

bellissimo 1 Way Video Entry System

BSD1 Door Controller Settings

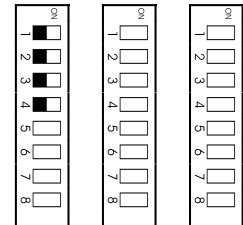
BSD1 Door Controller Switch Settings

Talking Time/Videophone Active DIP SW1 (1-4)

4	3	2	1	Talk Time
On	On	On	On	15s
On	On	On	Off	20s
On	On	Off	On	30s
On	On	Off	Off	45s
On	Off	On	On	60s
On	Off	On	Off	75s
On	Off	Off	On	90s
On	Off	Off	Off	120s
Off	On	On	On	150s
Off	On	On	Off	180s
Other settings				60s
Off	Off	Off	Off	60s*

* Default setting

SW1 SW2 SW3



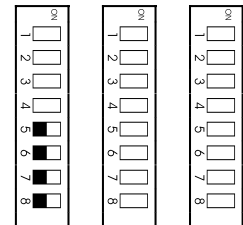
Ring Time/Call Time and Ring Effect DIP SW1 (5-8)

8	7	6	5	Call Time	Ring Cadence or Sound Effect
On	On	On	On	5s	1 in 3 – 1 ring every 3 seconds
On	On	On	Off	8s	1 in 3 – 1 ring every 3 seconds
On	On	Off	On	10s	1 in 3 – 1 ring every 3 seconds
On	On	Off	Off	15s	1 in 3 – 1 ring every 3 seconds
On	Off	On	On	20s	1 in 3 – 1 ring every 3 seconds
On	Off	On	Off	30s	1 in 3 – 1 ring every 3 seconds
On	Off	Off	On	40s	1 in 3 – 1 ring every 3 seconds
On	Off	Off	Off	45s	1 in 3 – 1 ring every 3 seconds
Off	On	On	On	50s	1 in 3 – 1 ring every 3 seconds
Off	On	On	Off	60s	1 in 3 – 1 ring every 3 seconds
Off	On	Off	On	30s ¹	1 in 3 (Reserved For future use)
Off	On	Off	Off	30s ¹	1 in 3 (Reserved For future use)
Off	Off	On	On	30s ¹	2 in 15 – 2 rings, 15S silence, repeat
Off	Off	On	Off	30s ¹	1 in 15 – 1 ring, 15S silence, repeat
Off	Off	Off	On	30s ¹	1 in 5 – 1 ring every 5 seconds
Off	Off	Off	Off	30s*	1 in 3* – 1 ring every 3 seconds

* Default setting

¹ BS videophones build 3 and above; Build 1&2 videophones: 1 ring every 2 seconds.

SW1 SW2 SW3

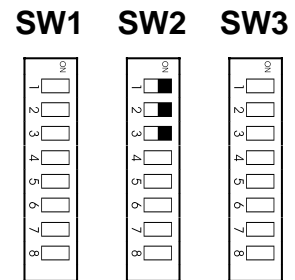


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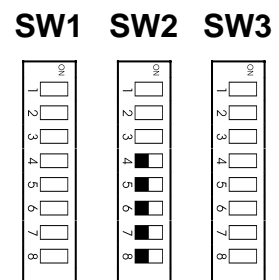
Lock Operate Time Dip SW2 (1-3)

3	2	1	Lock Time
On	On	On	3s*
On	On	Off	4s
On	Off	On	5s
On	Off	Off	6s
Off	On	On	8s
Off	On	Off	10s
Off	Off	On	15s
Off	Off	Off	20s

* Default setting



Individual Functions DIP SW2 (4-8)



