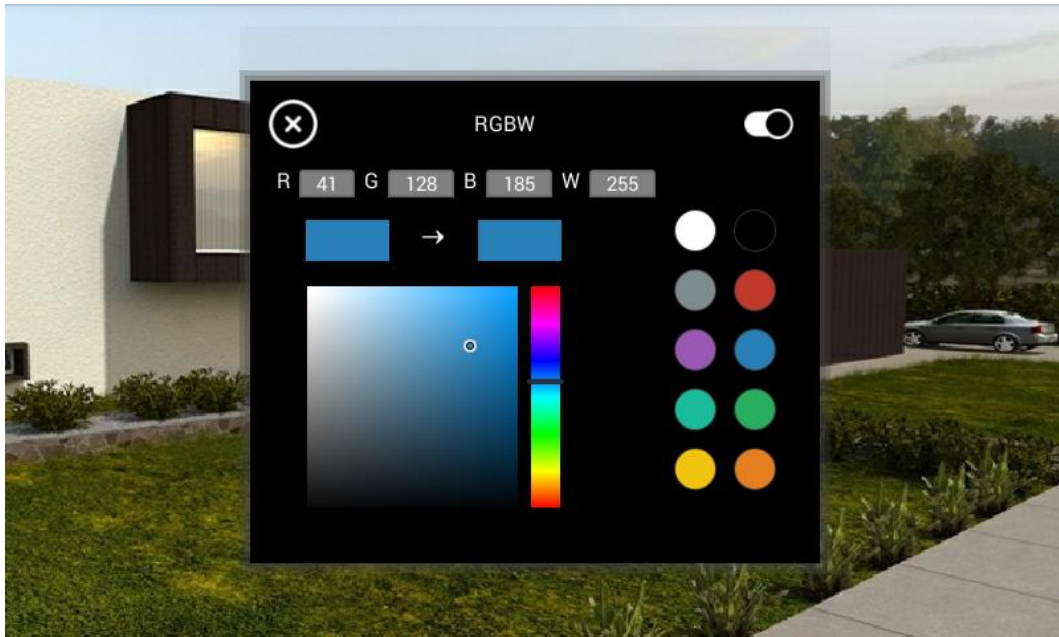
To exit, press the  icon that appears at the top left.

#### 4.1.2.5 RGBW

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By clicking on the RGBW icon, a window will appear to turn it on or turn off, or adjust the colour. You can also select 10 preset colours that can be edited.





To edit the default colours, select the colour you want to set and click on the button where you want to leave the default for a long time.

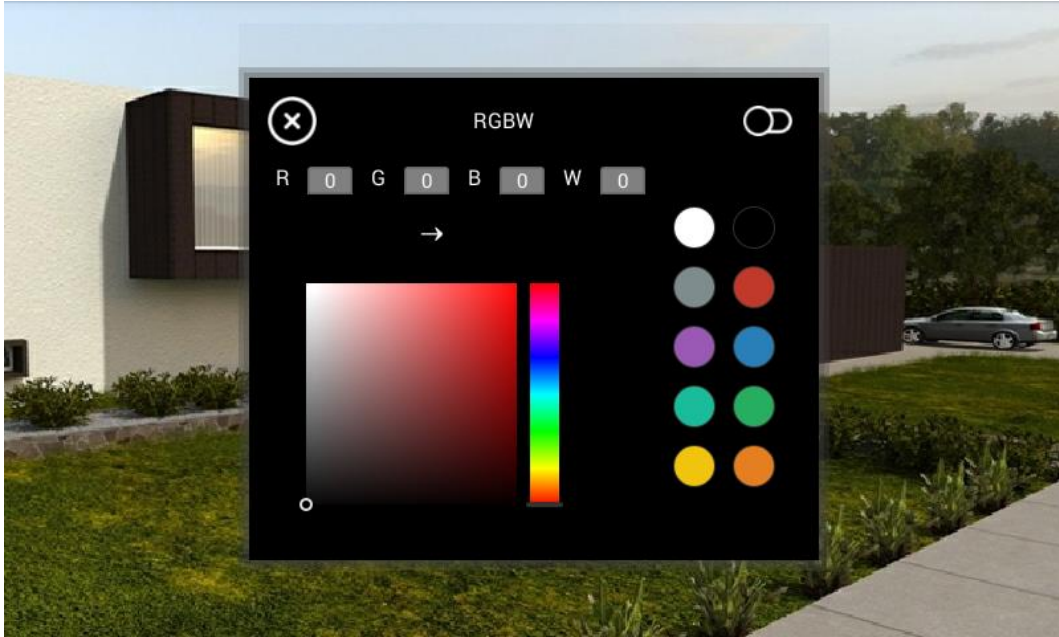
To turn off RGBW, you can select the black colour (in default colours or colour palette) or you can turn on or off through the icon that appears at the top right of the window.


The states of the On / Off icon are as follows:



When the RGBW is switched off and turned on again in the On / Off button, the regulator automatically returns to the state it had before it was switched off. Thus, allowing the user an easier and faster handling if he always wants to keep the same value in the RGBW.

For example: if we have the RGBW at blue and we turn off the Off button, when we press the On button again, the RGBW will go to blue.



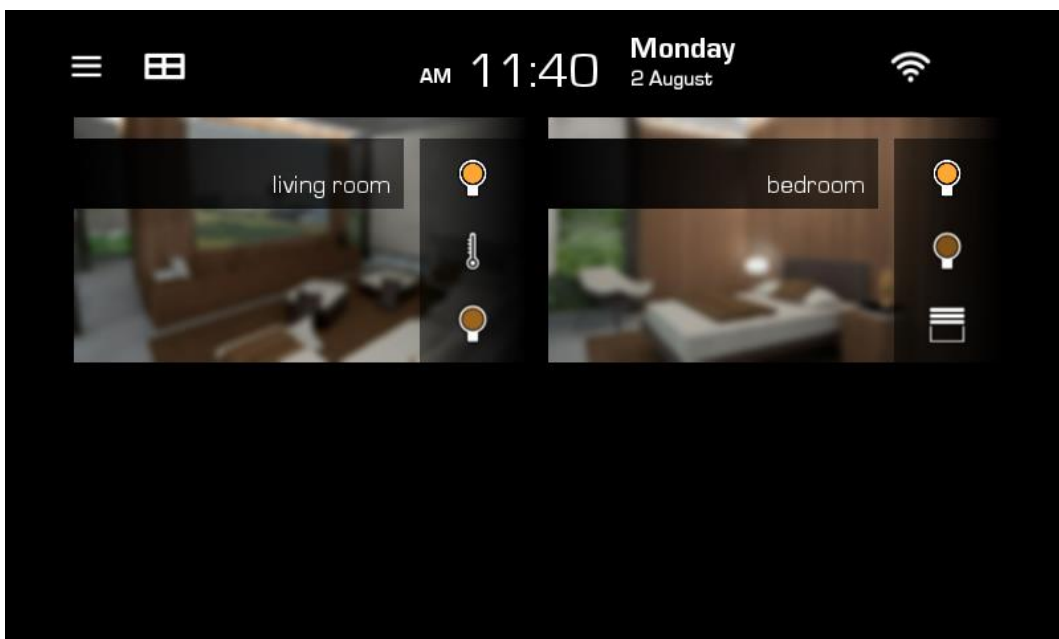
Once set, you can press the  icon to exit the RGBW control window.

## 4.2 ROOMS VISUALIZATION


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This screen is made up of the project rooms and icons. The icons correspond to the devices (or the device outputs) of the home automation installation and allow the monitoring and control of the equipment. The rooms are those created by the user through the Ingenium app. In them the icons are grouped by rooms, fully customizable by the user.

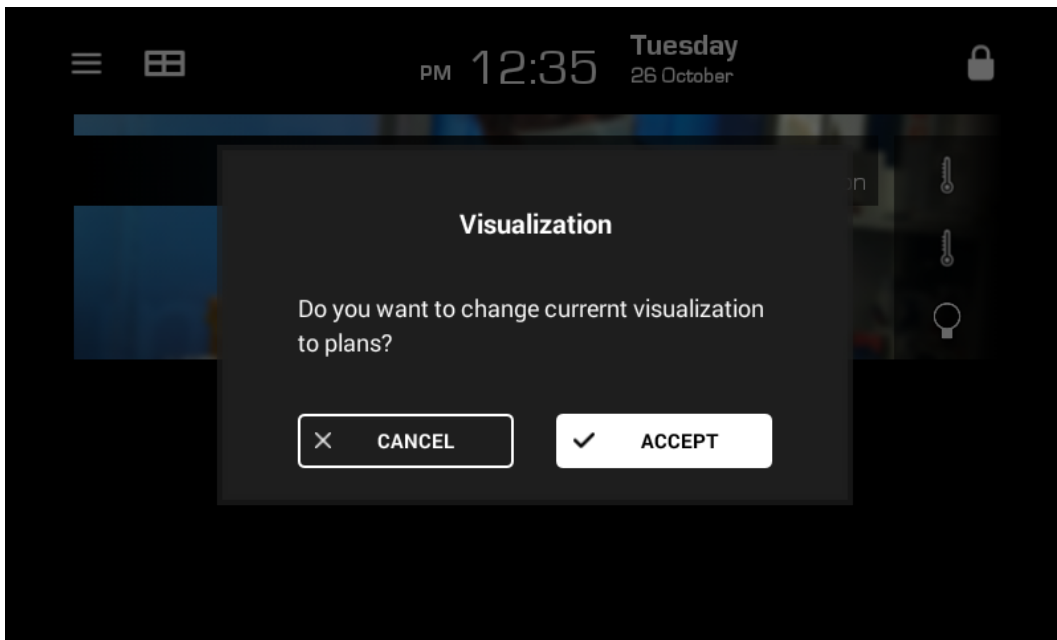
In each room you can select up to 3 quick icons (3 selected icons) that can be controlled from the main screen without having to enter the room you are in.



In order to access all the icons that are configured in a room, click on it to open the room window.

To switch to the plan view, press the  button that appears in the upper left corner of the main screen. Or you can access the Menu / Settings / General and click on the Visualization type option.

To access the configuration menu, click on the  icon that appears at the top left.






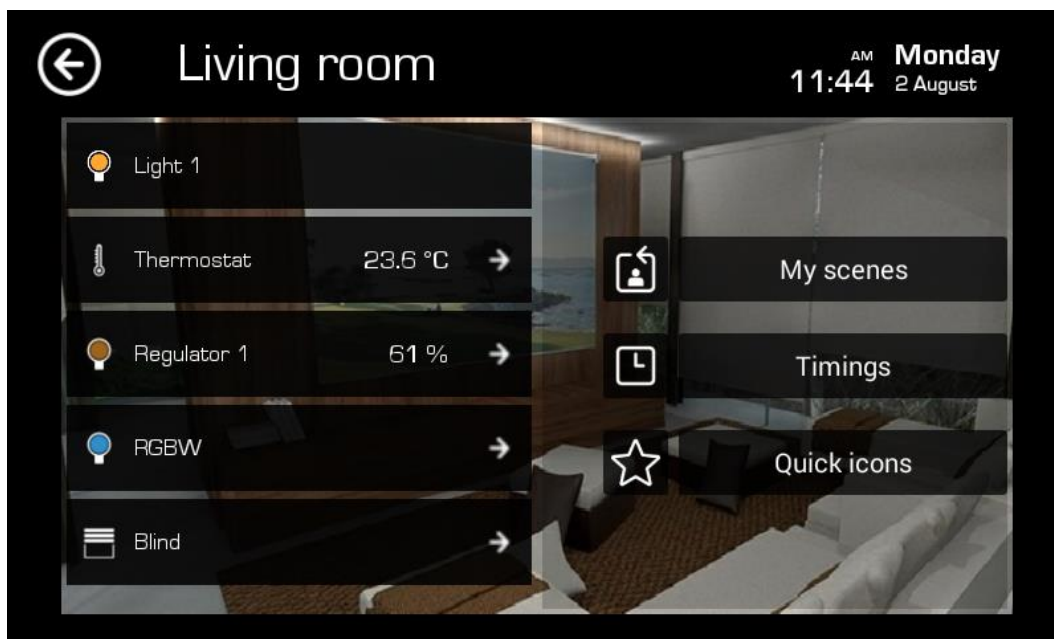
#### 4.2.1 ROOMS WINDOW

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Once inside the room you can see all the nodes of that room, and all the scenes that have a node of this room configured.



For example, if we had an All On scene to turn on all the lights in the house, the All On scene would appear in the Living room so that it can be executed from this window, since the living room light would be included in this scene.


Within this window there is an  My scenes icon to quickly access the creation of scenes, the  Timings icon that allows quick access to the creation of timings and the  Quick icons icon that allows the configuration of the shortcuts that will appear on the main screen.



### QUICK ICONS

In this window you can configure the quick icons that will be displayed on the main room screen.

You have to select up to 3 quick icons by clicking the  icon that appears to the left of the node to be selected. To deactivate a node, press the  button that appears to the left of the node.

To finish, press the  button and return to the main screen of the room.

## 4.2.2 COMMON ICONS AND INTERFACES ON ROOMS

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### 4.2.2.1 Light

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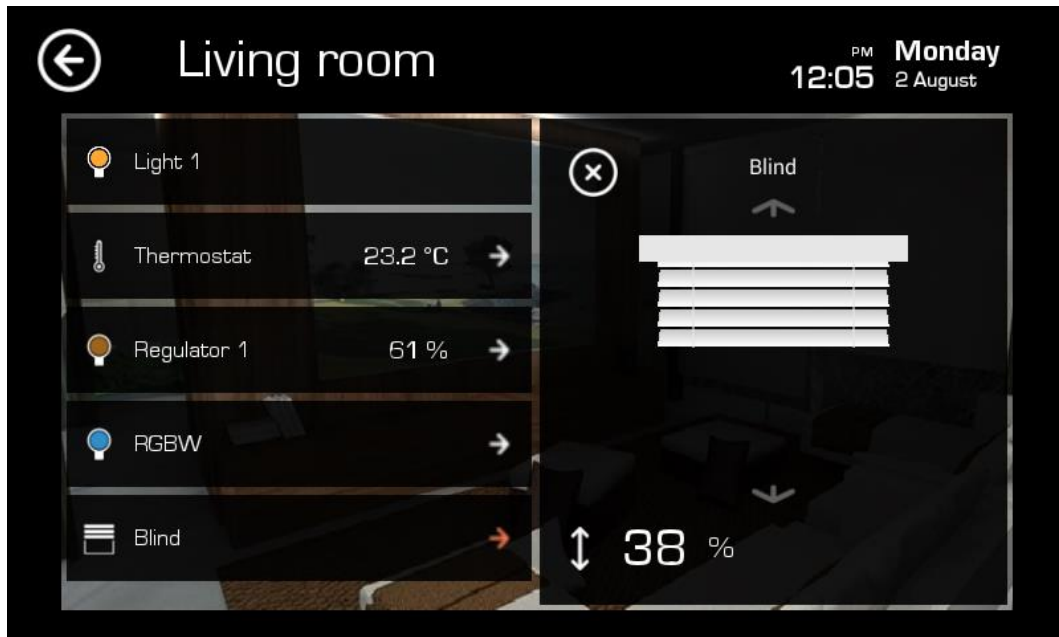
To change the status of an On / Off output, it is enough to click on the node in the list or on the icon if we are on the main screen (Direct Access).

### 4.2.2.2 Blinds

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By clicking on the icon, the following window will be displayed in which you can choose the percentage of the shutter opening.

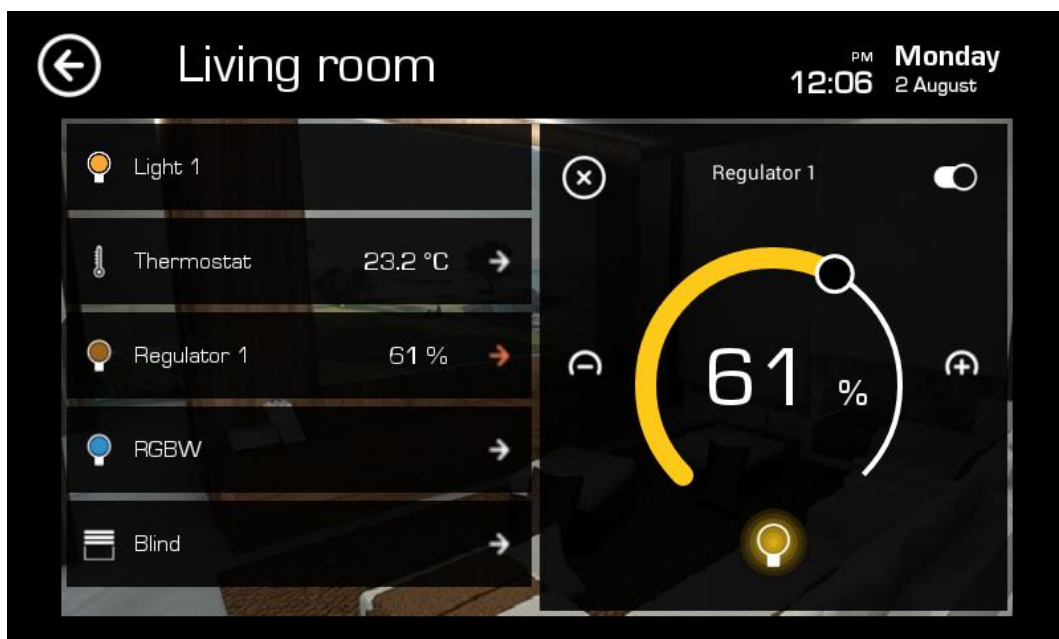
In this new window you can click on the blinds and adjust their level (up or down, simply by pressing or sliding on the screen). When the user lifts his finger from the screen, the level is set, and the command will be executed.



Once established, you can press the icon to exit the blinds control window.

#### 4.2.2.3 Regulator


By clicking on the icon, a window will appear where you can see the status of the associated node.



In this new window you can adjust the intensity of the light. You can press on the wheel, slide, or adjust the and symbols until the desired value is obtained. Once you lift your finger, the light intensity will be set and the dimmer will act at the desired level.

When the regulator is switched off and turned on again in the On / Off button, the regulator automatically returns to the state it had before it was switched off. Thus allowing the user an easier and faster handling if he always wants to keep the same value in the regulator.



For example: if we have the regulator at 61% and we turn off the Off button, when we press the On button again, the regulator will go to 61%.


Once established, the  icon can be pressed to exit the regulator control window.

#### 4.2.2.4 Thermostat

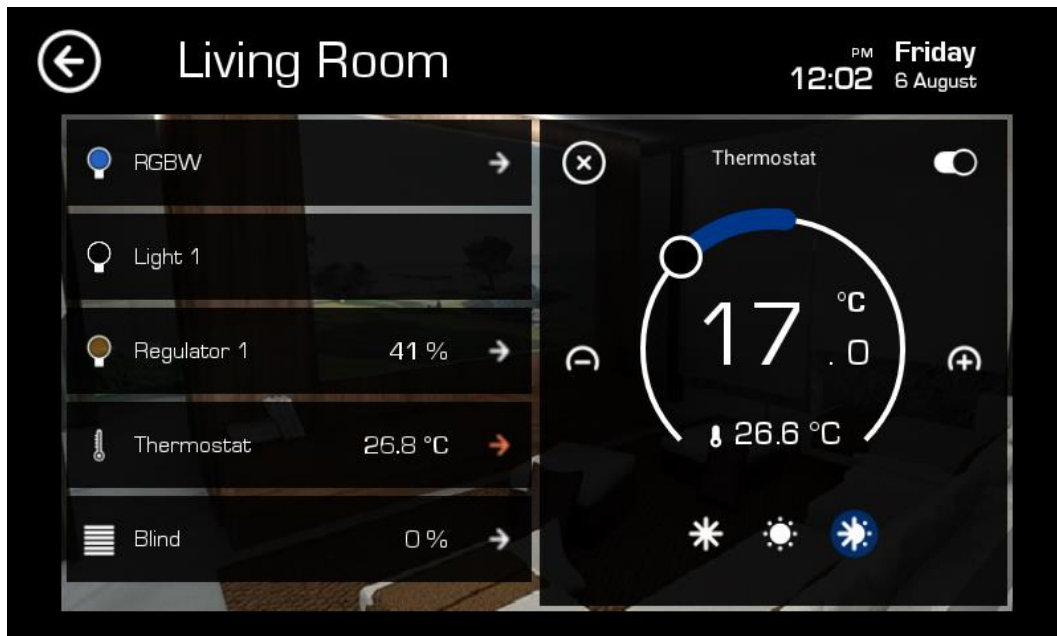
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By clicking on the thermostat icon, a window will appear to turn it on or off, adjust the temperature, set the operating mode, check the historical and configure up to 10 times to function as a chronothermostat.

