TSP7000

CE

TOUCH SCREEN VIDEO CONSOLE

USER MANUAL

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Language:	English

The features of the consol can be subject to change without notice.
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The contents of this manual may be subject to change without notice.

CONFORMITY

Hereby, Tecnoalarm srl declares that the present equipment is in compliance with the essential requirements and other relevant provisions of the LVD 2006/95/EC and EMC 2004/108/EC directives.
The declaration of conformity is available on the website: www.tecnoalarm.com.

PREFACE

IMPORTANT NOTES

The use of monitoring devices in some environments can be prohibited by law.
The network cameras are devices with high performances ready to function on the web, but they can also be devices of a flexible surveillance system.
The user must ensure that the use of these surveillance devices is permitted and legal before proceeding with their installation.

WARNING
All the "**WARNING**" notes contain important information for the user.
To ignore these warnings can be dangerous.

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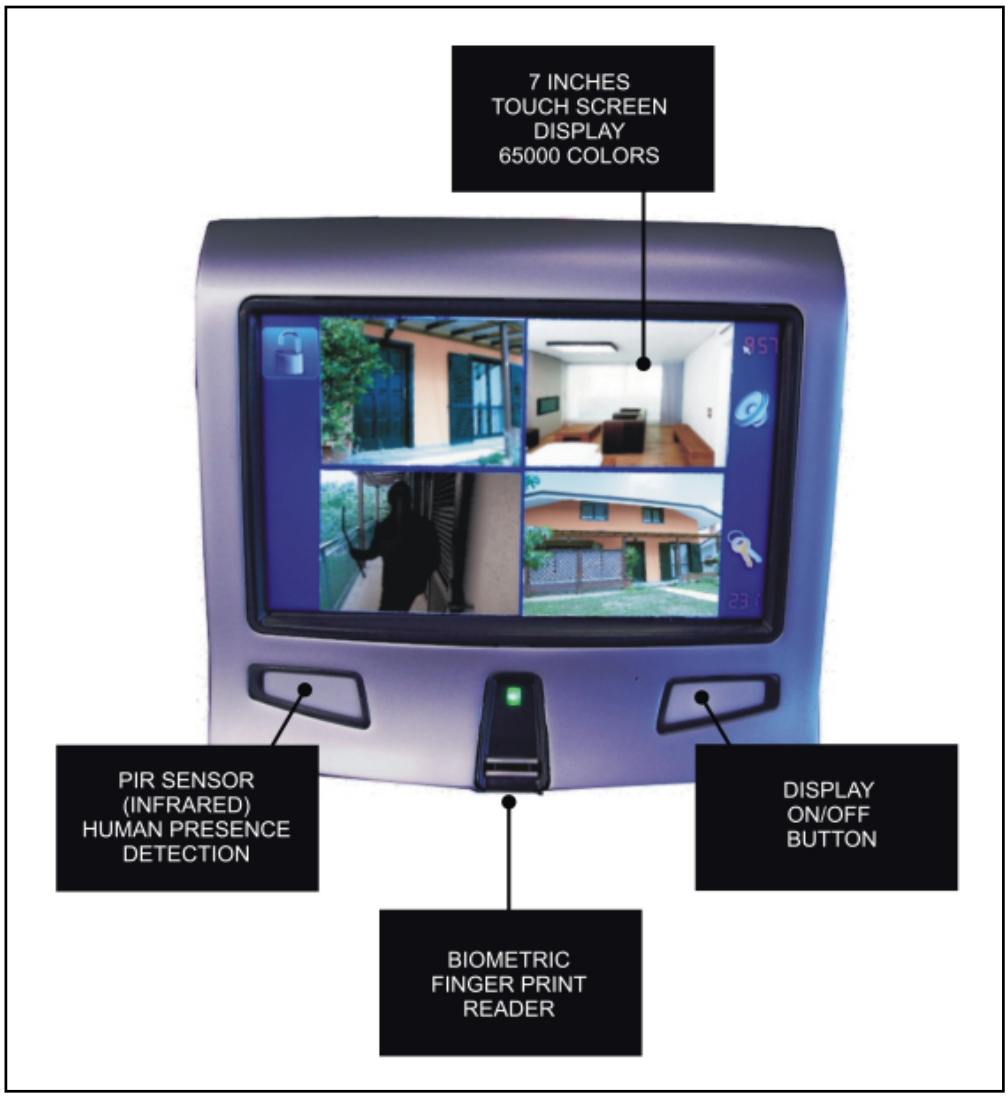
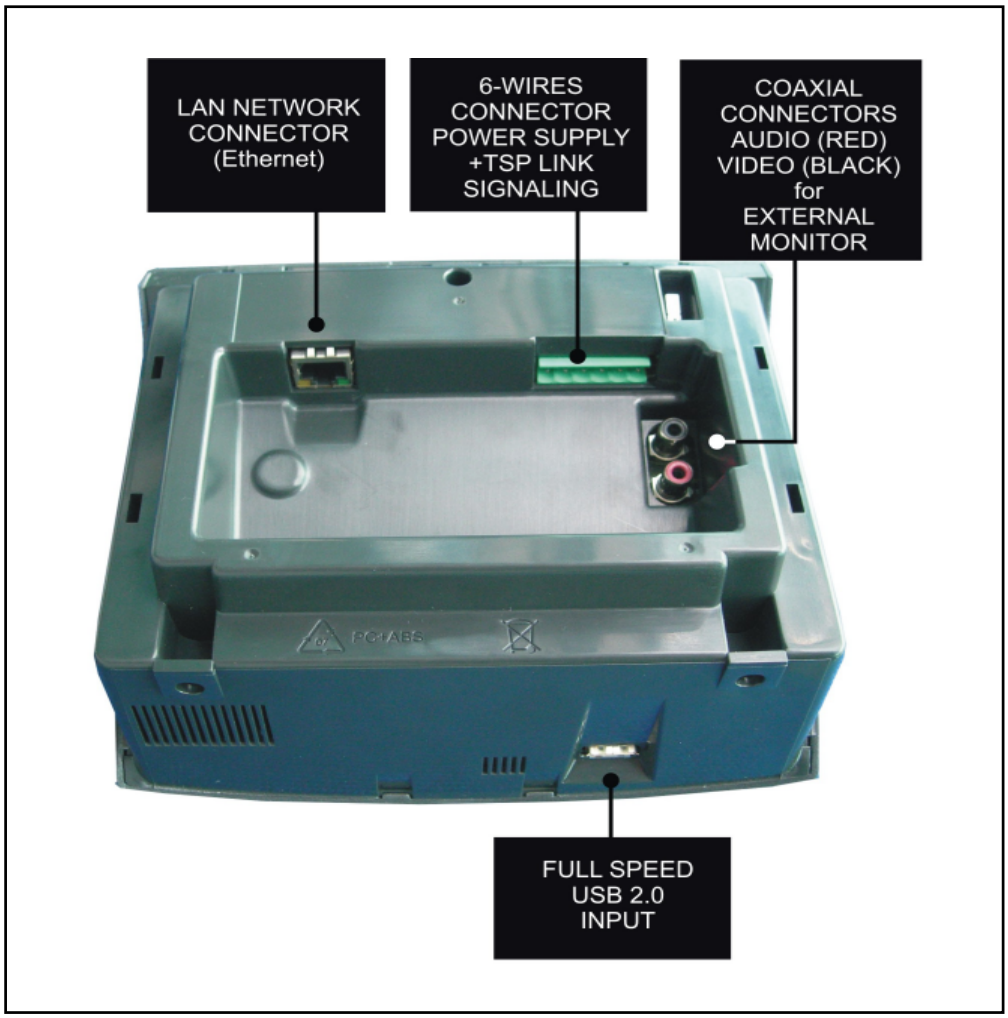
1. CONSOLE