SW2-4	Lock Type	Lock behaviour during power failure	
*Off	Fail secure lock	Requires alternate mechanical means, key or thumb-turn to open on power failure	
On	Fail safe lock	Lock opens on power failure	
SW2-5	Door Status Switch	Monitors doors left open	
*Off	Contacts Open when Door is Closed	The default allows for no switch fitted	From build 2 onwards
On	Contacts Closed when Door is Closed	Standard normally closed switch	
SW2-6	Camera 2	How many cameras at this door	
*Off	Camera 1 only	Default – single camera per door	From build 2 onwards
On	Enable Camera 2	Second camera at the door	
SW2-7	View Function	Camera action when view button is pressed	
*Off	Local View	View button only selects the camera(s) at this door	From build 3 onwards
On	Global View (See DIP SW3 below)	View button sequentially selects all cameras at doors with this switch set	
SW2-8	View Activated by User	View button pressed when system is idle	
*Off	Disabled	View button only works when called from the panel	From build 3 onwards
On	Enabled See DIP SW3 below	User can activate the system and look to see anyone near the door(s)	

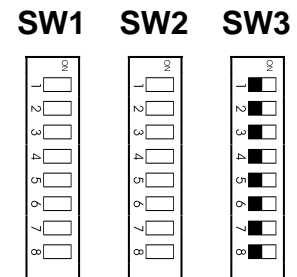
* Default setting

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Camera Numbering DIP SW3 (1-8)

Camera 1 at this door				
4	3	2	1	Number
On	On	On	On	1
On	On	On	Off	2
On	On	Off	On	3
On	On	Off	Off	4
On	Off	On	On	5
On	Off	On	Off	6
On	Off	Off	On	7
On	Off	Off	Off	8
Off	On	On	On	9
Off	On	On	Off	10
Off	On	Off	On	11
Off	On	Off	Off	12
Off	Off	On	On	13
Off	Off	On	Off	14
Off	Off	Off	On	15
Off	Off	Off	Off	*16

Last Camera				
8	7	6	5	Number
On	On	On	On	1
On	On	On	Off	2
On	On	Off	On	3
On	On	Off	Off	4
On	Off	On	On	5
On	Off	On	Off	6
On	Off	Off	On	7
On	Off	Off	Off	8
Off	On	On	On	9
Off	On	On	Off	10
Off	On	Off	On	11
Off	On	Off	Off	12
Off	Off	On	On	13
Off	Off	On	Off	14
Off	Off	Off	On	15
Off	Off	Off	Off	*16



* Default setting

View Activated by User

If 'view activated by user' is enabled, then one door controller must have SW3 1-4 set as camera 1. Camera 1 at this entrance will then be the first camera to be viewed.

'Global View' at Multiple Entrances

If 'Global View' is enabled, successive presses of the view button will enable all entrance to be viewed in turn, including any second cameras, if enabled.

Setting up the door controllers to enable 'Global View' requires careful setting of the switches. Not all entrances have to participate in 'Global View', and these entrances should remain set to 'Local View'.

The participating entrances must each be designated with a unique address 1, 2, 3, ...etc in the required viewing sequence. NB the sequence must start with 1; the maximum is 16. If Camera 2 is enabled on any entrance then it will adopt the entrance address setting plus 1; the next entrance must skip that address.

Each controller must also record the last camera number in the sequence – this will be the same setting for all entrances.

Below are a couple of examples and a blank table for your use.

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Example 1: -

Entrance number	Cameras at this entrance	First Camera DIP SW3 (1-4)	Last Camera DIP SW3 (5-8)
1	2	1	5
2	1	3	5
3	2	4	5

Example 2: -

Entrance	Cameras at this entrance	First Camera DIP SW3 (1-4)	Last Camera DIP SW3 (5-8)
1	1	1	3
2	2	2	3

Customer's setup: -

Entrance	Cameras at this entrance	First Camera DIP SW3 (1-4)	Last Camera DIP SW3 (5-8)
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

BSD1 Door Controller Jumper Settings

The "Video Gain" jumper on door controllers should always be set to "Low" unless directed by Bell System Technical. This jumper is only required on some systems with very long camera to videophone cable runs well in excess of 150m. Use of this jumper with short runs will cause picture problems.

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BS Videophone Switch Settings

Mute Time Setting SW1 (1-4)

4	3	2	1	Mute Time
On	On	On	On	Disabled ¹
On	On	On	Off	2 minutes
On	On	Off	On	5 minutes
On	On	Off	Off	10 minutes
On	Off	On	On	15 minutes
On	Off	On	Off	20 minutes
On	Off	Off	On	30 minutes
On	Off	Off	Off	45 minutes
Off	On	On	On	1 hour
Off	On	On	Off	2 hours
Off	On	Off	On	4 hours
Off	On	Off	Off	5 hours
Off	Off	On	On	6 hours
Off	Off	On	Off	8 hours
Off	Off	Off	On	10 hours
Off	Off	Off	Off	*Indefinite²

SW1



* Default setting

¹Disabled means pressing the mute button has no effect.