The set temperature appears in the central part of the window, which can be modified by pressing or sliding on the wheel or by pressing the  and  icons to adjust the temperature. Below this is the measured temperature. At the top of the window, the thermostat can be turned on or off. The thermostat is controlled by following the moving icon:

On:       Off: 

At the bottom of the window appear the thermostat modes, previously configured in the SIDE KNX. To activate a mode, click on it.

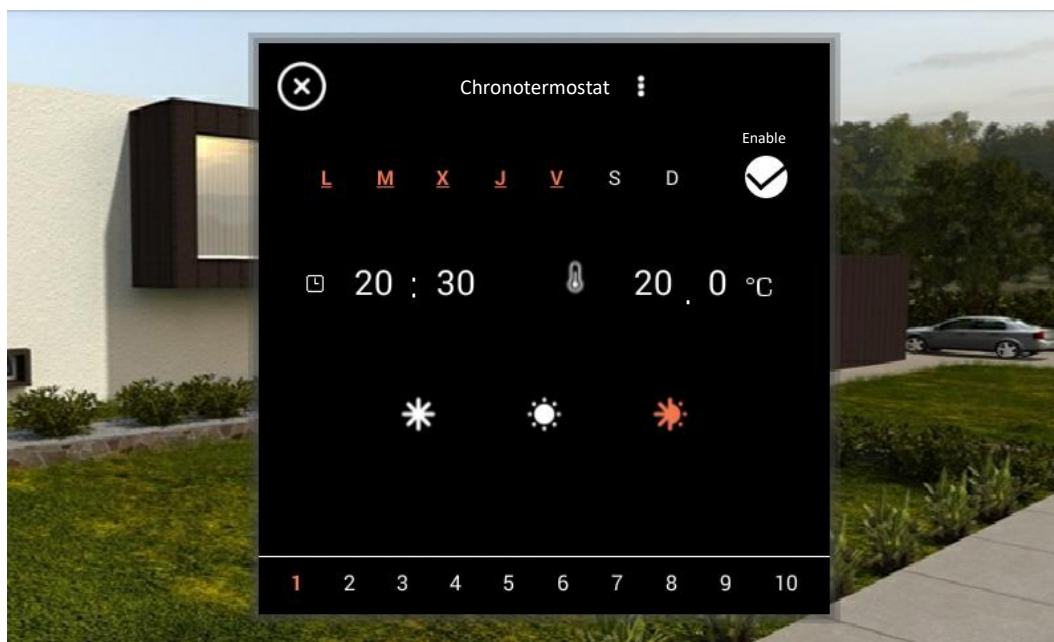


Once set, you can press the  icon to exit the thermostat control window.

In the upper central part, if you press on the name of the thermostat, 2 options appear: Chronothermostat and Historical. To access each of them, just click on the one you want to see.

## CHRONOTHERMOSTAT

When the chronothermostat option is accessed, the screen shows a new window to configure up to 10 weekly schedules linked to the thermostat. To manage and configure each of them, simply click on their representative numbers on the bottom line. To identify which schedules are enabled and which are not, the numbers are represented in white when the chronothermostat is off, and it is shown in orange when it is on. To activate or deactivate, click on the Enabled button (☑) that appears in the upper right corner.



For each chronothermostat, the user can specify the time he wants the thermostat to activate and on what day of the week (Monday to Sunday from left to right) represented by its first letters. To add or remove days to the scene, simply touch on the desired day of the week. If the initial is shown in orange the day will be enabled, if it is shown white the day will not be enabled.

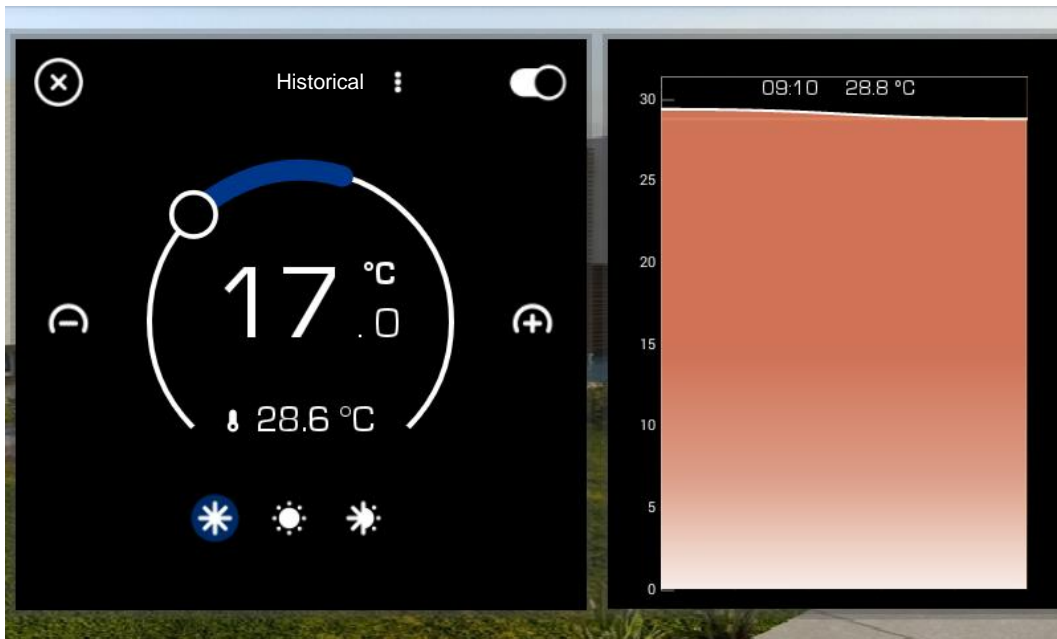
Another configurable point is the mode of the thermostat function, being able to select between cold, hot, mixed or deactivated; the activated mode will appear shaded, if you want to change the mode, just click on the one you want to set.


As the last element editable by the user, it is possible to define the temperature set point. To edit this value, simply click on the number and enter the desired value.

To exit the chronothermostat, press the (X) icon.

## HISTORICAL

If you access the history, you can view a graph with the values measured by the thermostat in the last 24 hours. To view the values, click on the graph and the measured values appear.



To exit, press the  icon that appears at the top left.

#### 4.2.2.5 RGBW

---

By clicking on the RGBW icon, a window will appear to turn it on or off, or adjust the colour. You can also select 10 preset colours that can be edited.

To turn off RGBW, you can select the black colour (in default or in the colour palette) or you can turn the thermostat on or off through the icon that appears at the top right of the window.

The states of the On / Off icon are as follows:

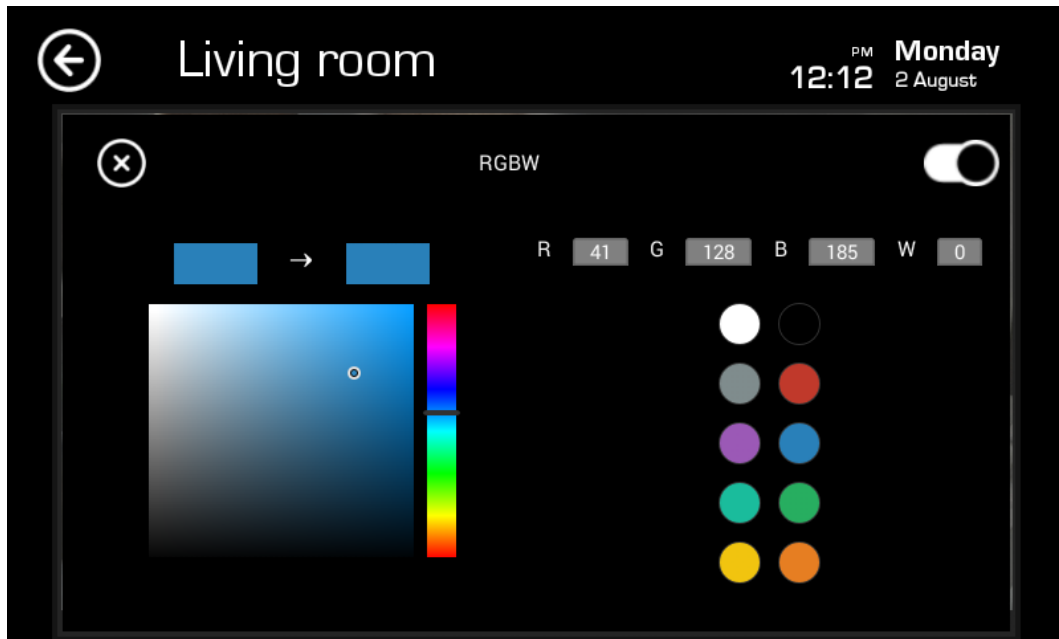
On:  Off: 

When the RGBW is switched off and turned on again in the On / Off button, the regulator automatically returns to the state it had before it was switched off. Thus, allowing the user an easier and faster handling if he always wants to keep the same value in the RGBW.

For example: if we have the RGBW at blue and we turn off the Off button, when we press the On button again, the RGBW will go to blue.

To edit the default colours, select the colour you want to set and click on the button where you want to leave the default for a long time.



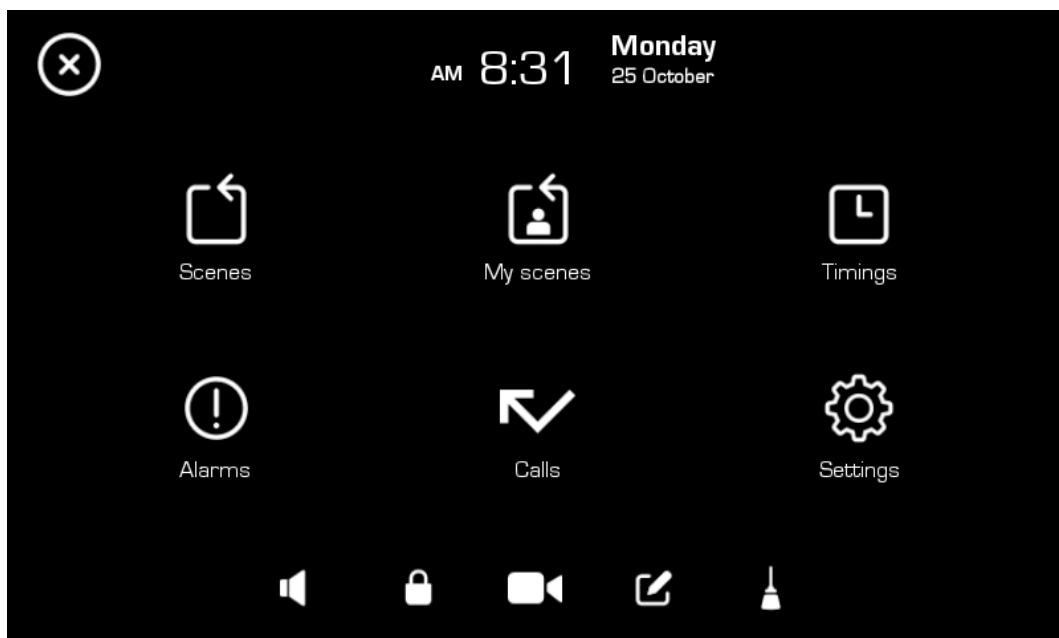


Once set, you can press the icon to exit the RGBW control window.

### 4.3 CONFIGURATION MENU


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Within the main configuration menu there are the following submenus: Scenes, My scenes, Timers, Alarms, Calls and Settings. We can also interact with the intrusion alarm, make calls to the video intercom or use the notepad. To close this menu and return to the main screen, press the button .



### 4.3.1 PROJECT SCENES

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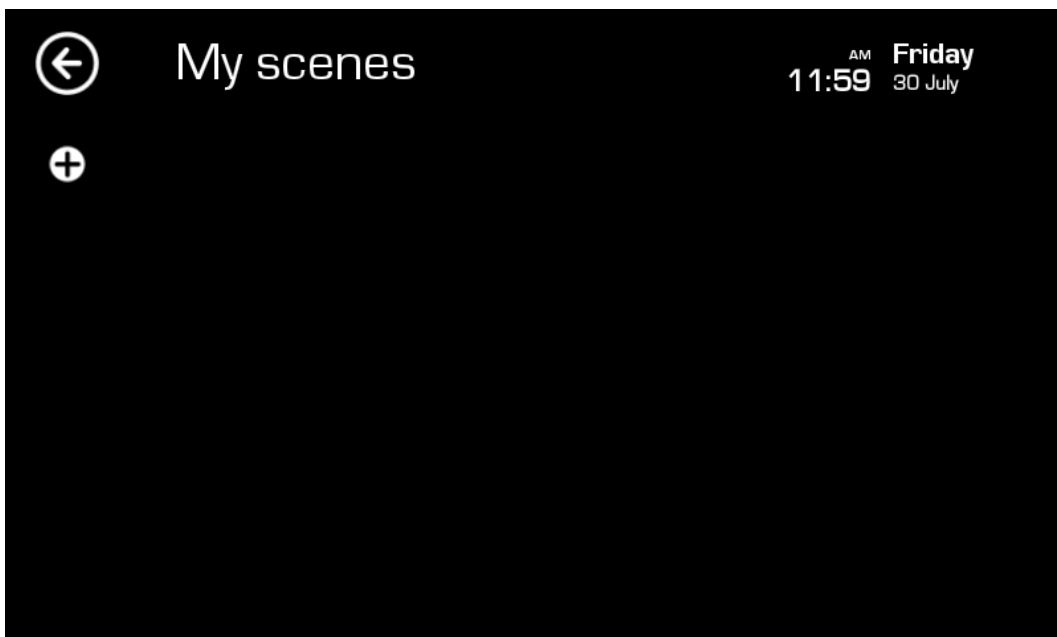
In this menu appears the list with the project scenes created by the installer, they can be executed by pressing the  button. These types of scenes cannot be created, edited or deleted from the screen. If the list of scenes is large, you can scroll up and down to see the rest of the list.




### 4.3.2 USER SCENES

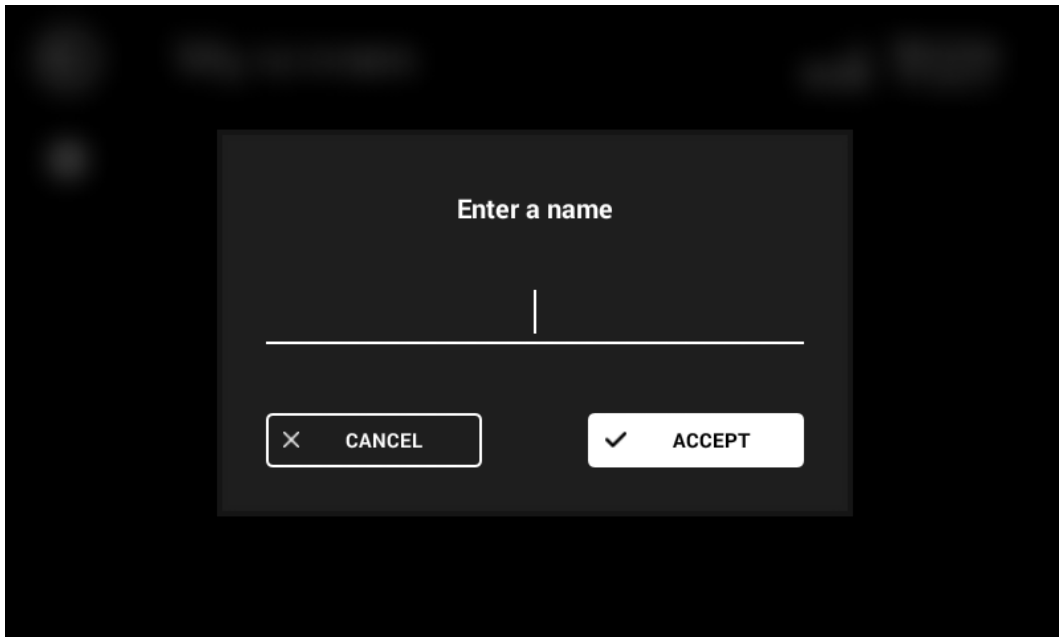
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To control the scenes created by the user, access the My scenes icon. In this menu all created user scenes will be displayed, these scenes can be created, edited, deleted and run.

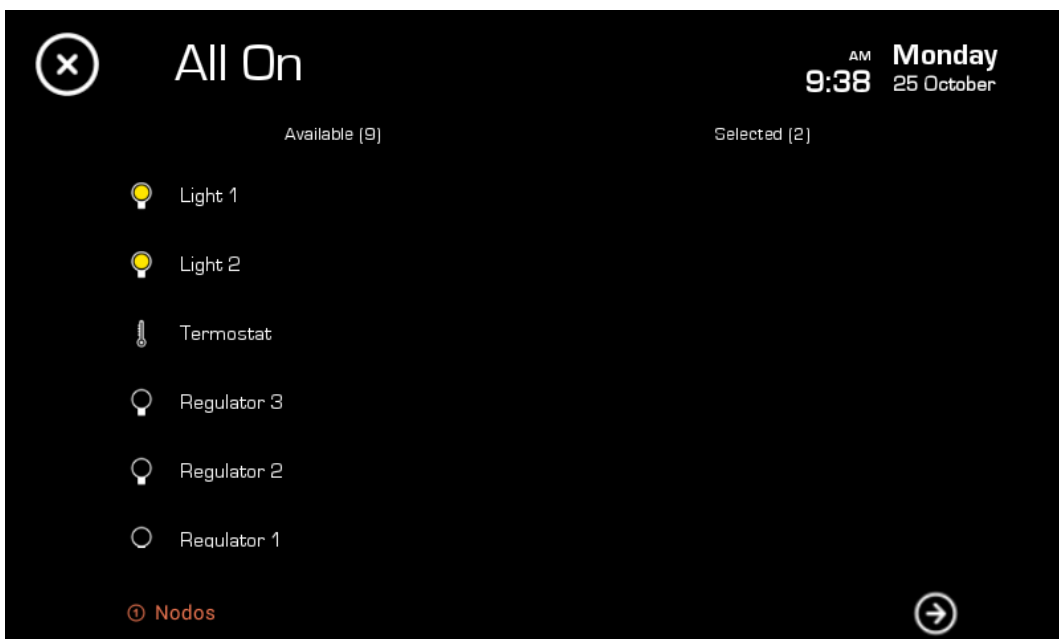



[CREATE SCENE](#)

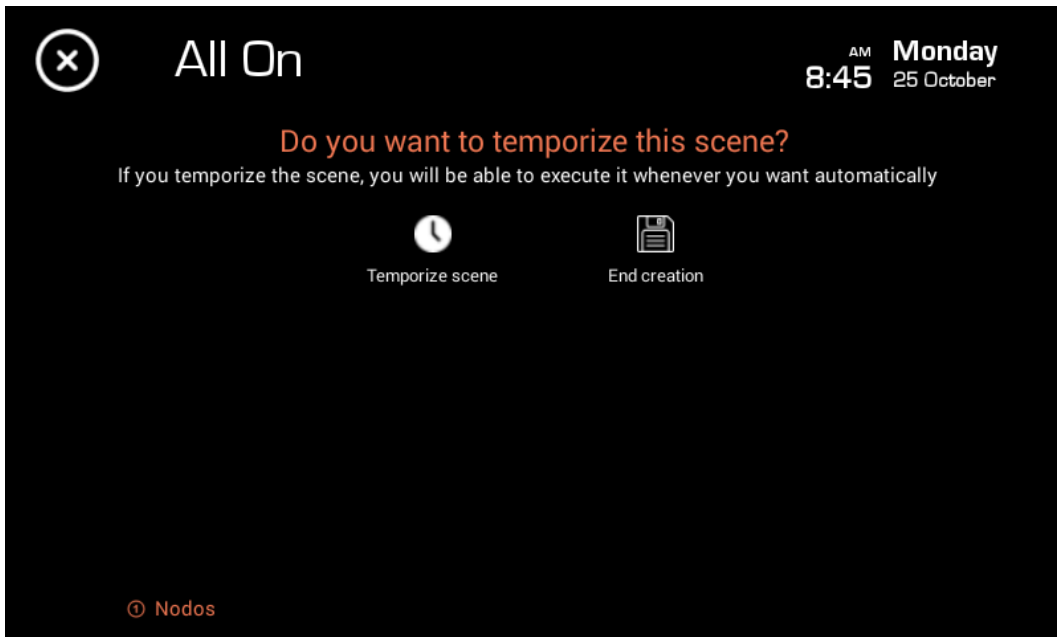
By clicking on the  icon, a keyboard will be displayed on the screen allowing you to enter the name of the scene. After this, you can select the nodes you want to add to the scene with the desired state.