1.1 FRONT VIEW



1.2 REVERSE SIDE



2. MAIN FEATURES

2.1 HARDWARE SPECIFICATIONS

- 10-100 TBase Ethernet input for LAN-WAN connection
- RS422 serial bus towards control panel (max. length 1km)
- Full speed USB2.0 input to connect a USB key (flash memory)
- 7 inches touch screen display with 65,000 colors with resolution 800x480dpi
- 3rd generation biometric finger print reader
- Temperature probe
- PIR of human presence sensor
- Internal memory (10,000 photos with standard memory)
- Multifunction RGB LED placed on the biometric sensor
- Standby button
- Multicolors cover frame for easy blending with home decoration
- Power supply: 12V DC or power splitter over Ethernet
- Max. consumption 3W

2.2 TECHNICAL DATA

- Video compression: MPEG-4 SP
- Max. resolution: D1 (720x576 dpi)
- Network protocols: TCP, FTP, HTTP, RTSP
- Video stream: max. 4 streams simultaneously on the display
- Max. 24 cameras controllable by groups of 4
- Frame rate:
  With 4 streams = 8 frames per second alltogether
  With 1 stream = max. 12 frames per second
- Video mode: D1 (720X576 dpi)
  VGA (640x480 dpi)
  QVGA (320x240 dpi)
  QQVGA (160x120 dpi)
  3GPP (176x144 dpi)
- Multilanguage voice synthesis
- Loudspeaker volume and display brightness settings

2.3 MAIN FUNCTIONS

- Viewing of 1 to 4 cameras in standby
- Association of the cameras to the zones of the control panel
- Pop-up on display of the camera in question and acoustic signaling in case of open zone or zone alarm
- Pop-up on display of the photo sequence in case of open zone or zone alarm and acoustic signaling
- Pop-up on display of the zone and acoustic signaling in case of open zone or prealarm
- Sophisticated console function for control panel management (arming/disarming, activations, event viewing etc.)
- Energy saving mode after a programmable timeout
- Download of photos onto USB memory stick
- Event log with viewing of the events of the control panel + photos
- Viewing of photo with event zoom function
- PTZ on motorized surveillance cameras (for supported models only)
- Recognition of max. 99 finger prints for user identification
- Fake finger detection function (Anti-spoofing)

3. FUNCTIONS

3.1 INITIATION

Upon the first initiation of the console, on the screen is viewed the beside image.

The console is initiated.

After initiation (which can require a few minutes), the stand-by screen is displayed.

STAND-BY
According to the installer programming, the stand-by screen views the following items:

- max. 4 video streams
- max. 4 customizable function keys
- the time of the installation
- an icon for loudspeaker volume setting
- an icon for display brightness setting
- an icon for access with code
- the ambient temperature

	WARNING All of the procedures in the stand-by environment can be executed without any access code. For security reasons, it is recommended to reduce to a minimum the procedures which can be executed in this environment in order to avoid that whoever passes by the console has access to private information or can execute confidential controls.

3.2 DIRECT FUNCTIONS

WARNING
The direct functions, i.e. accessible without code, are programmed by the installer during system configuration.

For simplicity reasons, on the following pages the most common configuration is analysed.

STAND-BY ENVIRONMENT
In stand-by, the console usually shows:
- video streams of a variable number of cameras (1 to 4)
- the time (in different formats)
- the detected ambient temperature
- loudspeaker volume setting icon
- display brightness setting icon

Time of the console

Volume setting

Volume off

Identification

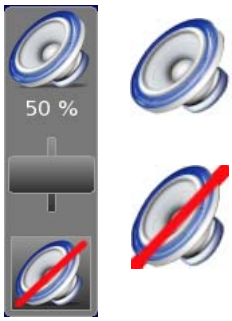
Brightness setting

Temperature

3.2.1 VIEWING OF THE SINGLE CAMERAS

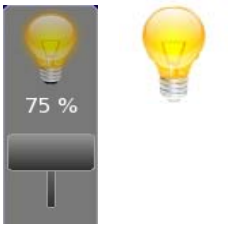
When the console is in stand-by, touch one of the video streams displayed.