²Indefinite; the mute is cancelled by pressing the button again.

Individual Functions DIP SW1 (5-8)

SW1



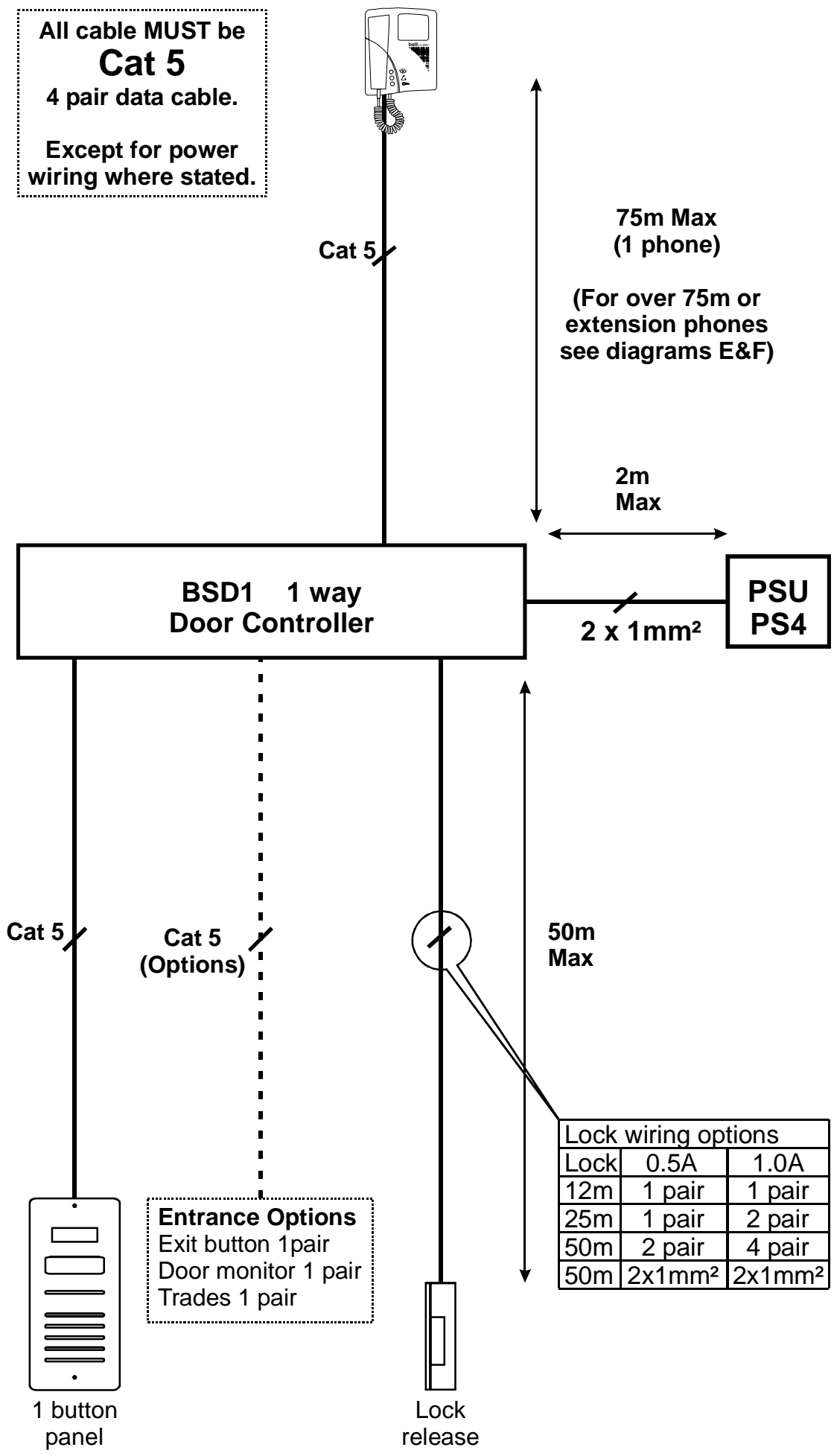
SW1-5	Master / Slave	Extension videophones are slaves
*Off	Master videophone	Single videophone or one in daisy-chain is master ⁸
On	Slave videophone / Extension	Extra videophones per call or flat
SW1-6	Auto Display on Ring	Caller visible while ringing
*Off	Display During Ring	Yes
On	No Display During Ring	No
SW1-7	Mute Function	Action of mute button
*Off	Ringer Mute Only	No sound, Visible ring – view flashes, picture if enabled
On	Disable Videophone	Same as leaving off hook but steady not flashing button
SW1-8	Video Terminator	Prevents cable reflections
Off	No Termination	Daisy-chained videophones not at end of cable
*On	Terminate – Last Videophone	Must be on in videophone at end of cable