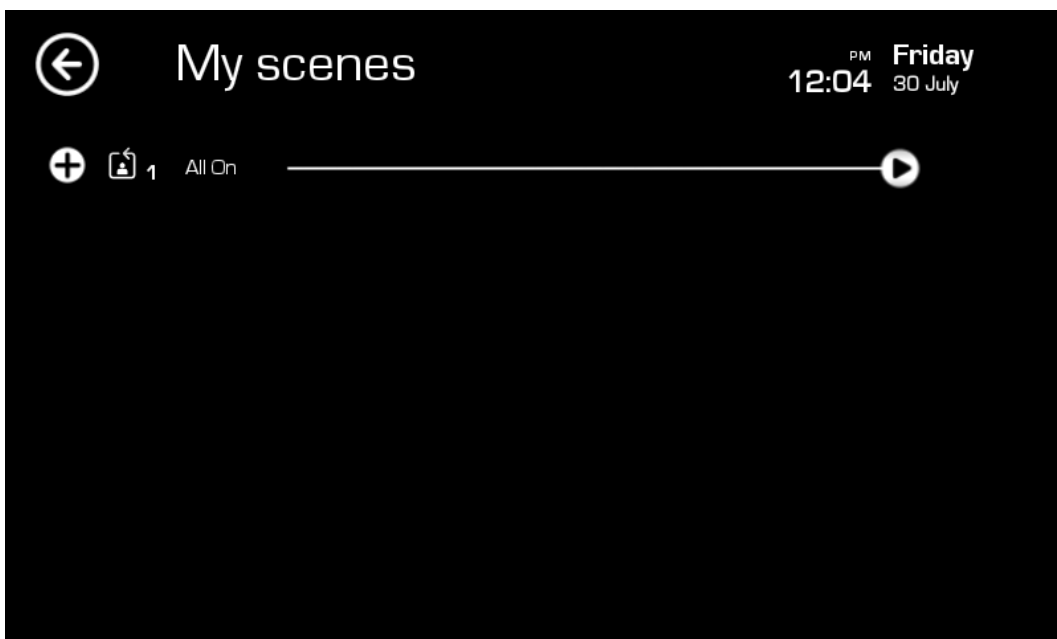
Once the screen to select the nodes to be added to the scene appears, simply select the node and a new window will appear to choose the state in which you want to execute each node.



Once the nodes to be executed in the scene have been selected, press the  button to continue and the following window appears to finish creating scenes or timing the scene.



Pressing timer scene will open the timing window. If you click Finish creation, the window will close and the created scene will appear.

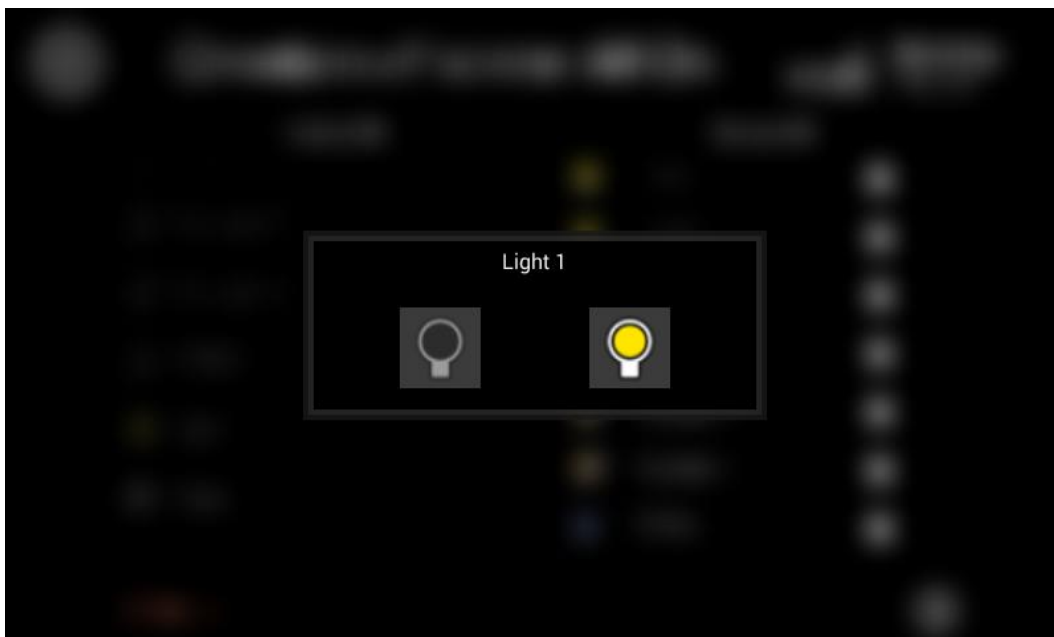


Depending on the node you click in the scene creation window, the following windows will appear:

### LIGHTS

The statuses that can be selected are the following:

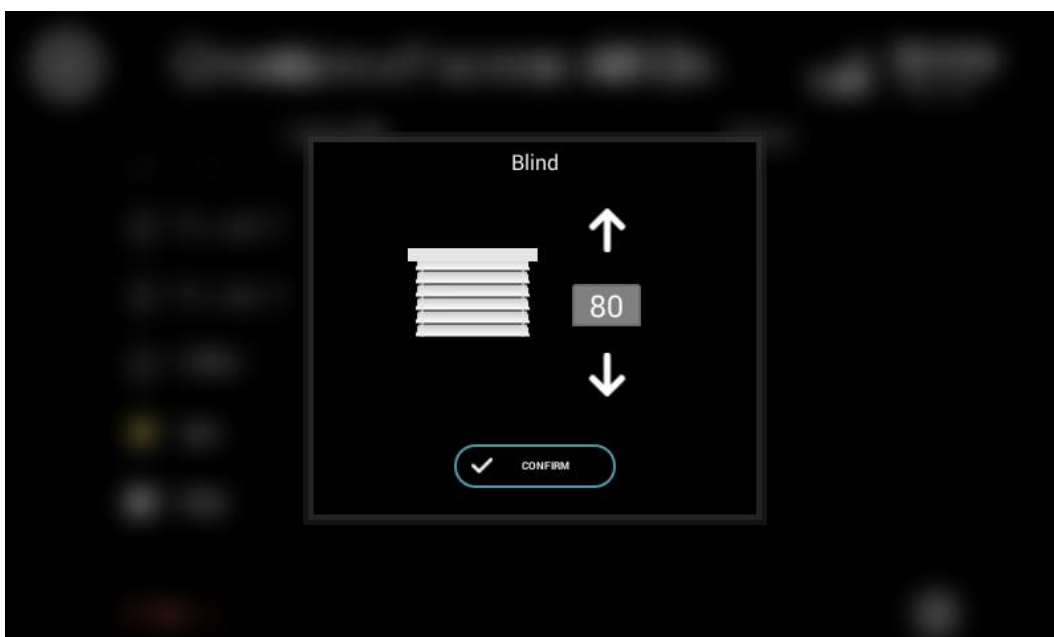
- On: 
- Off: 



Once the desired state is clicked, this window will close and the node will appear in the right column with the selected state.



### BLIND

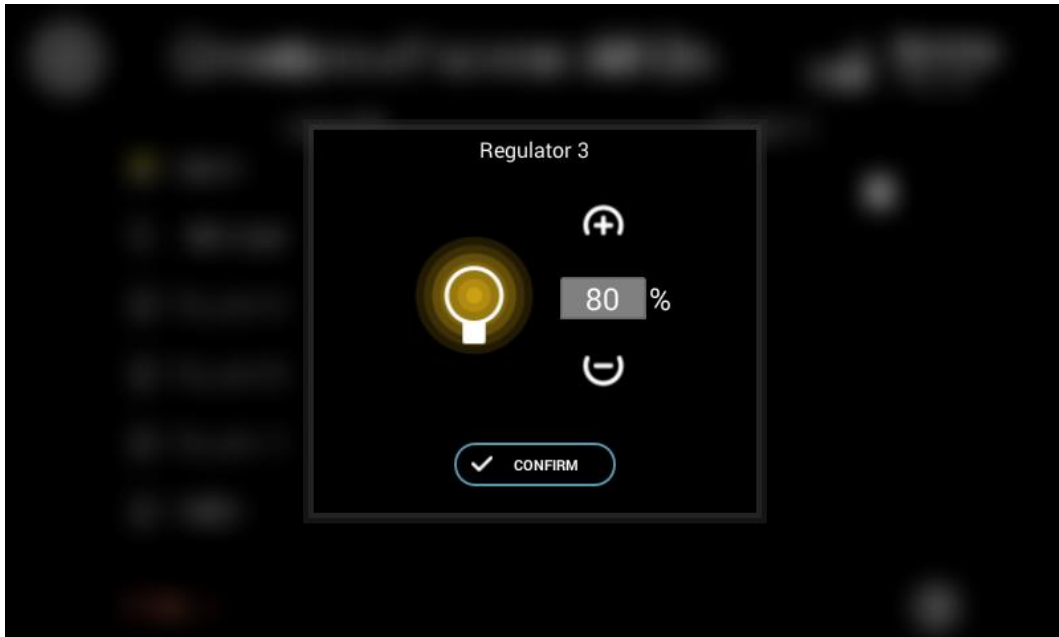
To modify the value of the blind, use the arrows  or  until the desired status is achieved.



To close, press the CONFIRM button.

### REGULATOR

To modify the value of the regulator, use the icons  or  until the desired status is achieved.

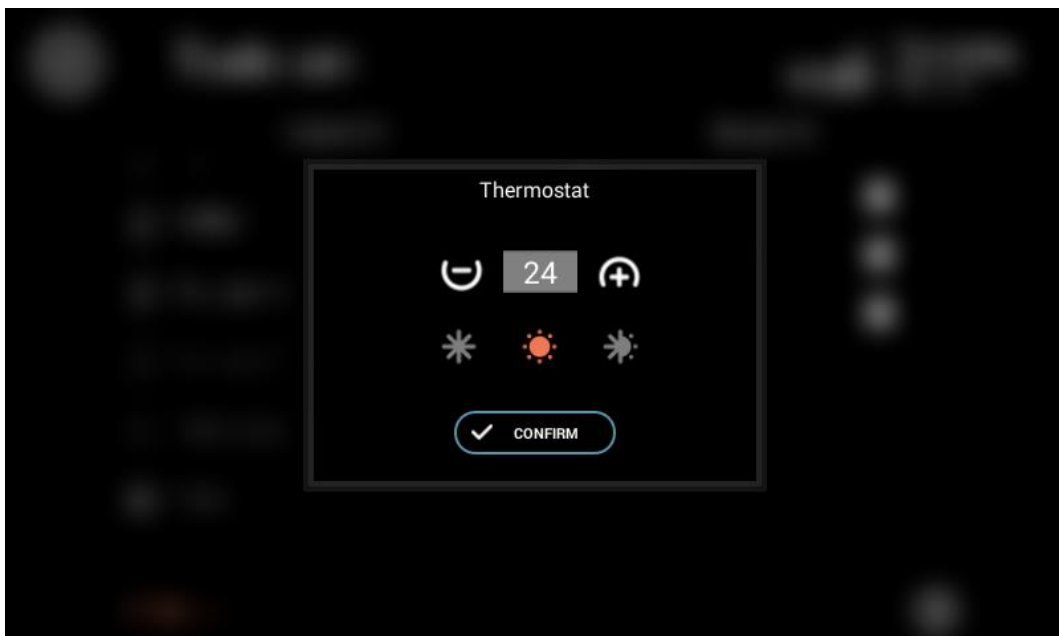


To close, press the CONFIRM button.

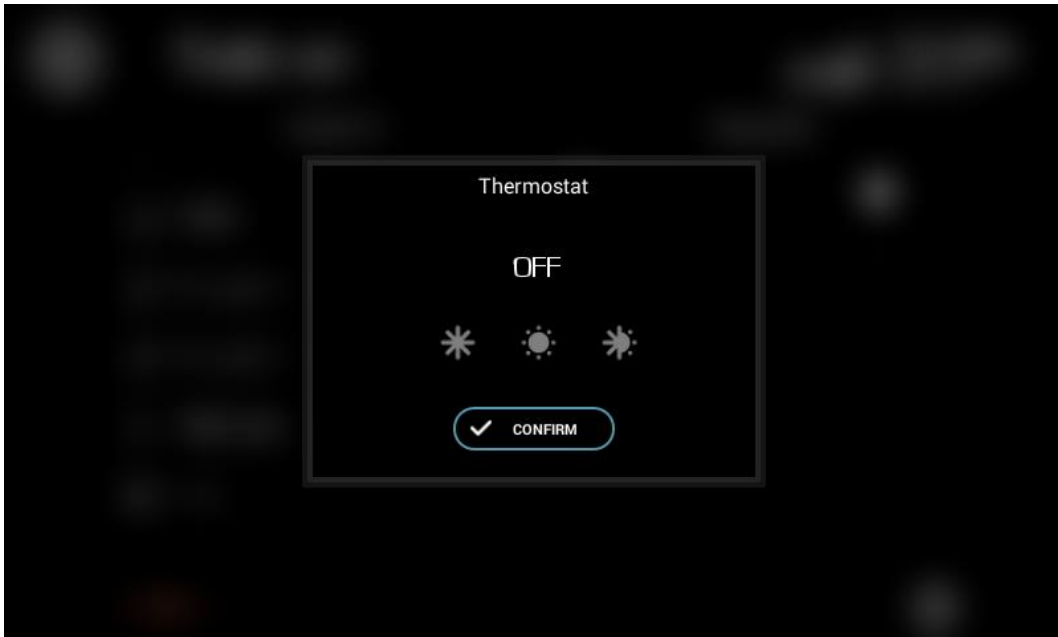
### THERMOSTAT

To modify the temperature value, use the icons  or  until the desired status is achieved.

To select the mode, press on the one you want to select, it will be painted orange.



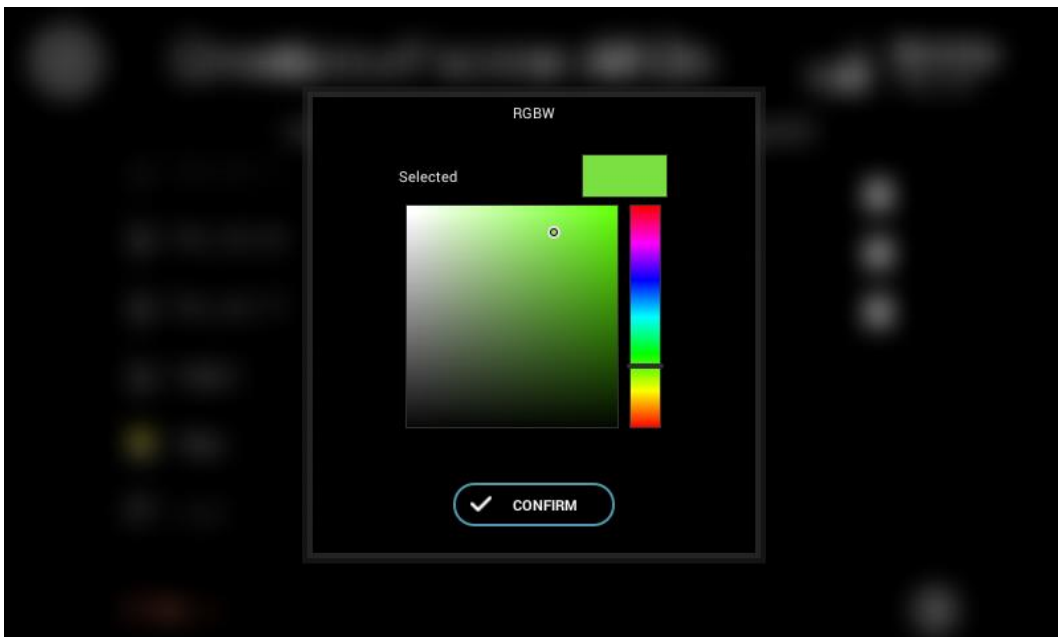
If you want to turn off the thermostat, you need to disable all modes.



To close, press the CONFIRM button.

### RGBW

To modify the RGBW colour, use the colour palette and select the desired colour. If you want to turn off, select the black colour in the lower left corner of the colour palette.



To close, press the CONFIRM button.

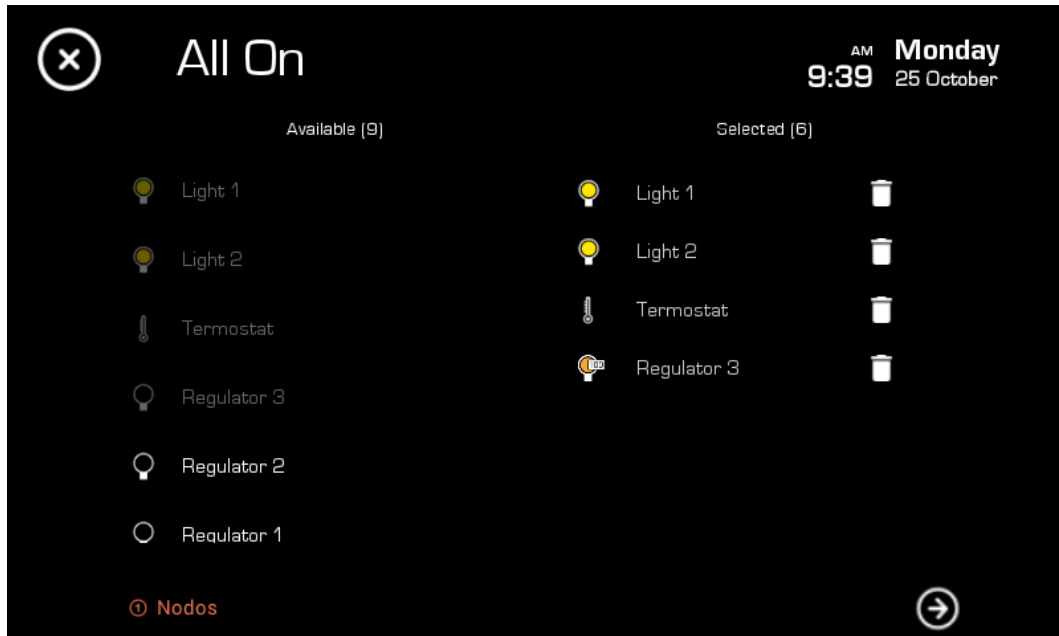
### EDIT SCENE


To edit a scene, click on the one you want to edit, the scene creation menu appears.

To delete a node, click on the trash can that appears to the right of the node you want to delete.

To edit nodes, click on the one you want to edit and the configuration window comes out.

To add nodes, click on the left column on the node you want to add and configure its status.



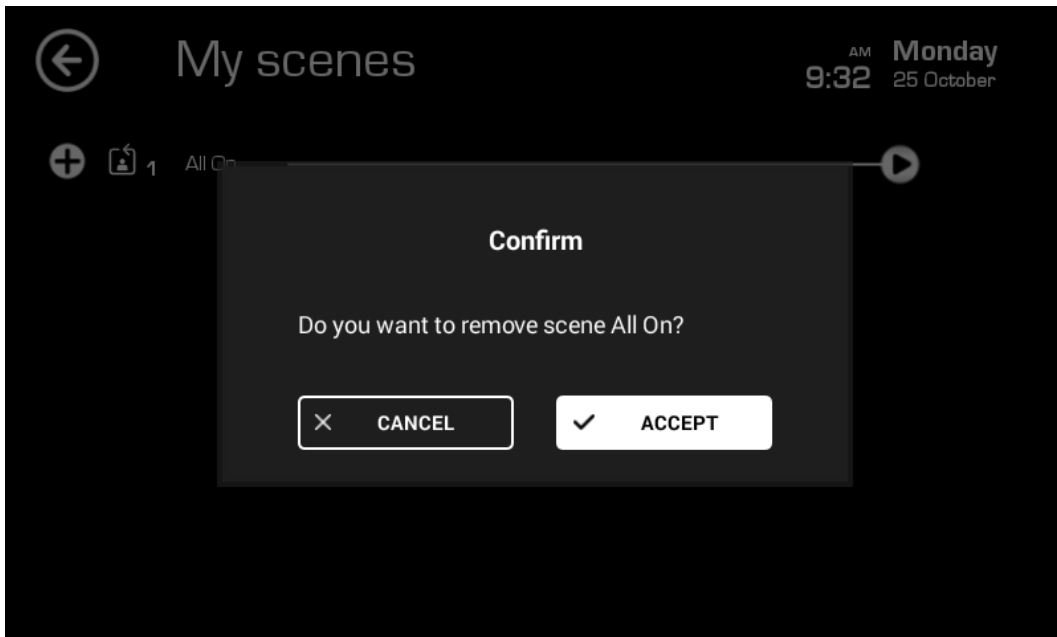
To finish, click on the icon .


### DELETE SCENE

Keeping pressed on the name of the scene to be deleted, a message will appear to confirm the deletion, pressing ACCEPT, the scene will disappear from the list.