On the screen is viewed what is being recorded by the selected camera.



3.2.2 VOLUME SETTING

To set the volume of the voice messages of the video console, touch the loudspeaker icon then move the scroll bar to the value desired.
To switch off the volume, touch the crossed-out loudspeaker icon or move the scroll bar to zero.



2.2.3 BRIGHTNESS SETTING

To set the display brightness, touch the bulb icon then move the scroll bar to the desired value.

2.2.4 SWITCHING THE DISPLAY OFF/ON

Press the button on the lower right hand side of the console to switch off the display.

The display is switched on again in one of this following circumstances:

- the pressure of the same button
- touching the screen with a finger
- the passage in front of the infrared human presence sensor.

3.3 FUNCTIONS ACCESSIBLE WITH CODE

WARNING
The TSP7000 video console uses the access codes programmed on the control panel to which it is connected.

The functions accessible by each user depend on programming of the entered access code.
For semplicity reasons, on the following pages a user enabled for all the functions is analysed.
Access to the video console functions (user menu) is given by access code or by finger print if learnt appropiately).

3.3.1 ACCESS WITH USER CODE

When the console is in stand-by (beside image), touch the key icon.

On the screen is viewed the virtual keypad.
Enter the user code.

CODE NOT RECOGNIZED
If the composed code **is not** recognized, the console does not execute any operation.

CODE RECOGNIZED
If the composed code **is** recognized, the console gives access to the user menu (beside image).

3.3.2 FALSE CODE

The pressure of 32 keys without enter a valide code causes an alarm signaling of false code of the TSP7000 console towards the control panel.

When an alarm is detected, on the screen is viewed the beside image, the loudspeaker of the console transmits the false code message, the console where the alarme was released is disabled for 2 minutes and the alarm is recorded in the events memory.

WARNING
The block of the console can be interrupted only by taping a valid user code on an other video console or on a keypad connected to the control panel (if present).

3.3.3 ACCESS WITH BIOMETRIC SENSOR

If the finger prints has been already learnt, access in the operative environment of the console is possible swiping a finger on the biometric reader below the display.
Learning of the finger prints is done by swiping the fingertip from the top to the bottom of the reader with a constant speed.
It is possible to associate max. 10 finger prints to each user code.

Finger print learnt (LED green)

Finger print not learnt (LED red)

LEARNING OK
If the finger print **is** learnt, the LED of the reader is blinking green and the console gives access to the user menu.

LEARNING FAILED
If the finger print **is not** learnt, the LED of the reader is blinking red and and the console does not permit any procedure -
Access denied.

3.4 USER MENU

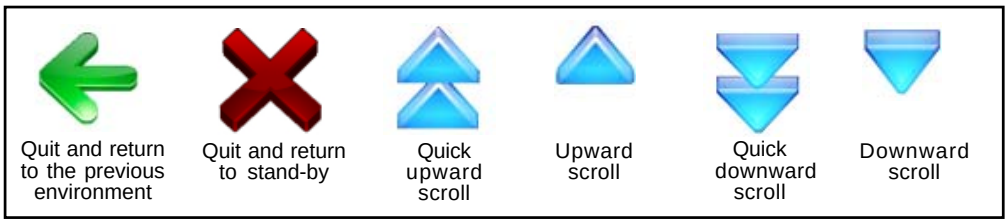
On the display are viewed only the functions associated to the entered code or the finger print learnt. The following functions are available:

- **Programs** Arming/disarming and viewing of alarms relating to the programs associated to the code
- **Total quick arming** Simultaneous total arming of all programs associated to the code
- **Total quick disarming** Simultaneous total disarming of all programs associated to the code
- **Remote controls** Activation/deactivation of the remote controls associated to the code
- **Events** Viewing of the events detected by the control panel and recorded by the video console (arming/disarming, alarms, photos etc.)
- **Zones** Viewing of the current status, permanent exclusion of the zone, viewing of the events relating to the zone
- **Cameras** Viewing of the images recorded in real-time by the selected camera or by the cameras (group of 4)
- **Settings** Setting of the loudspeaker volume and display brightness, cancelling of the recorded events from the memory, copying of the events onto USB memory sticks, activation of the external monitor output (TV)
- **Finger prints** Recording of the finger prints

3.4.1 ICONS

NAVIGATION ICONS

The following icons are usualy viewed on the right hand side of the display and permit navigation of the menus of the TSP7000 video console.