* Default setting

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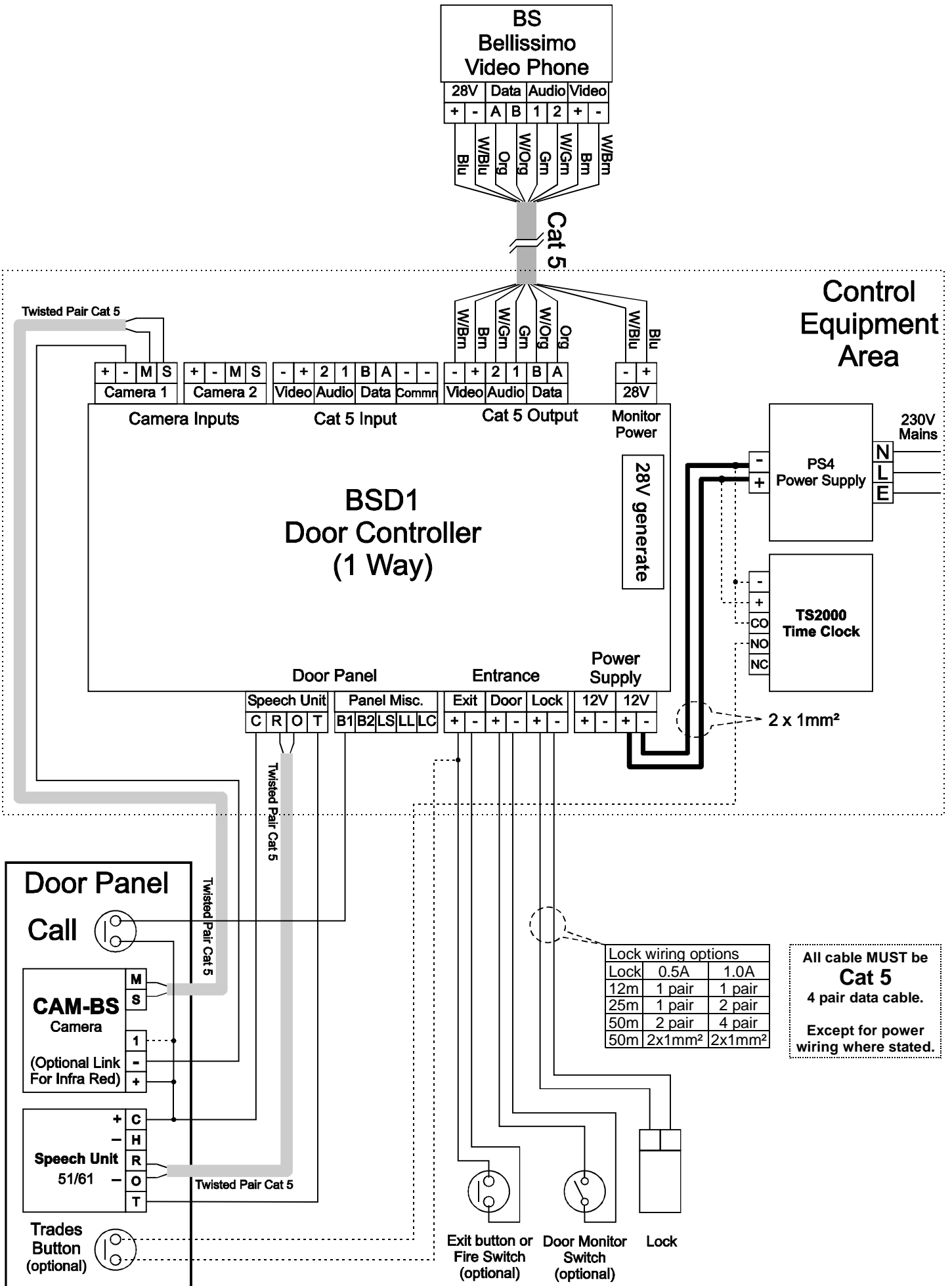
Diagram A – 1 Way Basic System Overview Cabling