Only user scenes can be deleted.





To finish, click on the icon .

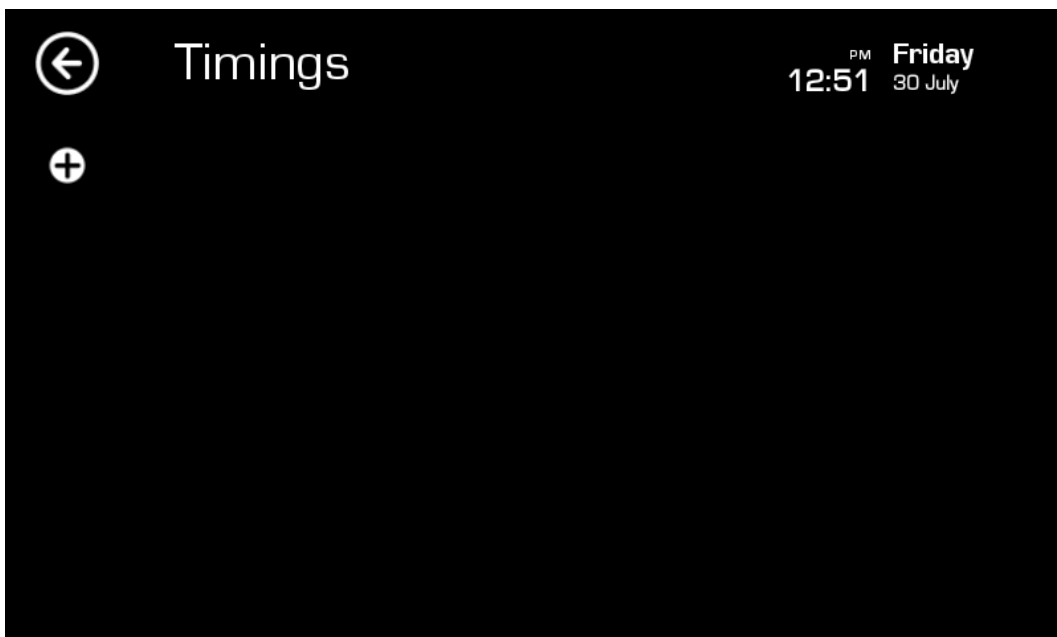
#### RUN SCENE

To execute a scene, click on the icon  that appears to the right of the scene that you want to execute in the list.


#### 4.3.3 TIMINGS

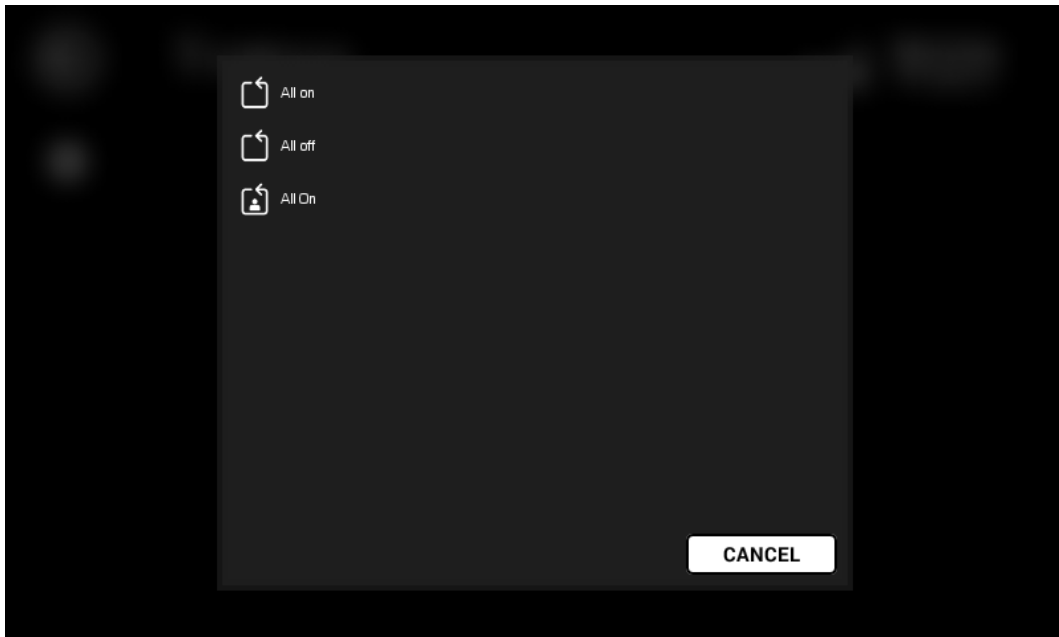
---

In the timings menu you can set the date and time to run scenes at the desired time. In this menu you can create, edit, delete and activate / deactivate the timings.

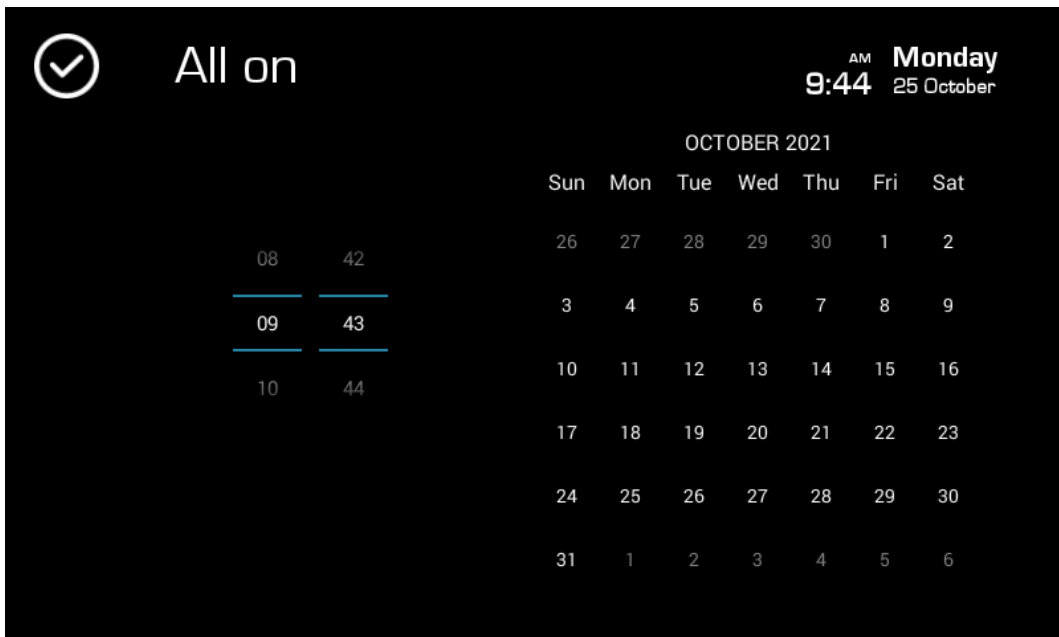


#### CREATE TIMINGS

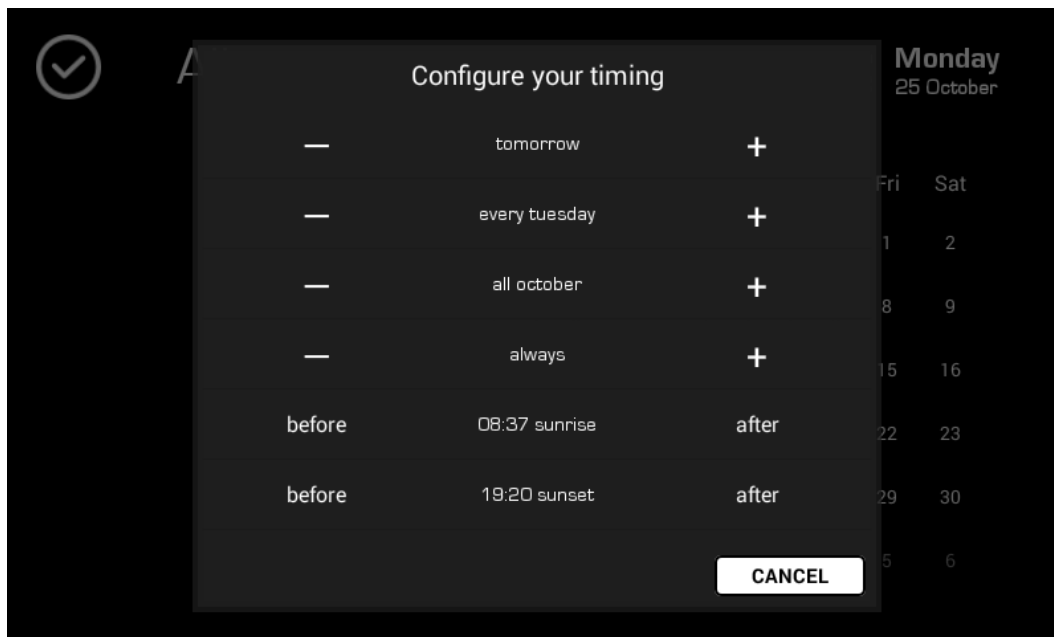
To create a timing, click on the button  and a list is displayed with all the project and user scenes where you select the scene you want to timing.



Once the scene to be timed has been selected, the timings creation window opens where the desired moment must be selected to execute the scene.



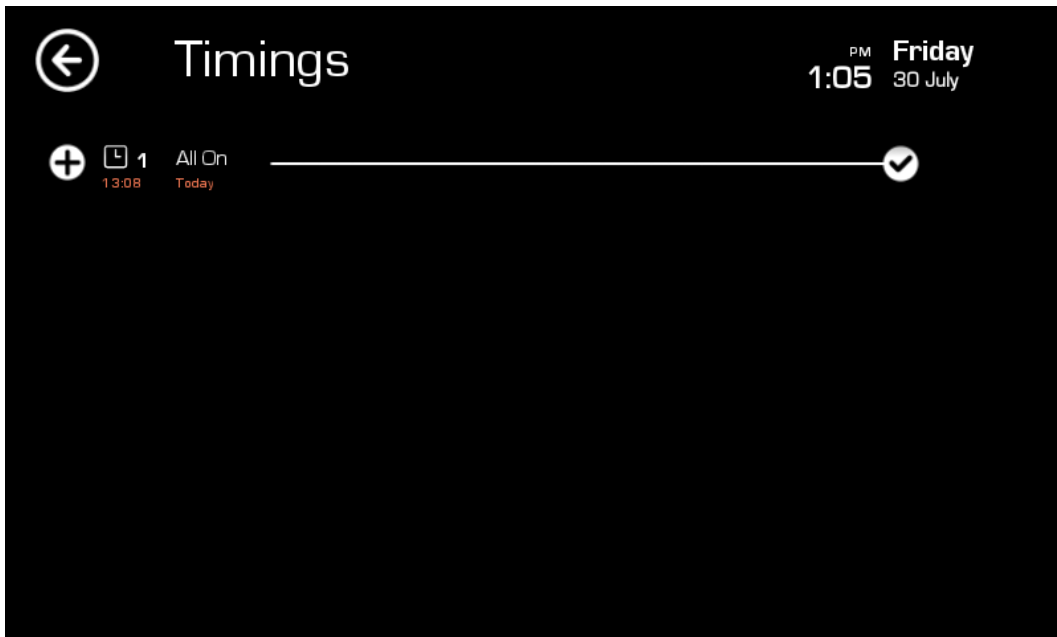
After setting the time, the desired day is selected and the following window appears where you can configure the repetition parameters:



- **Add day:** The scene will run on the selected day.
- **Add weekday:** The scene will run every X day of each week. For example, if we have chosen a Tuesday, the team will configure the timing for every Tuesday.
- **Add month:** The scene will run the entire month of the selected day. For example, if we have selected a July 20, the team will configure the timing for every day of July.
- **Add Always:** Using this option, the timing will run every day.
- **After sunrise:** The scene will run every day X hours (where X is the selected time) after sunrise. For example, if I put 00:30 "after sunrise 06:58", the scene will run at 07:28.
- **After sunset:** The scene will run every day X hours (where X is the selected time) after sunset. For example, if I put 00:30 "after sunset 21:45", the scene will run at 22:15.
- **Delete day:** Delete the timing of the selected day.
- **Delete weekday:** Delete timing every X day of the week.
- **Delete month:** Delete the timing of the entire selected month.
- **Always delete:** Delete the timing of all the selected days.
- **Before sunrise:** The scene will run every day X hours (where X is the selected time) before sunrise. For example, if I put 00:30 "before sunrise 06:58", the scene will run at 06:28.
- **Before sunset:** The scene will run every day X hours (where X is the selected time) before sunset. For example, if I put 00:30 "before sunset 21:45", the scene will run at 21:15.

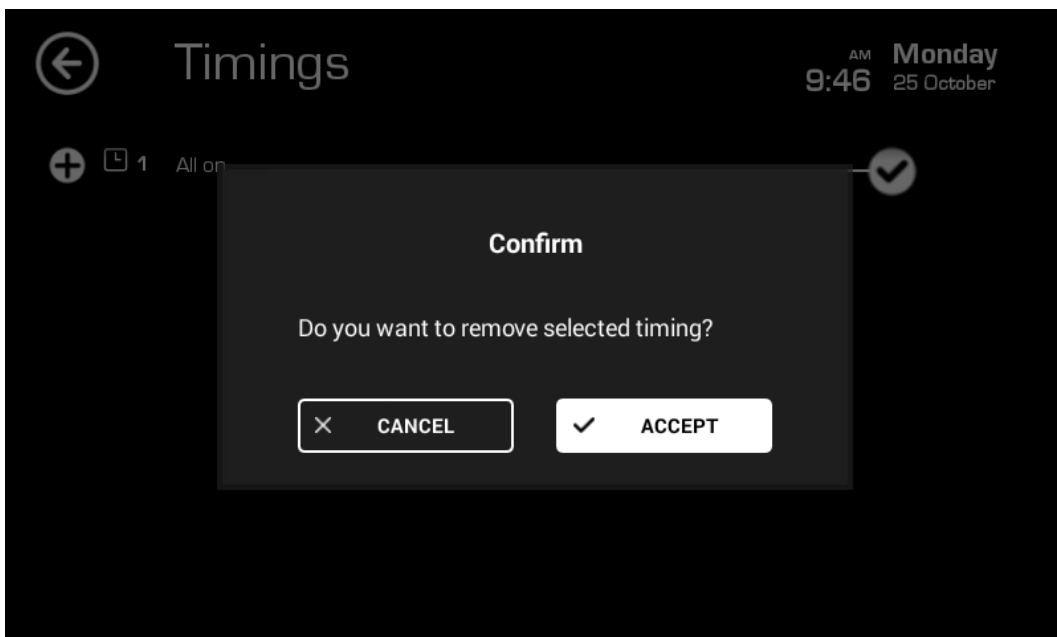
The combinations of repetition parameters that are desired can be carried out until the desired timing is achieved. For example, if you want to time a scene some days a week (Monday to Friday) you can time it by always adding and then deleting weekday, selecting a Saturday and deleting weekday, selecting a Sunday.

To finish and exit, click on the button .



### DELETE TIMINGS

To delete a timing, you must make a long press on the one you want to delete. A warning message will appear, press accept to delete.



### EDIT TIMINGS

To edit an existing timing, you need to select it from the list. At this moment the window with the calendar opens and there we can add or remove dates to carry out the timing.

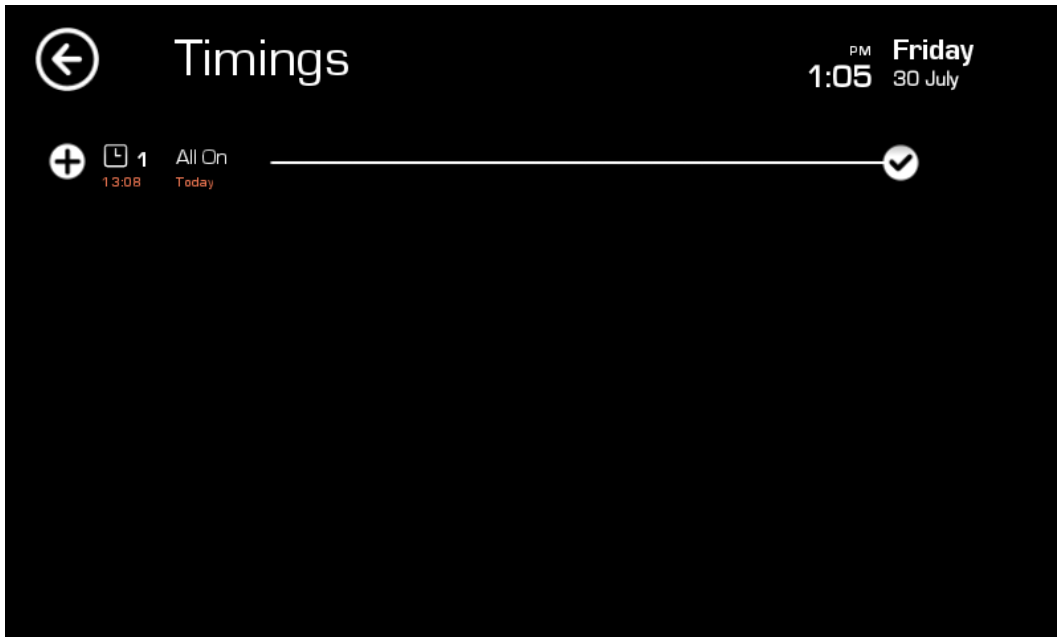
After making the changes, we will have to confirm the action to accept them.

### ACTIVATE / DEACTIVATE TIMINGS

The screen allows the activation / deactivation of the timer without the need to delete it. This option is interesting if you need a timer not to run temporarily, but you want to keep the configuration to retrieve it later without having to perform all the steps mentioned above.

To do this, you only need to select or deselect the icon to the right of the timing in the timing list. To change the status of the icon, you need to click on it. The state would be:

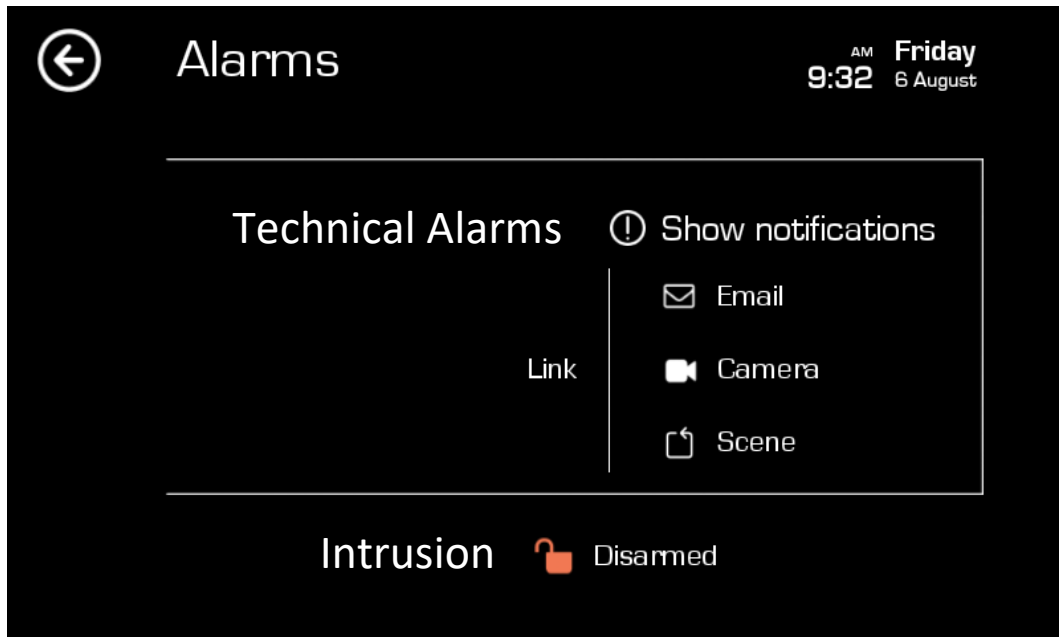
- Timing On
- Timing Off



#### 4.3.4 TECHNICAL ALARMS

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In this menu, technical alarms can be linked to email, a camera or a scene. Alarm notifications and intrusion alarm status can also be viewed.