Quit and return to the previous environment | Quit and return to stand-by | Quick upward scroll | Upward scroll | Quick downward scroll | Downward scroll

FUNCTION ICONS

The following icons are viewed in different operating environments and are normally viewed on both sides of the display:

Viewing of the camera | Loudspeaker volume setting | Display brightness setting | Trouble signal | Event with video stream + name camera | Procedure running Wait | Procedure running Wait

3.5 PROGRAMS

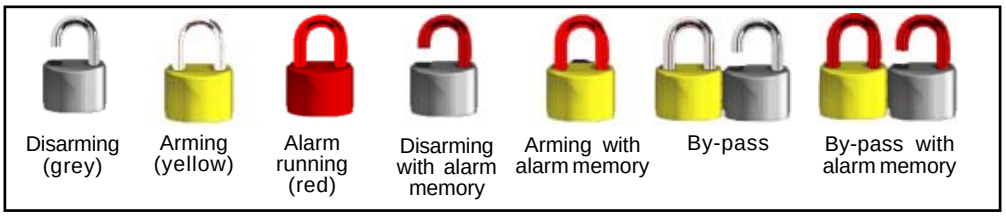
Touch **Programs** to enter this environment. On the display are viewed all the programs associated to the user in question (e.g. program 1 and 2).

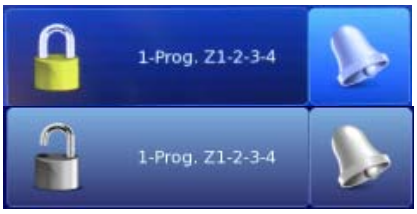
For each program the following information are displayed:

- Status and name
- Program alarm memory

STATUS AND NAME
Number (e.g. 2) and name (e.g. Dualtecno) associated to the program.
The program status is viewed by the status indicators and by the color.

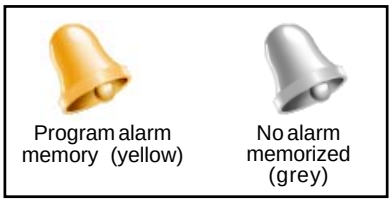
Status indicators





Color
If the program icon (e.g. program 1) is viewed with a dark blue color, the program is **armed**.

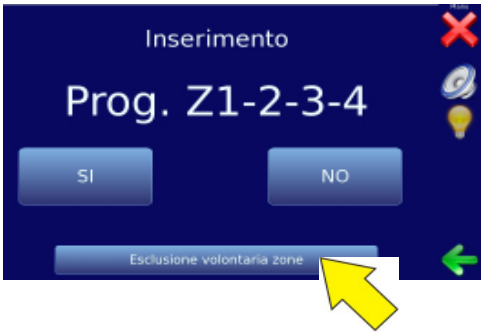
If the program icon (e.g. program 1) is viewed with a clear blue color, the program is **disarmed** (stand-by).



PROGRAM ALARM MEMORY
The bell is viewed on the right hand side and signals that a program alarm has been detected. Touch the bell to view the alarms released during the last arming period.

3.5.1 PROGRAM ARMING

Touch the program to be armed.



On the screen is viewed the beside image.