All cable MUST be
Cat 5
 4 pair data cable.
 Except for power
 wiring where stated.



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Diagram B – 1 Way Basic System Wiring Detail

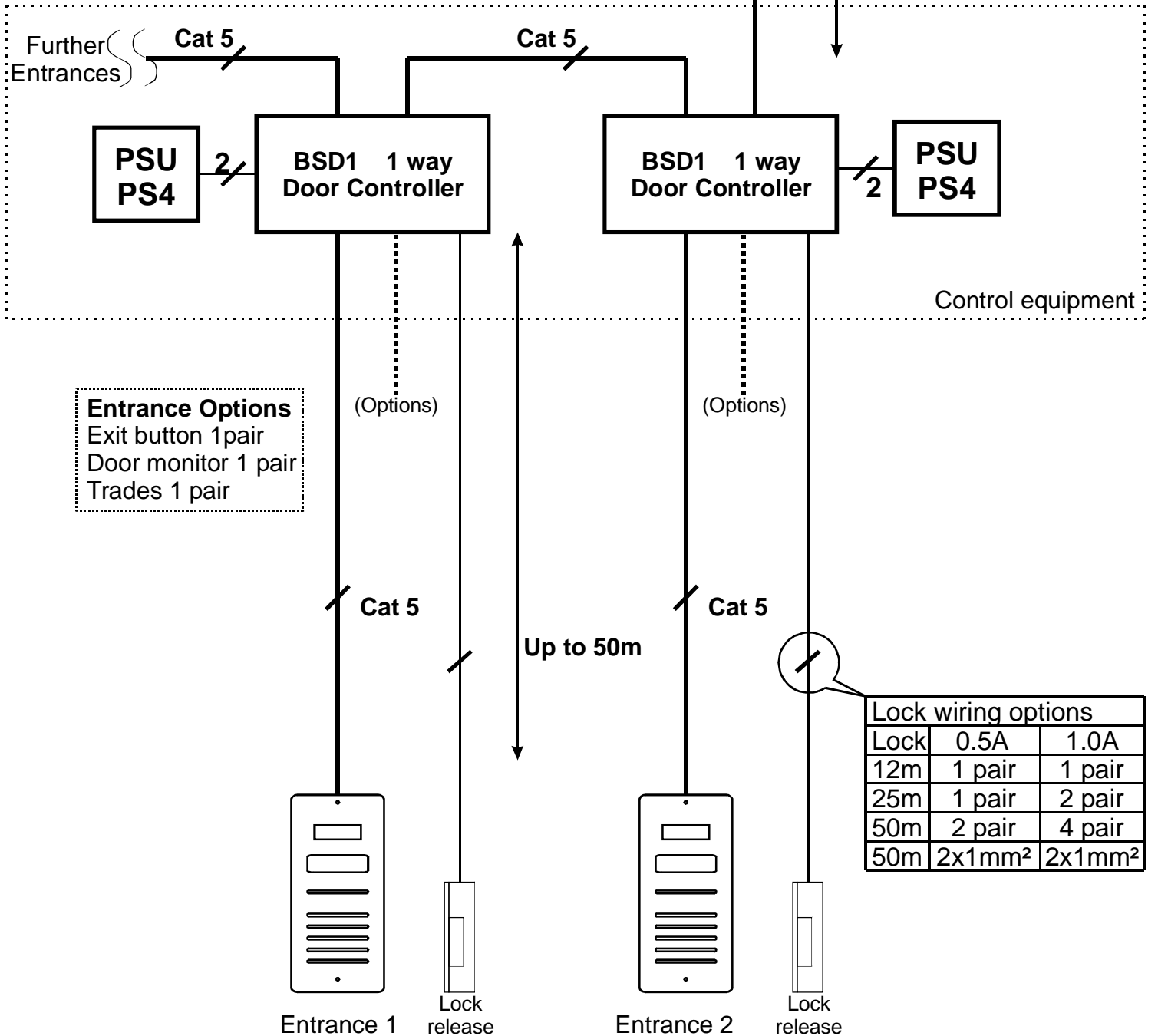