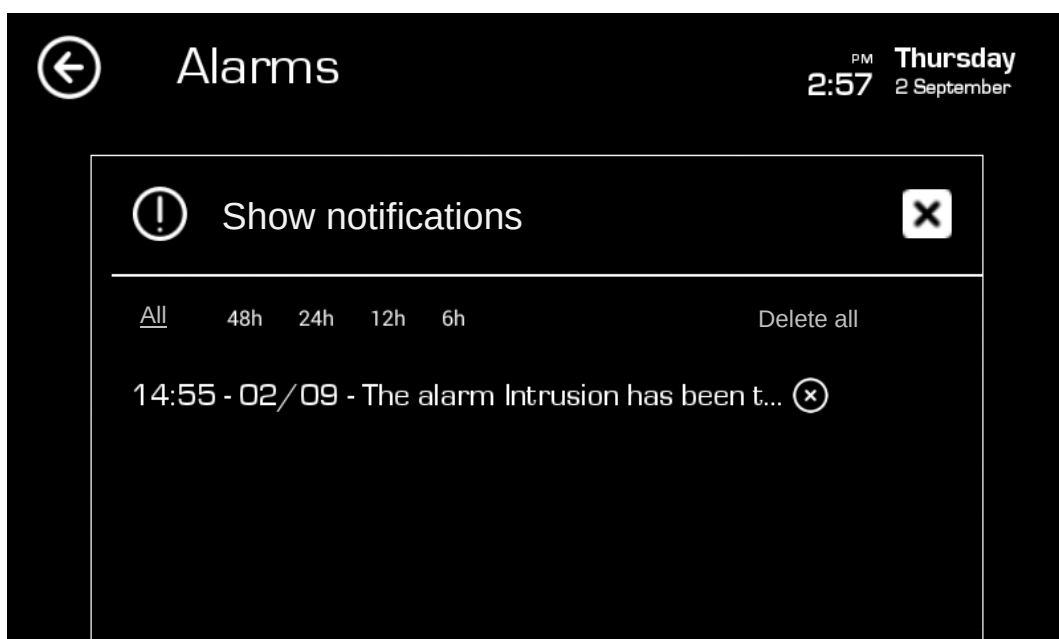
Every time a technical alarm is activated in the installation, a warning icon will be displayed next to the Wi-Fi signal icon. If you want to know what the alarm refers to, you must click on the warning icon (which will blink during the warning) or on the alarms menu to display the notifications.

#### NOTIFICATIONS WINDOW


In this menu you can view all the notifications received from the alarms.



Notifications can be deleted by pressing the  icon that appears to the right of the notification to be deleted.

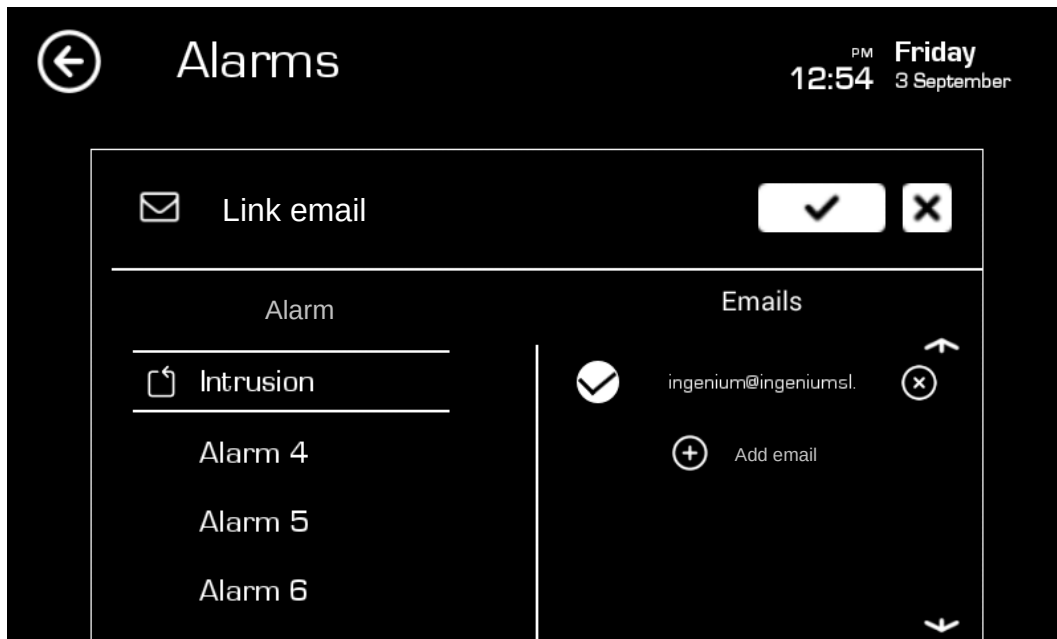
You can also delete the entire list by clicking on Delete all.




### LINK EMAIL

In the main menu of technical alarms, it is possible to link email addresses to send notifications of technical alarms. To do this, click on the "Email" icon and select the option to add a new email to the mailing list , a new window opens where you must enter the email and press accept.

To remove an address from the list, just select the specific email address and press the  icon. You can also activate / deactivate the link with the email by pressing the button to the left of the email .




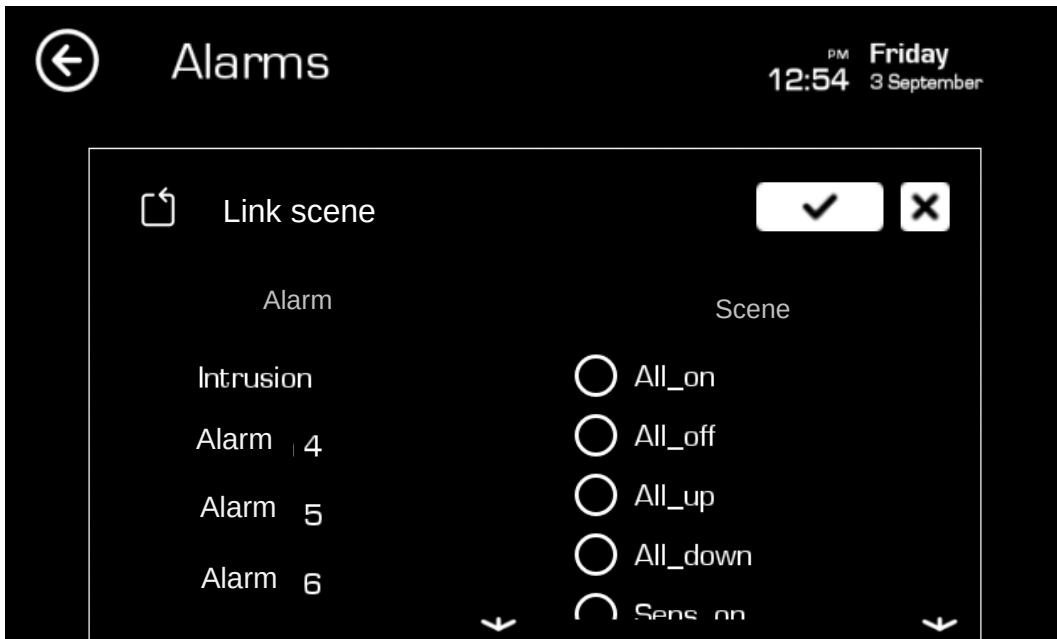
To save the configuration and exit, press the button .

### LINK CAMERA

There is the possibility to link IP cameras for each alarm for sending images together with the warning when the alarm is triggered. By touching this icon, the user will access a new interface in which he can choose which project IP cameras he wants to link to each alarm. Just check or uncheck each IP camera to link them to the selected alarm.

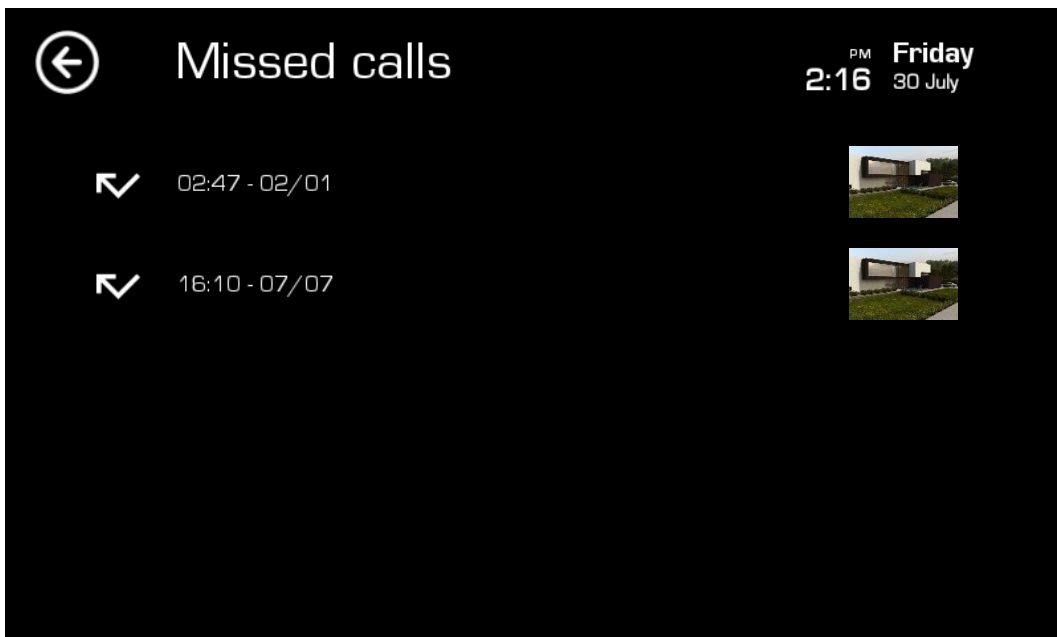
### LINK SCENE

In this option it is possible to link the created scenes to the activation of an alarm. To do this, select the alarm to which you want to link a scene in the menu on the left, and select the scenes you want to link in the menu on the right, to save and exit you must press the button .



#### 4.3.5 CALLS

In this menu you can see a list with the calls missed from the video door entry unit, it will show the date and time of the call and a small screenshot on the right that can be expanded by clicking on it.



Once pressed, a sequence of images taken at the time of the call appears. You can pause the sequencing of images by clicking on them and activate it again by pressing again.

To exit the visualization, press the close button that appears on the top right.



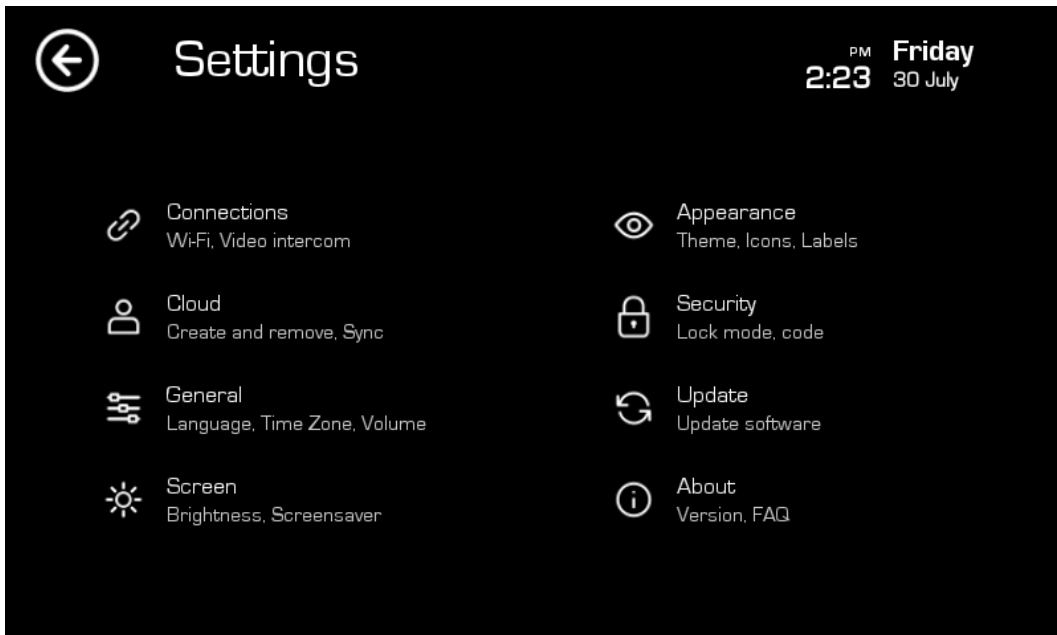


To delete missed calls you have to do a long press on the one you want to delete.

#### 4.3.6 SETTINGS

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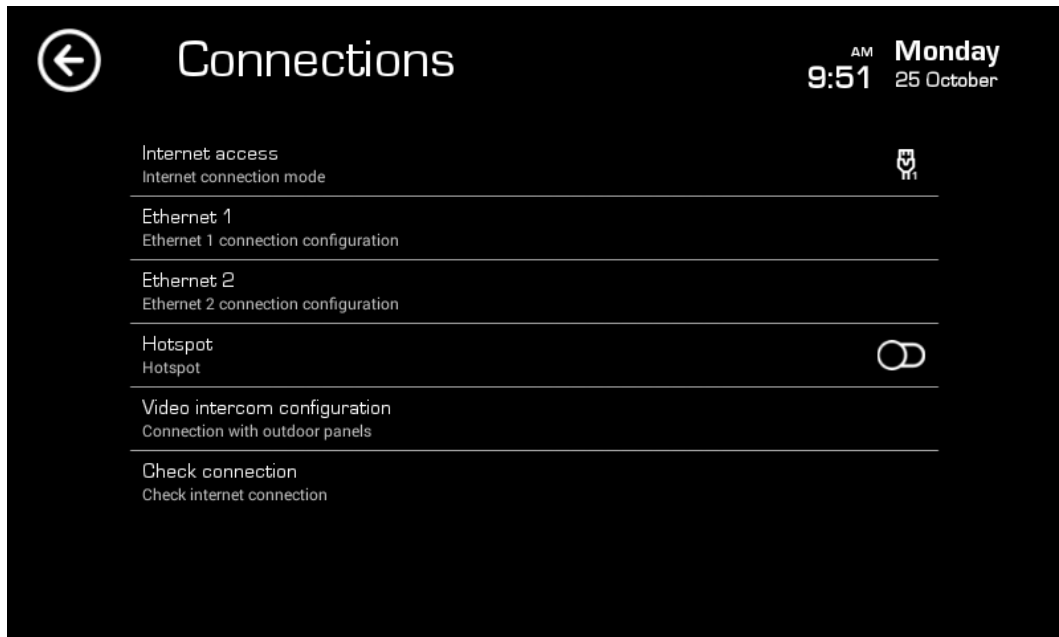
In this section, different screen configurations can be edited. When you press the settings button, a window will open in which you will find the following options:



##### 4.3.6.1 Connections




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In the connections menu you can configure the internet connection, activate the access point, check the connection and configure the video door entry option.



### INTERNET ACCESS

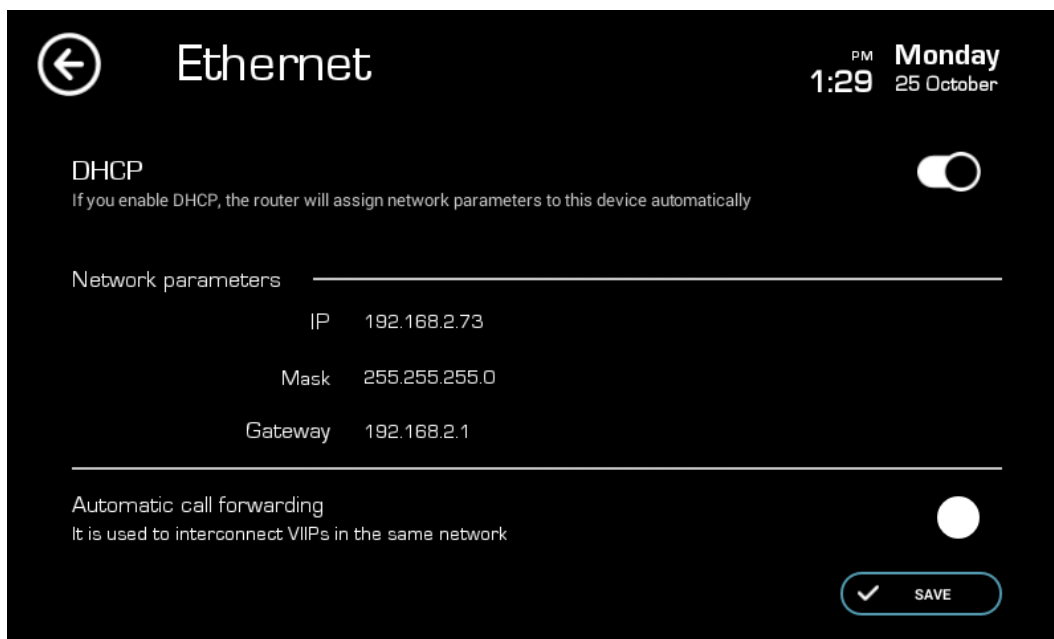
In this option you can select the internet connection mode, click on the internet access option and the icon will change according to the selected option:

- Modo de conexión Wi-Fi 
- Modo de conexión Ethernet 1 
- Modo de conexión ethernet 2 

### WI-FI, ETHERNET 1 Y ETHERNET 2

Only two options will appear in this menu, the third option is reserved for the video door entry configuration. In this way, the option selected in the video door entry configuration section will not be available to be configured by the user.

By clicking on any of these 2 options you can configure the connection.



DHCP mode can be activated by clicking on the icon so that:



If DHCP mode is disabled, you must enter the IP, subnet mask and gateway data manually.

If automatic call forwarding is active, the VIIP will be able to receive calls from the other VIIP configured as the main one (previously configured by the installer), which must be connected to the same network.

- Call forwarding activated
- Call forwarding disabled

### HOTSPOT

By choosing Hotspot, the equipment allows to generate its own Wi-Fi network acting as an access point. To this Wi-Fi network you can connect all the devices from which you want to control the installation.

You can activate the access point by clicking on the icon on the right that:



### VIDEO INTERCOM CONFIGURATION

This option will only be available to the installer.

### CHECK CONNECTION

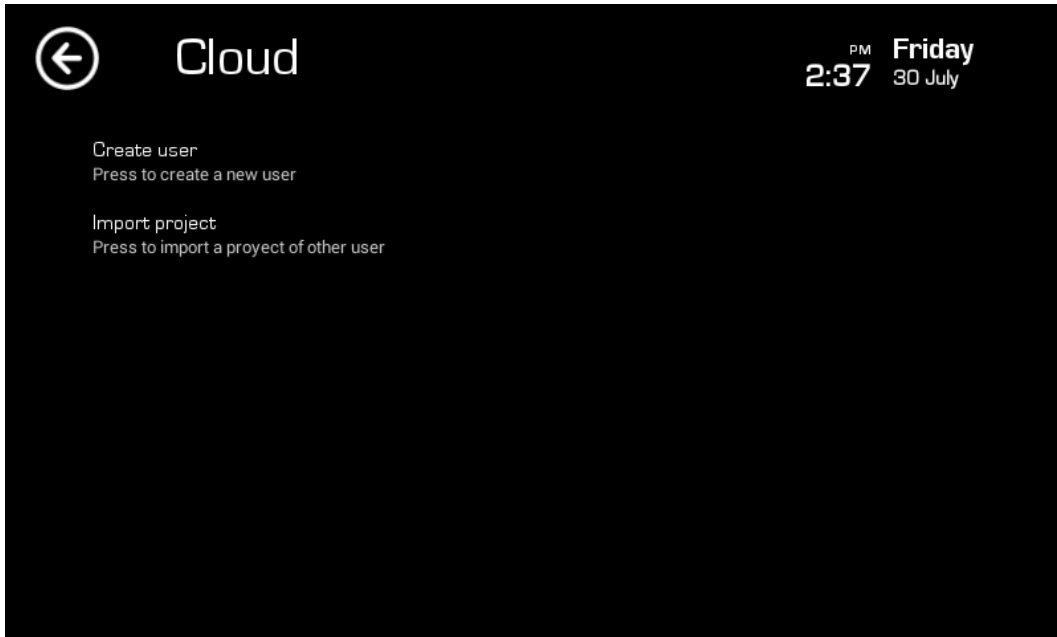
By clicking on this option VIIP checks if it has an internet connection, depending on the status the following messages will appear:

- Offline: An error has occurred. Check device internet configuration.
- Online: Your device is connected successfully!