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Diagram C – 1 Way Multiple Entrance Overview Cabling

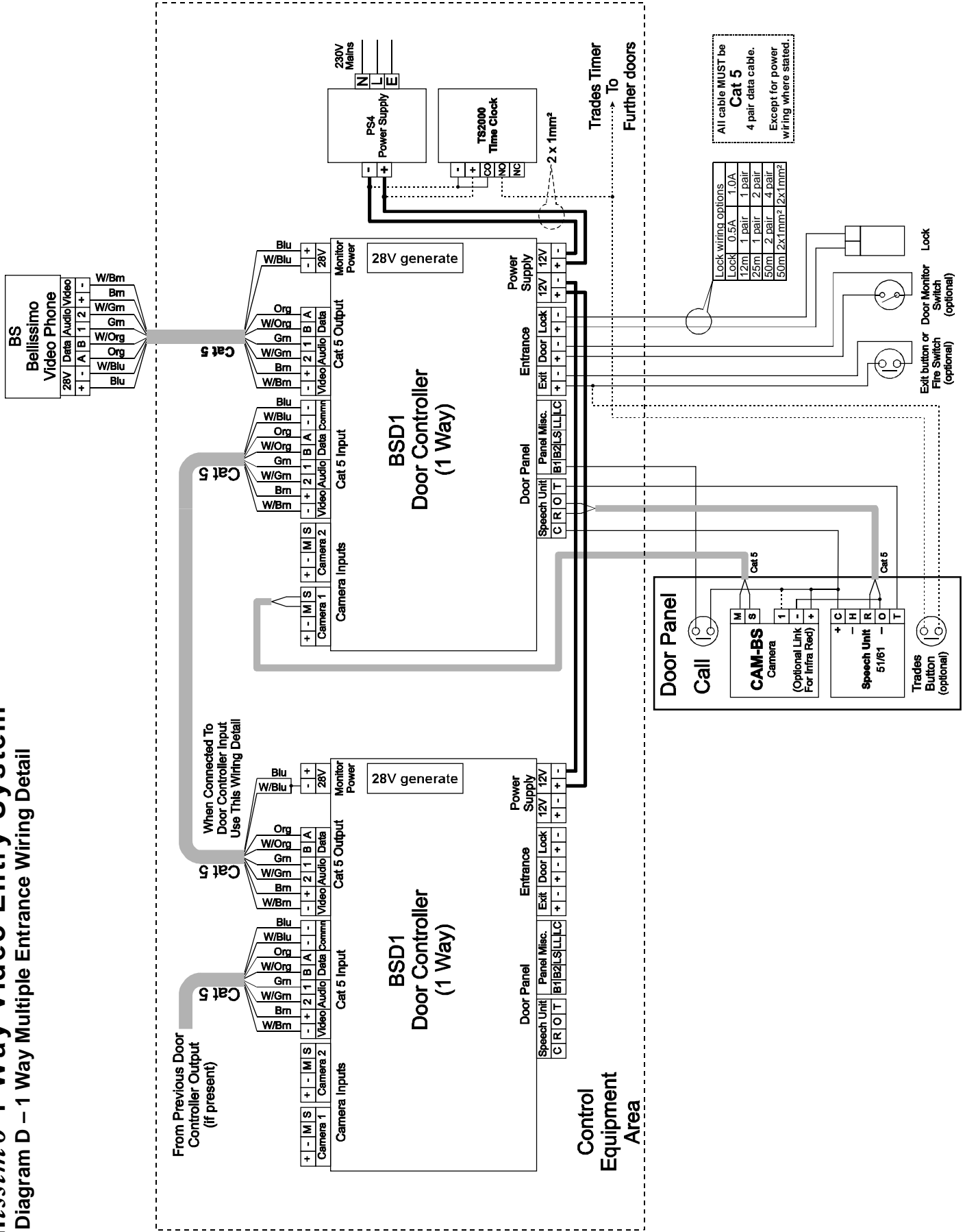
All cable MUST be
Cat 5
 4 pair data cable.
 Except for power
 wiring where stated.