#### 4.3.6.2 Cloud

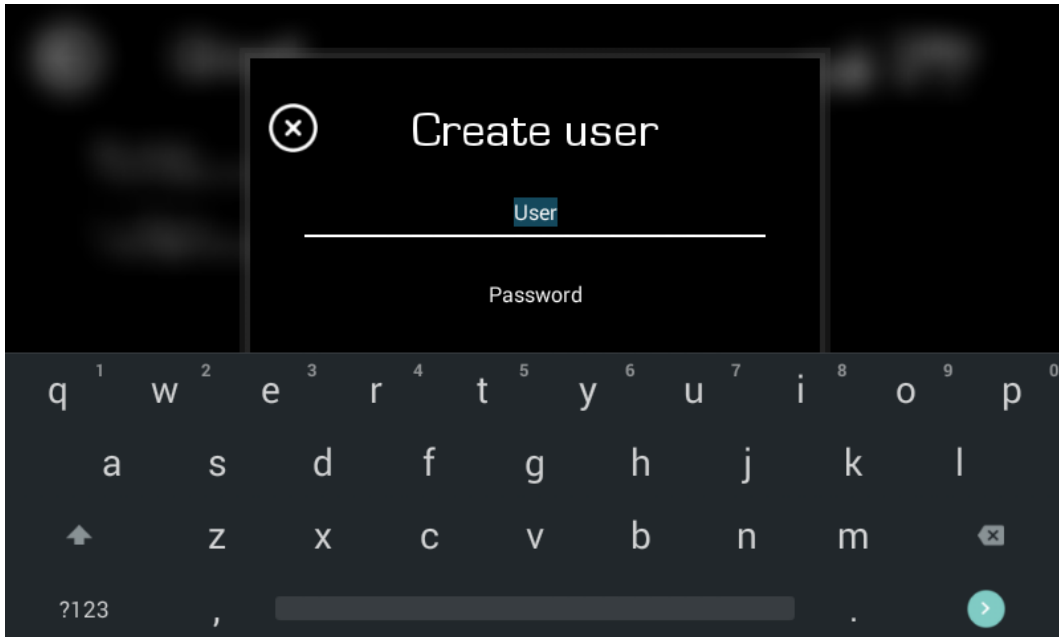
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This option is necessary to register the project on the server, and to make remote control of the installation possible using the official applications for PC, iOS, Android or Samsung Smart TV.

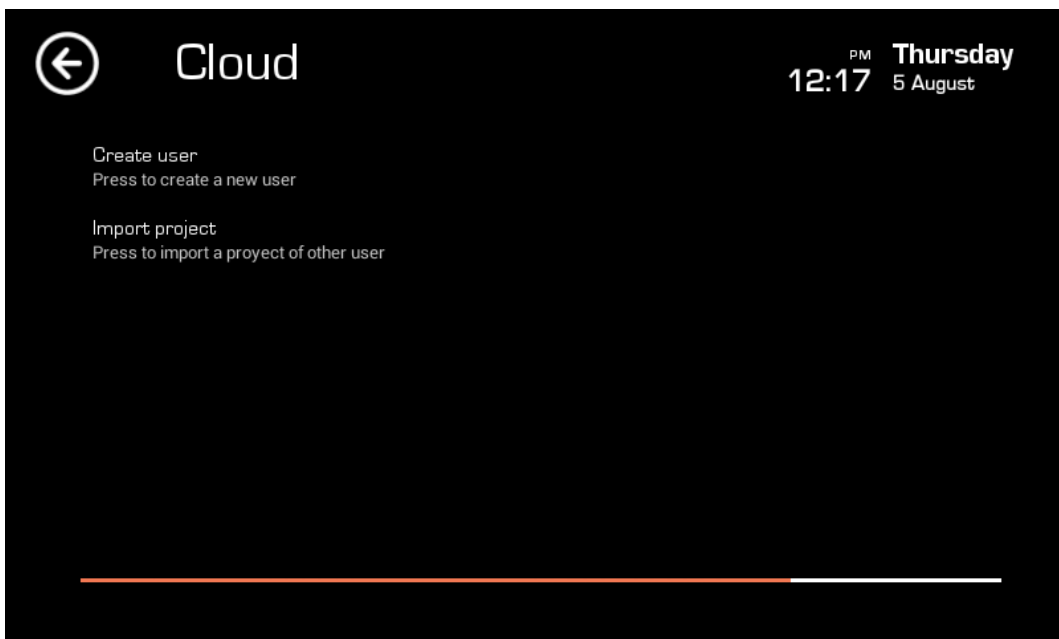


#### CREATE USER

To create a user, you must click on Create user, a screen will appear to enter the user and password, once the data is entered and confirm is pressed, the user will be created and a synchronization will be made to upload the VIIP data to the server, after this will restart. Once the process is finished it will be available remotely.



A bar will appear at the bottom that will show the progress of uploading files to the server. Once the user creation is finished, the screen will restart. Once the process is finished it will be available remotely.

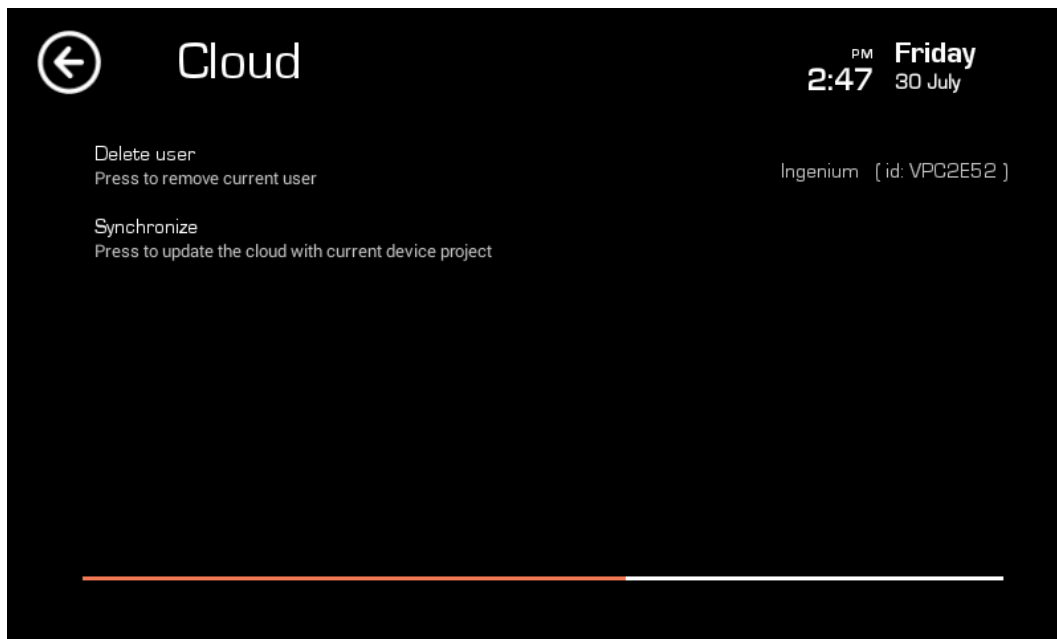


### IMPORT PROJECT

If we already have a user created, we can import it into the VIIP, clicking on the Import project option and entering the username and password of the installation that we want to control. When you press accept, the import will be carried out, and after this the VIIP will restart with the imported project and the user configuration already on the device.

### SYNCHRONIZE

To upload the existing project in the VIIP and its configuration to the server, press the Synchronize button. A bar will appear at the bottom showing the evolution of the synchronization.



#### DELETE USER

There is the possibility of deleting the user that is in use in the VIIP, for this, click on delete user.

Initially, the following message appears: Removing user, when the operation has been carried out successfully, the following message appears User deleted successfully.

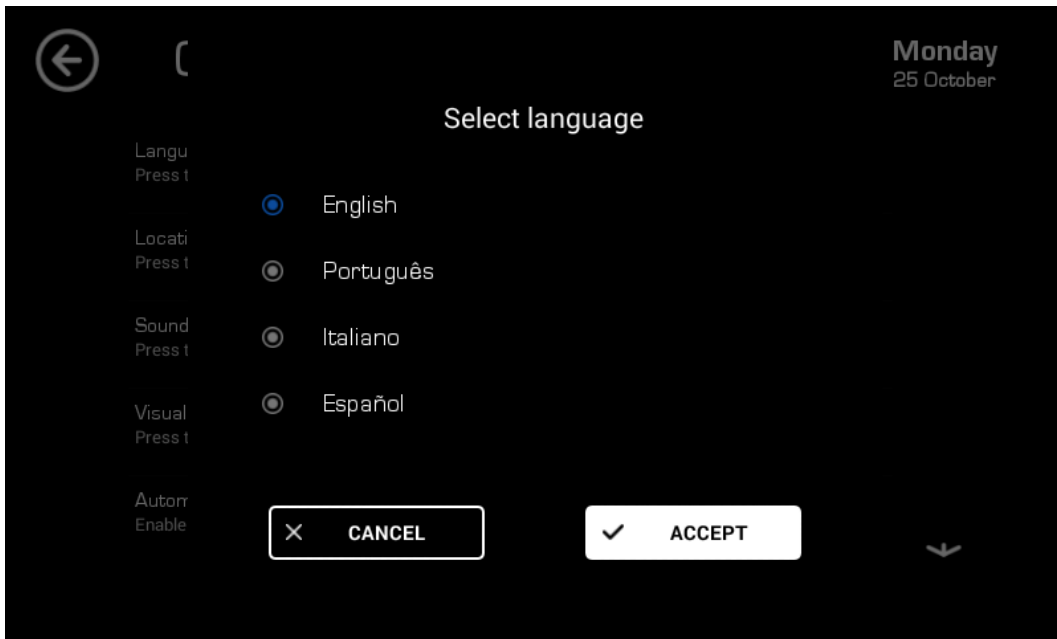
At this time the user will be deleted from the server and from the VIIP, and the user will not be accessible from any device.

#### 4.3.6.3 General

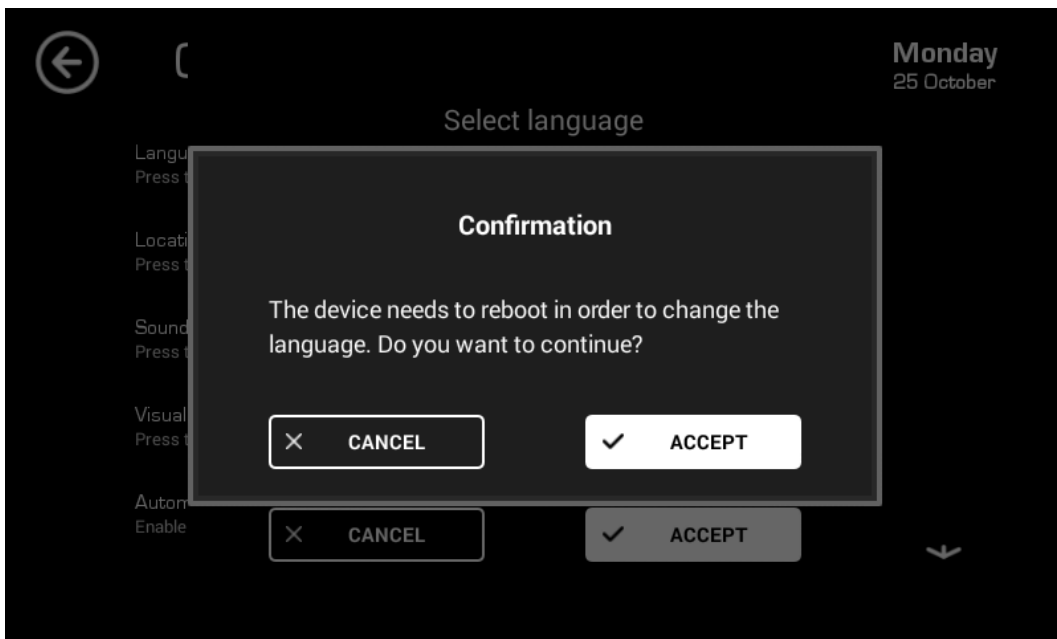
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#### LANGUAGE

In the screen configuration it is possible to select the language, so that the texts that appear in the different menus are translated into the chosen language. To choose the language, click on Language and a window appears to select the desired one. Click on the one you want to set and then ACCEPT.

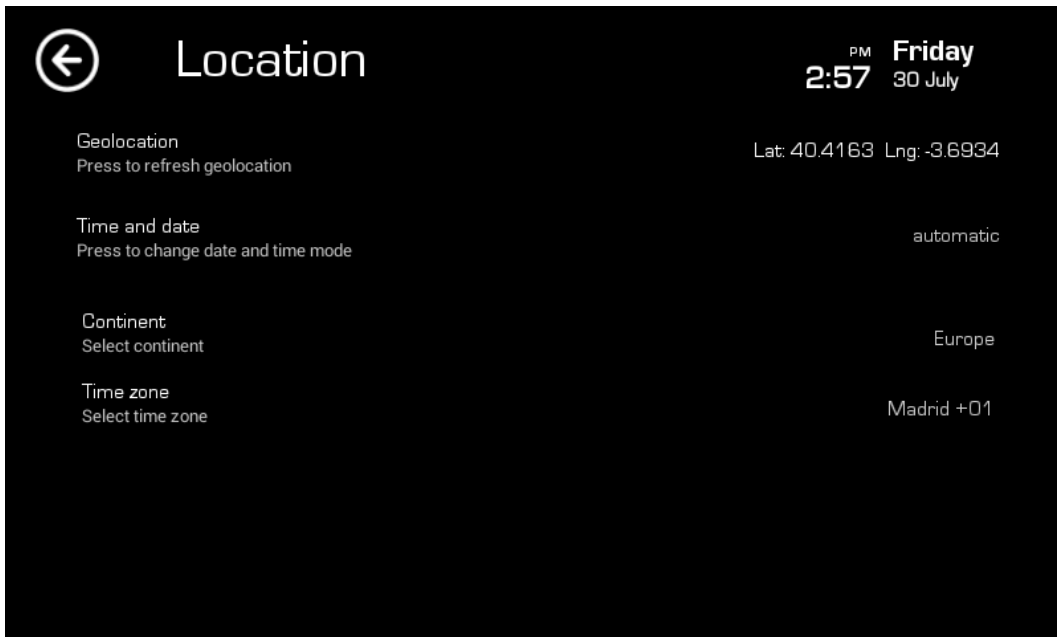


A confirmation message will then appear that must be accepted to finalize the language change. The VIIP will do a quick reset to re-establish the language.



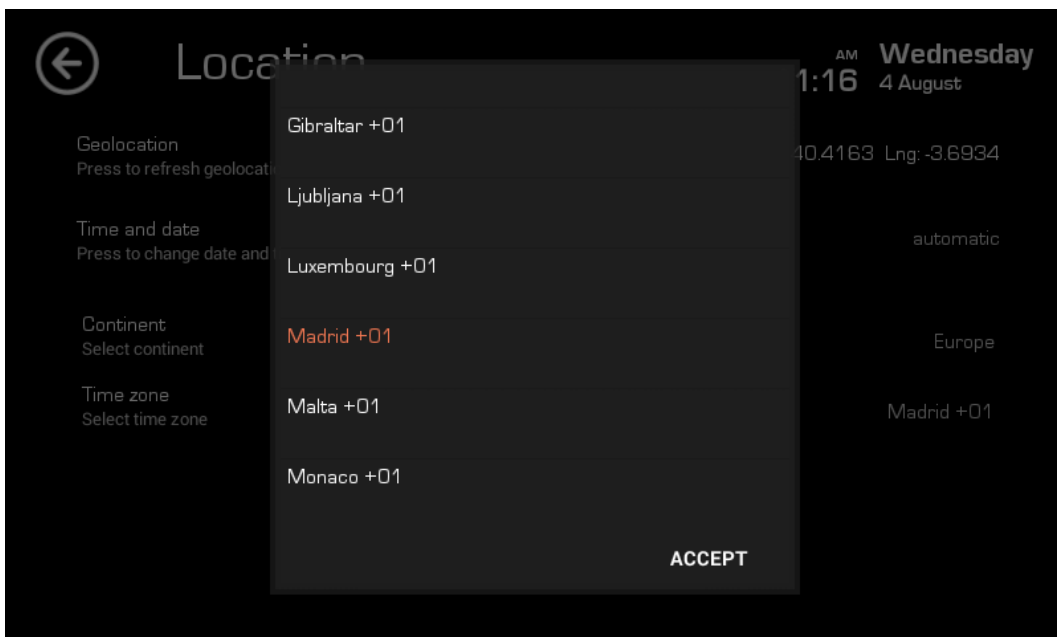
## LOCATION

From this menu you can check the geolocation and set the date and time.



To obtain the time automatically, you must have internet access in the VIIP, select the time zone you are in and the VIIP will provide you with the current time.

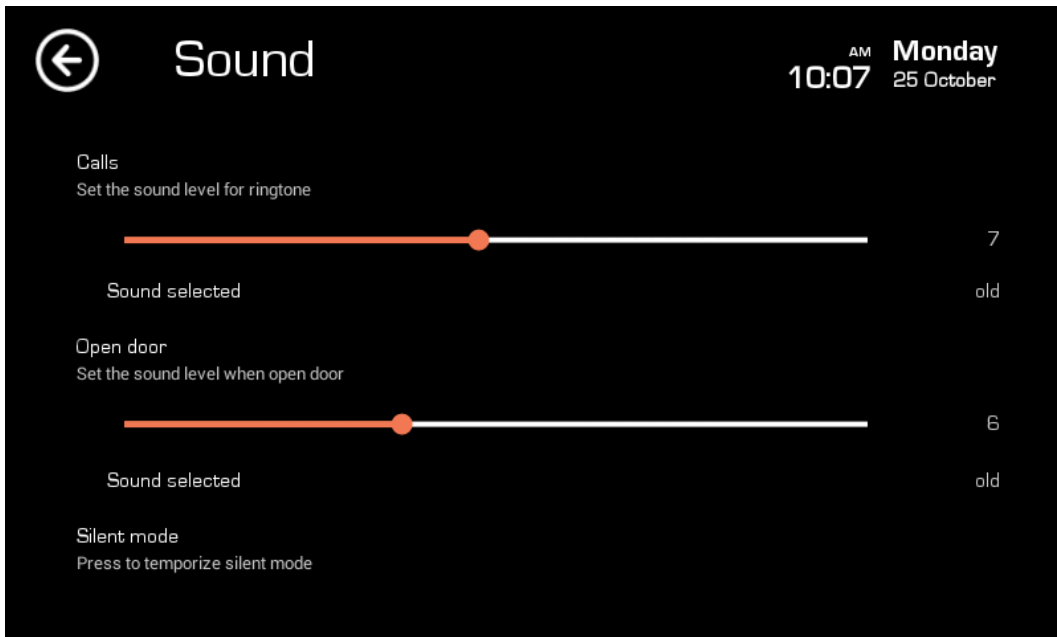
To select the location, click on the Time Zone and the following window appears:



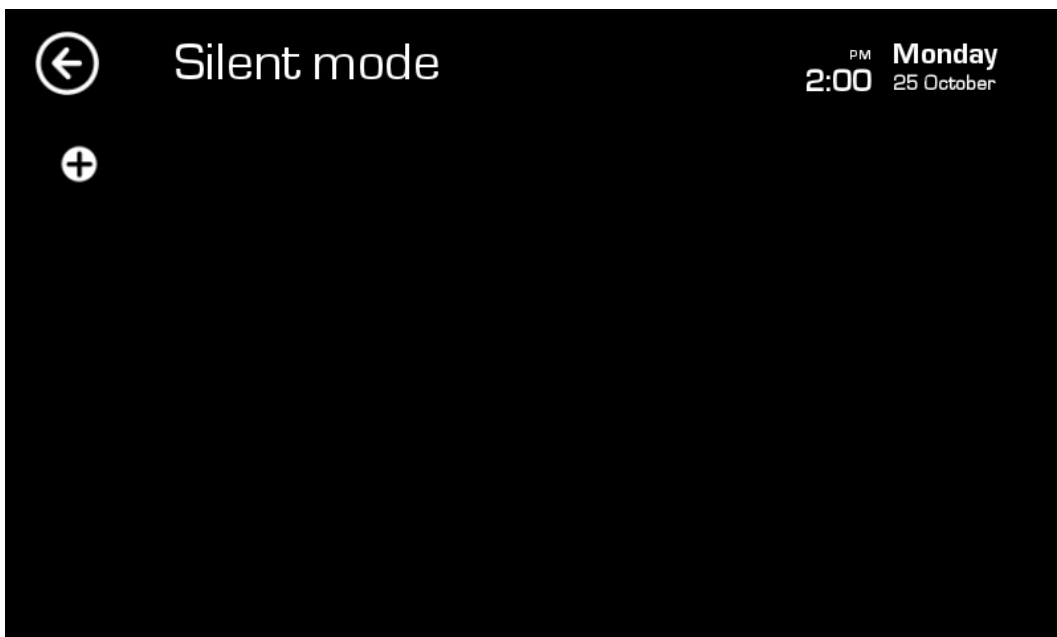
It is enough to select the specific place and confirm by pressing ACCEPT.