75m Max
 (1 phone)
 (For over 75m or
 extension phones
 see diagrams E&F)



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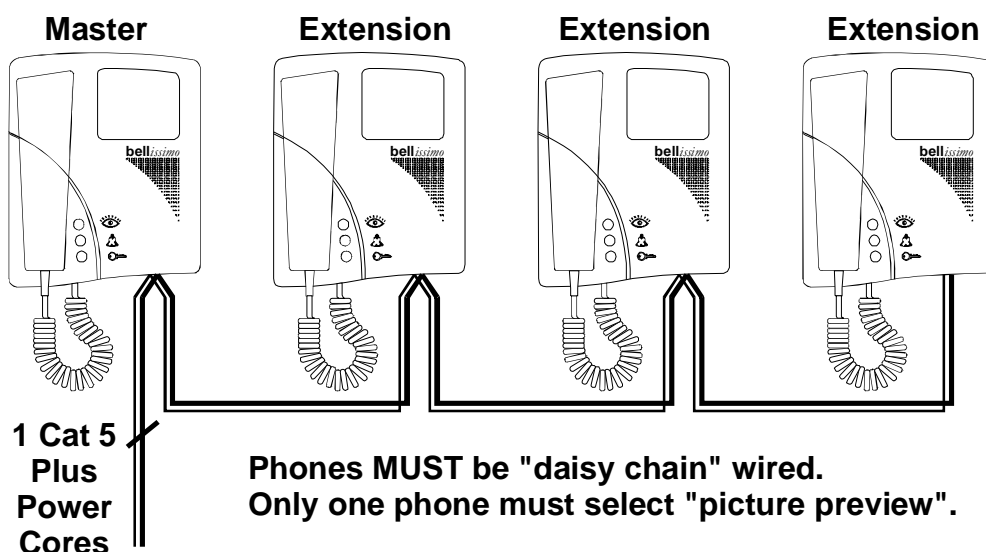
Diagram D – 1 Way Multiple Entrance Wiring Detail



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Diagram E – Videophone and Extension Wiring

The 75m Cat 5 limit is only for a single phone powered by a controller
For longer runs or extension phones additional power cores
will normally be required