### SOUND





In the Sound window it is possible to configure the tone and volume of the incoming calls and the door opener button. It is also possible to make timings of the silent mode, to do this, click on the option Silent mode:

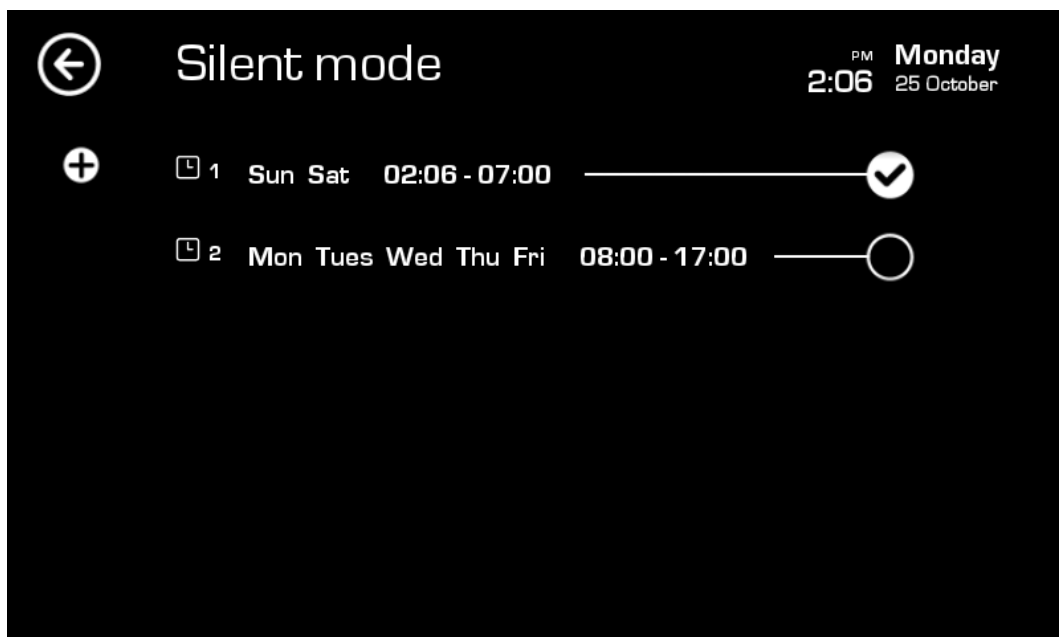


To add a timing, press the **+** button and the following window will appear where you must select the days of the week to be executed, the start time and the end time.



To enable or disable a timing, press the icon that appears to the right of the timing:

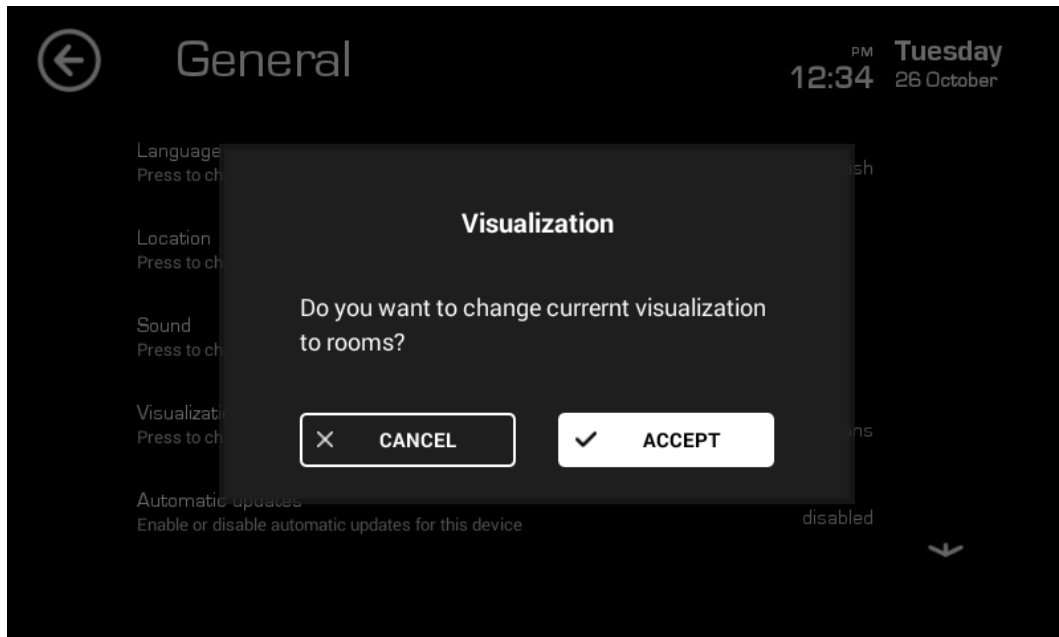
- Timing enabled:
- Timing disabled:



To delete a timing, just hold down on it and it will immediately disappear from the list of timings.

### VISUALIZATION TYPE

In this option you can change the type of display to rooms or plans. Once you click on Visualization type, the following confirmation window will appear:

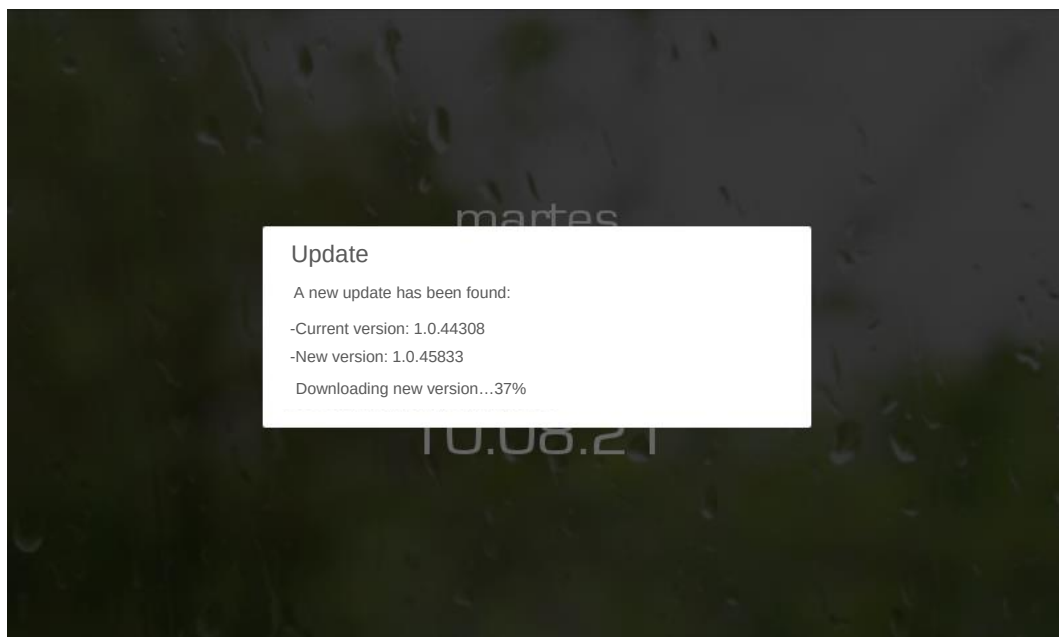


Once ACCEPT is pressed, the screen will restart and the display type will change.

### AUTOMATIC UPDATES

Automatic updates are a useful feature to keep the VIIP up to date with the latest version available.

When this option is activated, the VIIP automatically downloads and install the latest software version, a warning message will appear on the screen where you can see the evolution of the download, when this process is finished the VIIP will restart and will have the latest available version installed.



### REBOOT DEVICE

If you want to restart the device, click on Restart device, the computer will restart completely.

### RESTABLECER VALORES DE FÁBRICA

This menu can only be accessed by the installer.

#### 4.3.6.4 Screen

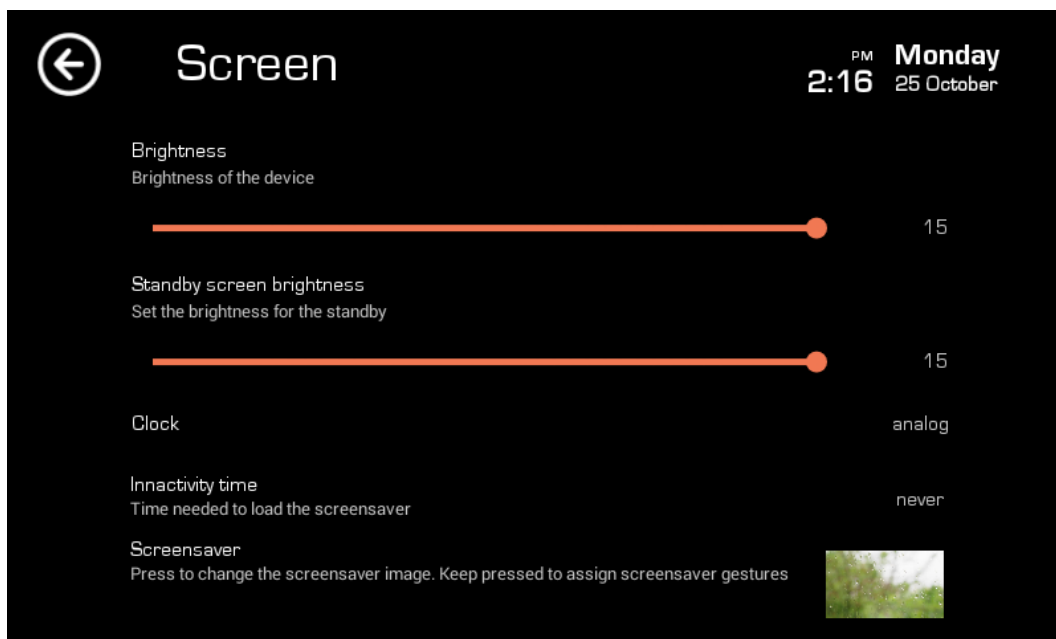
---

This menu option allows us to set the brightness level of the active and idle screen. Two horizontal bars appear with values from 0 (minimum) to 15 (maximum). By sliding your finger, you can set the desired value for both options on the bar.

To select the type of clock that is displayed when the screen goes to sleep (Digital, Analogue, None), click on this option and the selected type of clock changes.

To select the inactivity time to activate the standby screen, press until the desired time appears (Never, 30s, 1min, 2min, 5min, 10 min, 15min).

To select the screensaver image, press until the one you want to set appears.

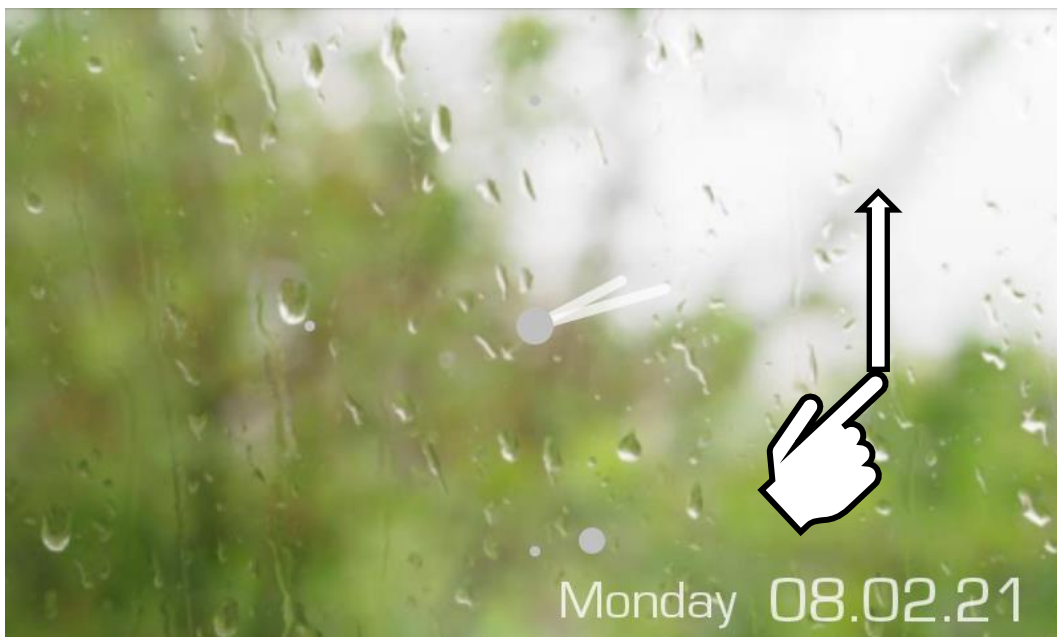


This menu also offers the possibility to configure scenes associated with gestures when the screen is idle. To do this, a long press is made on the Screensaver option. The following menu will appear:



When the screen is idle, executing the scene can be associated with each gesture performing that action.

For example: We have the "All On" scene associated with the swipe up gesture. When the screen is idle, if you slide your finger up at any point on the screen, the "All On" scene will be executed on the screen, a message of executing scene will appear.

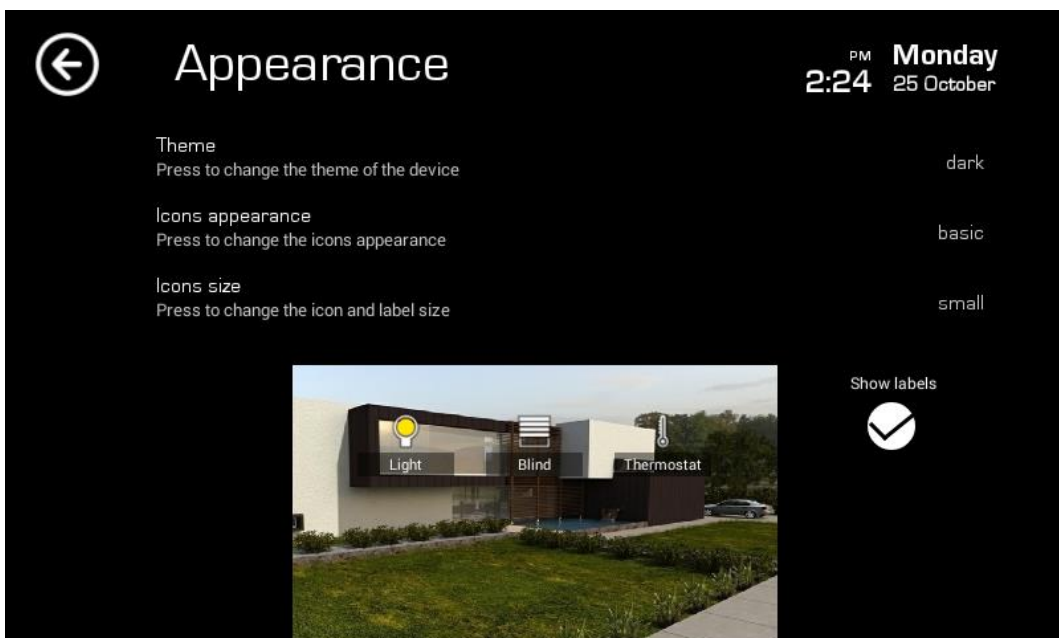




#### 4.3.6.5 Appearance

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In the appearance menu you can choose between different main themes, by clicking on the Main theme option you can modify the selected theme. By clicking on the Icon Appearance option, you can modify the type of icons to be displayed. It is possible to choose between a large and a small size of the icons located on the map. Just by clicking on the menu option, the size will be modified. You can disable the option to show labels by clicking on the  button.



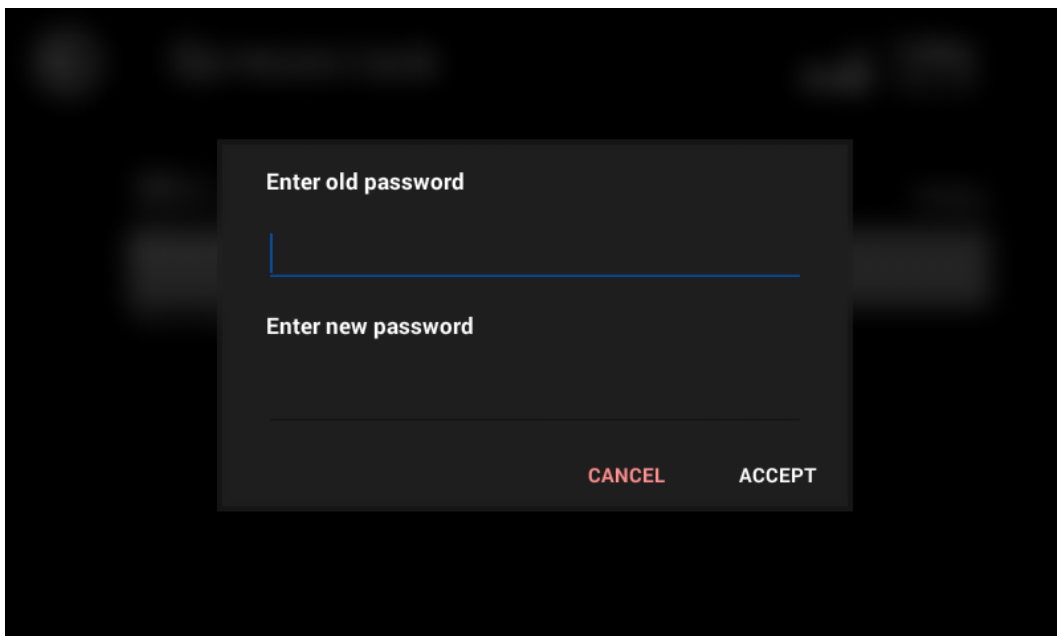
If modifications are made when exiting, we will get a message asking if you want to save the modifications, press ACCEPT to save them.

#### 4.3.6.6 Security

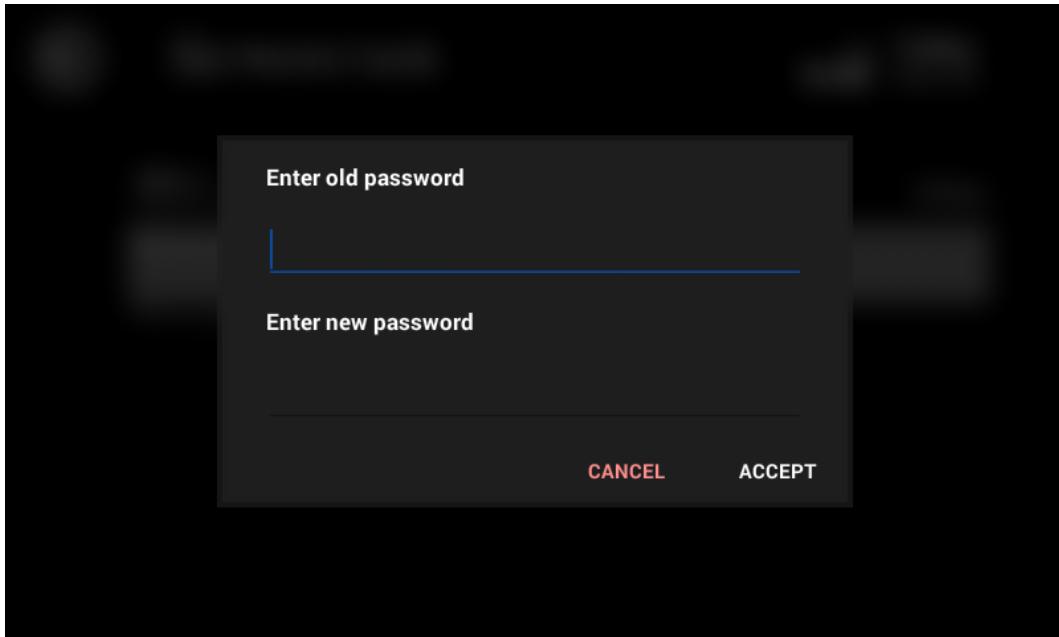
In this menu you can configure the options you want to restrict with a password by clicking on "Lock type". You can modify this option, blocking the general menu, only the settings menu, all or nothing.



You can change the PIN of the device by clicking on that option. A window opens where you must enter the old password and the one you want to set. The default password is blank.



You can also set the password for the intrusion alarm. The default password is 1234.



#### 4.3.6.7 Update

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This option automatically downloads the latest available version of the display software from the server (only if it is different from the one being used and if the display is connected to the internet). When the update is complete, the computer will restart automatically.

In this option you can check if the VIIP has the latest software version installed and if not, download and install it.

If the device has the latest version installed, a message will appear: Your device already has the latest version installed.