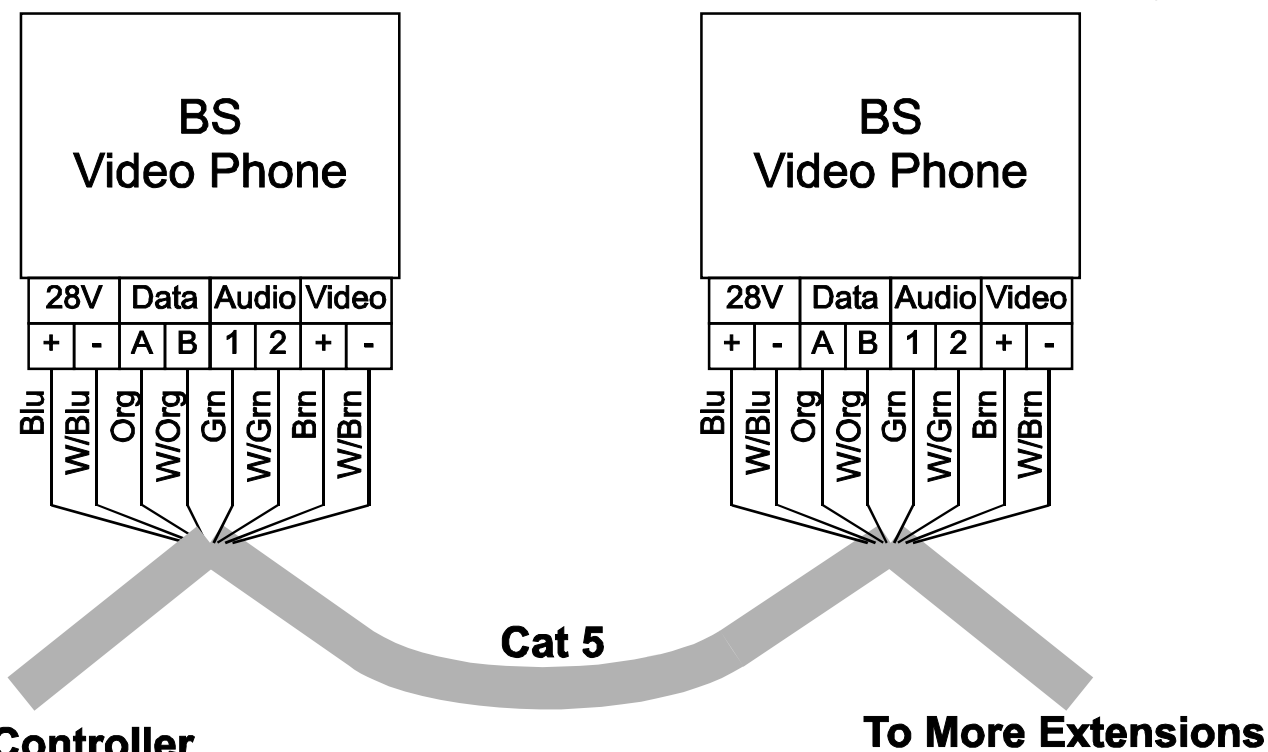


Warnings for each flat run :-

Only one phone must be Master (Recommend first phone)

Preview on one phone only (Preview on multiple phones requires different power wiring)

Last (or only) Phone on cable requires Dip-switch 8 ON all other Phones Dip-switch 8 OFF

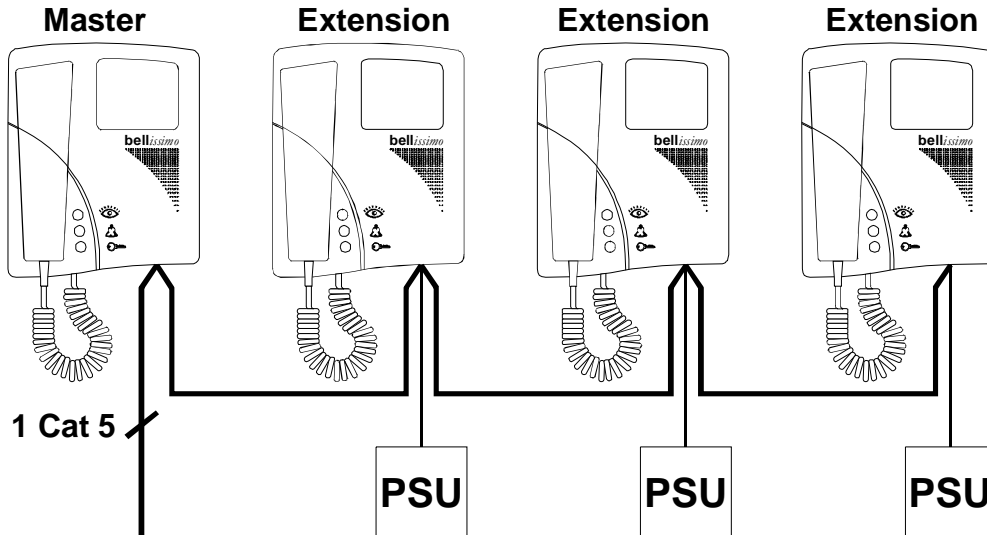


When additional power cores are required
replace Blu and W/Blu with the thicker wires

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Diagram F – Videophone Local Power Wiring

Where more than one extension phone is required to provide "picture preview" then additional power supplies will be required



IMPORTANT:

The 28V - connection must be made between all phones and the controller.

The 28V + connection is only connected to the local power supply.