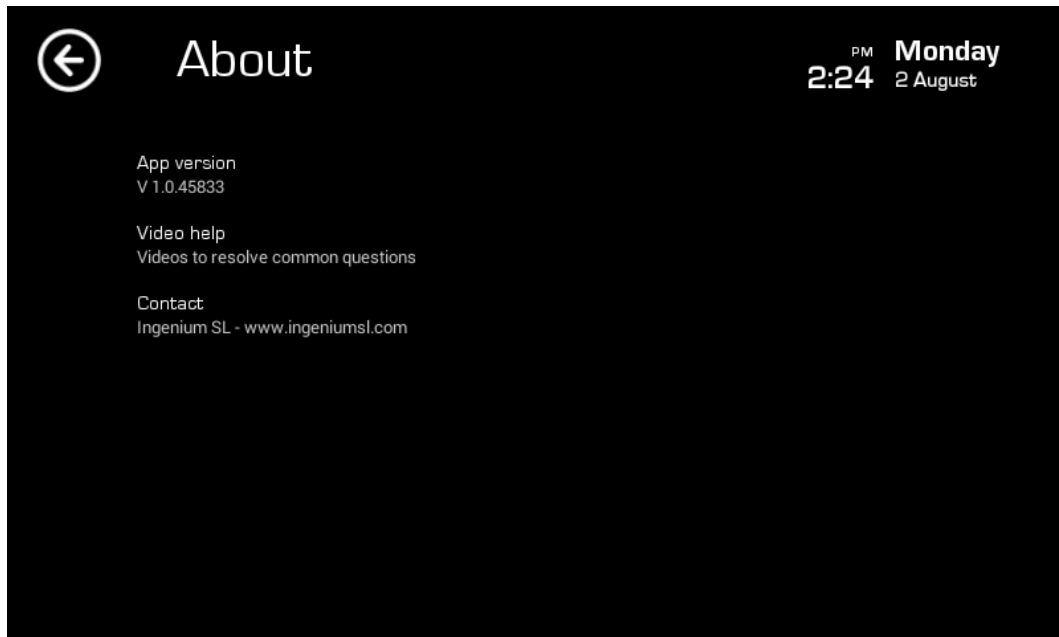
In case there is a new version and it is downloaded, the VIIP will ask if you want to install it.

#### 4.3.6.8 About

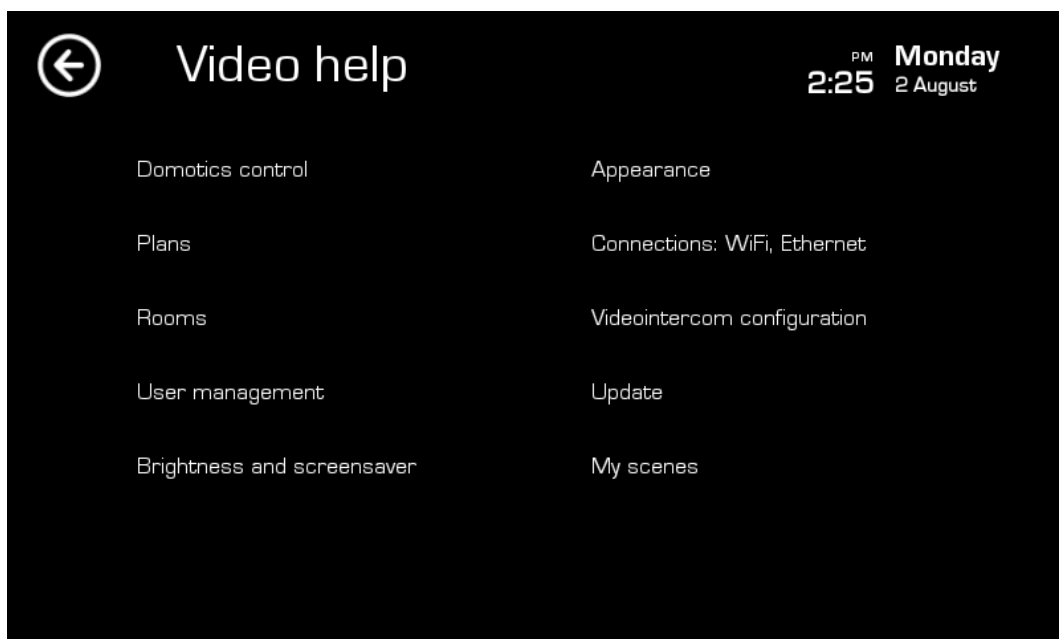
---

In this menu we can obtain information about the system version, contact links and a menu of help videos for the user.





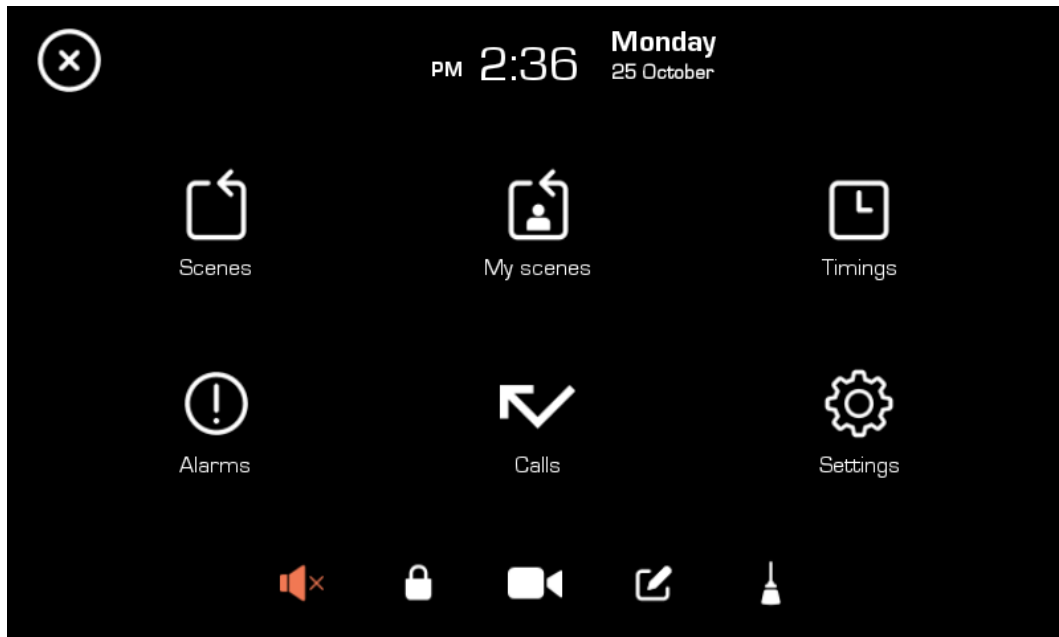
Within the "Video help" menu you can find different videos on some configuration options and use of the screen.





#### 4.3.7 MUTE BUTTON

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The mute icon is used to activate or deactivate the sound of incoming calls. This icon is located in the lower left corner of the main menu.





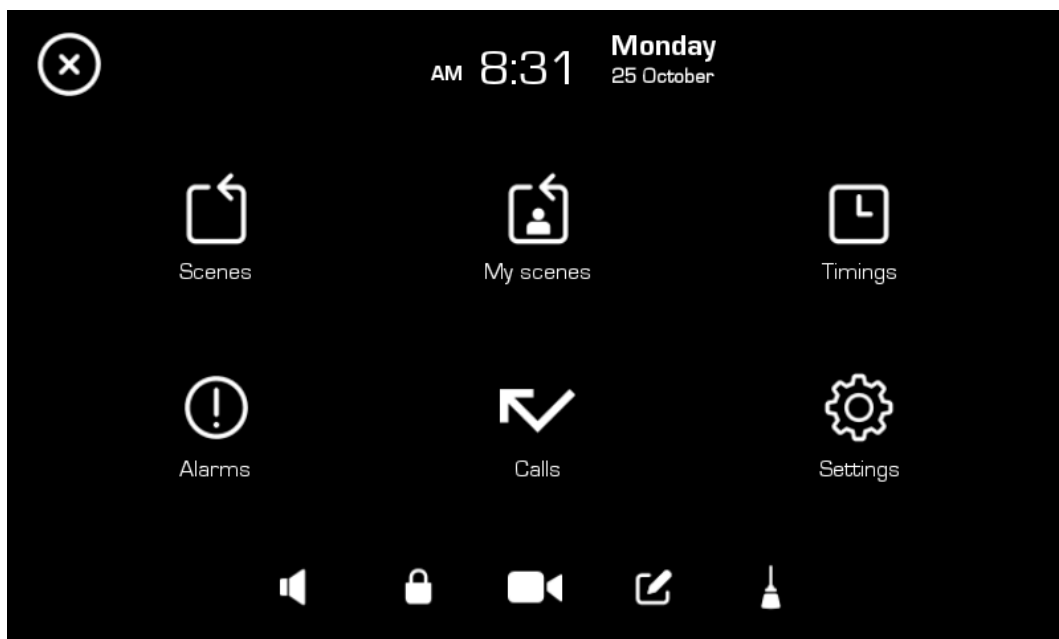
- Sound On 
- Sound Off 

#### 4.3.8 INTRUSION ALARM


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The intrusion alarm icon at the bottom of the setup menu allows you to arm / disarm the intrusion alarm.

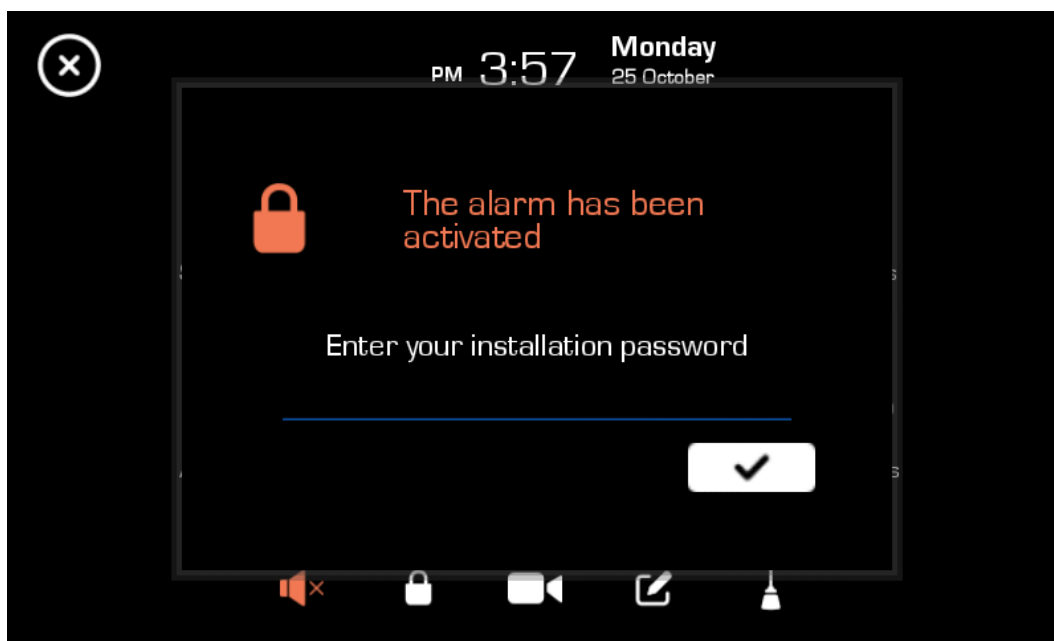
- Armed 
- Disarmed 




When the alarm status is disarmed, you can click on the icon to execute the arming order, a message will appear "The alarm is being armed" and the icon will flash white and orange. The lock icon will also appear blinking at the top right of the main screen.

Once the arming time has finished, the message "The alarm has been armed" will appear and the main icon and the one on the upper right will stop flashing and show the armed alarm icon .

To disarm the alarm, click on the arming icon , a new window will appear to enter the PIN and proceed to disarm.



The alarm PIN is entered and the  button is pressed.

The default password is 1234.



A message "The alarm has been deactivated" will appear to confirm disarming.


If the intrusion alarm is armed and the alarm is triggered, the window to enter the PIN and disarm will automatically appear.

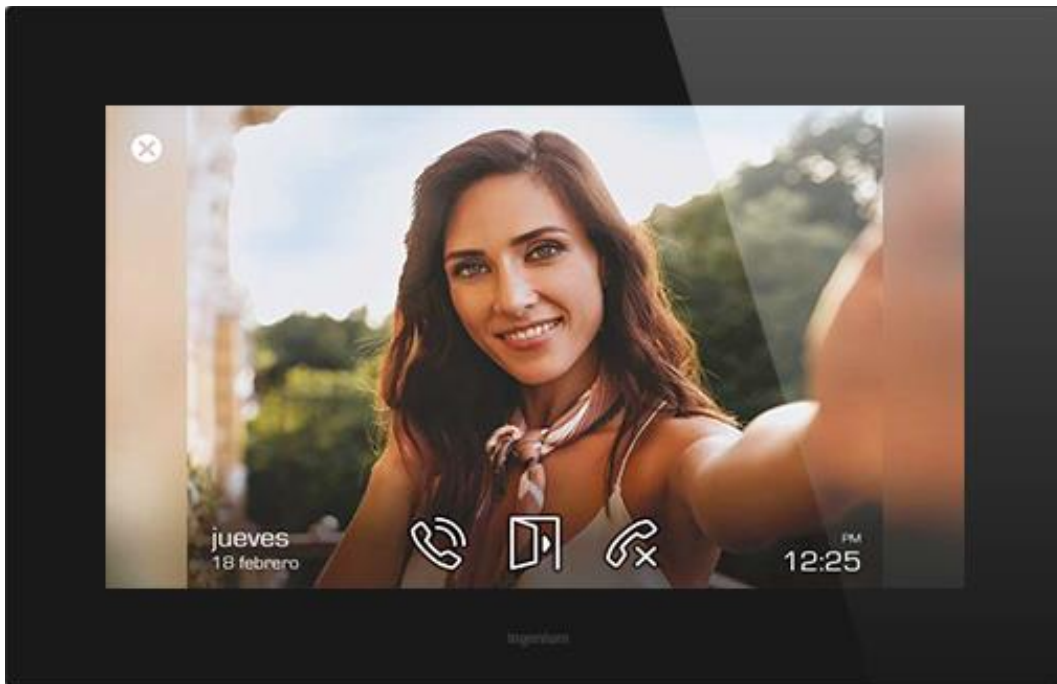
#### 4.3.9 VIDEO INTERCOM


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The VIIP allows incoming calls from any board with a compatible P2P system. When a call is received, the following screen will appear with the call display and 3 main buttons:





- Button to take the call . Pressing on the icon the call will be established.
- Button opens doors . Pressing this button will activate the relay that opens the door and the icon will flash and an acoustic signal will be heard if it is configured. This button can be pressed without having to pick up the call.

- Hang up call button . When this button is pressed the call will end.



There is also the possibility of outgoing calls by pressing  button in the main menu. If you have more than one panel configured, a list will appear with the configuration name of each panel for the pulse on which you want to perform the outgoing calls.


In this case, the icons that will appear will be the following:

- Audio status button: Clicking on the icon will enable or disable the audio.
  -  Audio disabled.
  -  Audio enabled.
- Button open door . Pressing this button will activate the relay that opens the door and the icon will flash and an acoustic signal will be heard if it is configured. This button can be pressed without having to pick up the call. In case of having several doors configured, several icons will appear, one for each configured door opener code.
- Hang up call button . When this button is pressed the call will end.

In this case, the call will connect with the audio disabled, the icon must be pressed to enable it.

#### 4.3.10 WHITEBOARD FOR NOTES

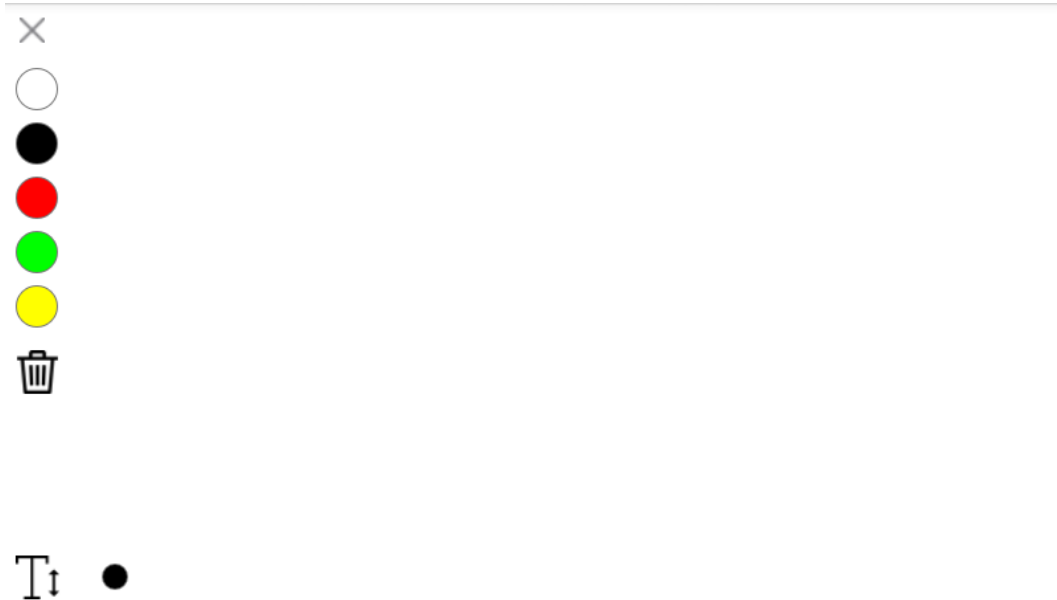
---

The screen has a whiteboard where you can draw or take notes. To access the board, you must touch the icon located at the bottom of the screen .

To draw or take a note, just slide your finger across the screen. If you want to delete, you must select the trash can, on the left side.


The graphic board also allows you to choose the size and colour of the line to achieve a more graphic and attractive result.

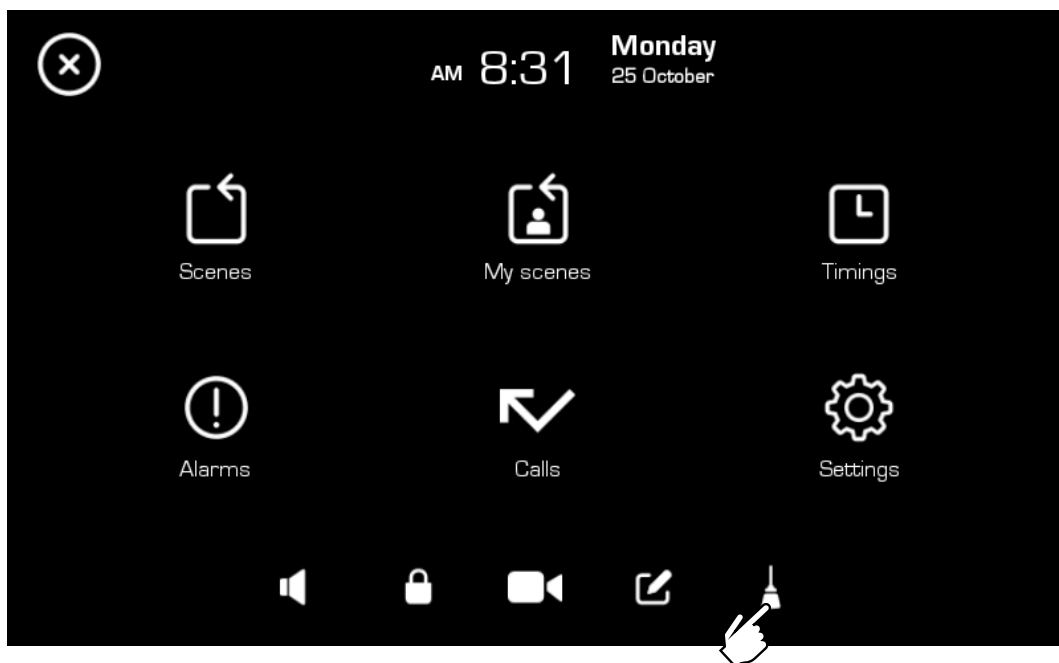
To return to the main screen, click on the confirmation icon located in the upper left corner of the screen ✕.



#### 4.3.11 CLEANING MODE

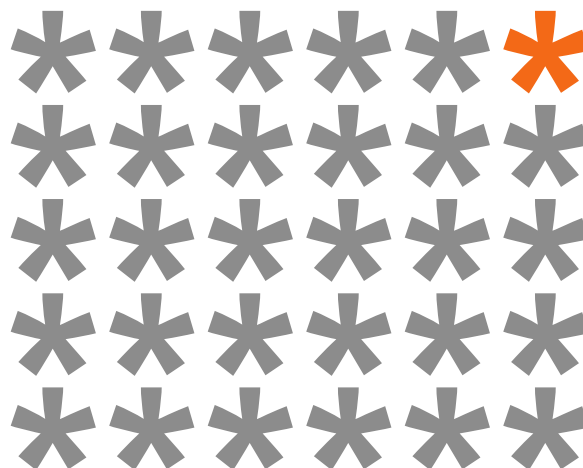
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The  button (lower right corner) must be pressed to execute cleaning mode. This mode locks the screen to be able to touch on it without executing anything.



To exit cleaning mode, press and hold on the shaded box that appears in the center of the screen. At this time the main menu screen will be displayed again.





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**Ingenium, Ingeniería y Domótica S.L.**

Parque Tecnológico de Asturias, Parcela 50

33428 Llanera, Asturias, España

T (+34) 985 757 195

tec@besknx.com

www.besknx.com

www.ingeniumsl.com

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Manual version: v1.0