Commands available

- **YES** to arm the program
- **NO** to abandon
- **Voluntary zone exclusion**
  To select the zone to be excluded

3.5.1.1 VOLUNTARY ZONE EXCLUSION

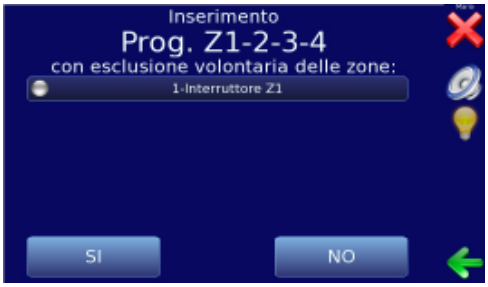
Before completion of program arming it is possible to voluntarily exclude zones from the detection of alarms.
Touching **voluntary zone exclusion** on the screen is viewed the beside image.

Touch the zone to be excluded (e.g. zone 1).

The color of the selected zone becames dark blue.
Repeat the same procedure for all the zones to be excluded.

Commands available

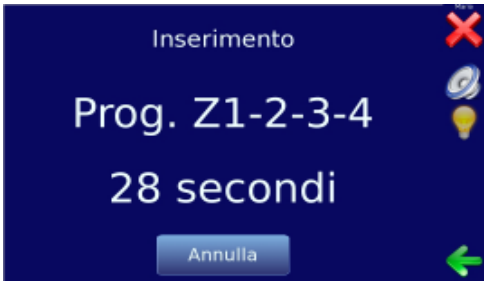
- **PROCEED** to confirm the voluntary zone exclusion
- **EXIT** to abandon



Touching **Proceed**, on the screen is viewed the beside image.

Commands available

- **YES** to confirm arming of the program with exclusion of the zones viewed
- **NO** to abandon



Confirming program arming, on the screen is viewed the beside image.

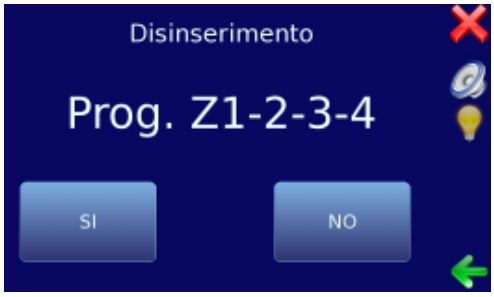
Once the time displayed has elapsed, the selected program is armed.

On the screen is viewed the beside image. The icon corresponding to the program in question is blinking and the status indicator (the padlock symbol) changes between the open and closed condition during the entire exit time of the control panel (i.e. arming phase). When the program is armed, the padlock is closed and the color of the zone icon is dark blue.

The voice synthesis announces all the procedure executed.

3.5.2 PROGRAM DISARMING

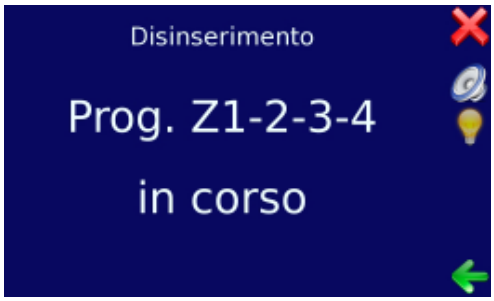
Touch the program to be disarmed.



On the screen is viewed the beside image.

Commands available

- **YES** to disarm the program
- **NO** to abandon



Confirming the disarming, on the screen is viewed the beside image.

The voice synthesis announces all the procedure executed.

3.5.3 TOTAL QUICK ARMING/DISARMING OF THE PROGRAMS

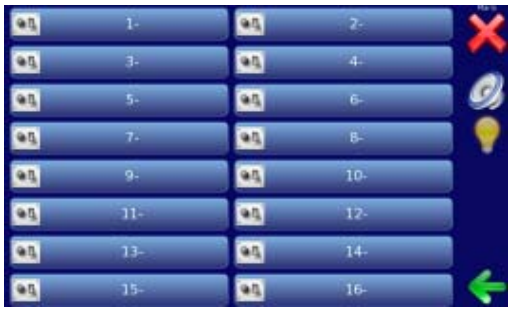
Touch the padlock icon to activate the total quick arming/disarming function.

TOTAL QUICK ARMING
(Yellow and closed padlock icon)
The total quick arming icon permits to arm all the programs associated to the code entered with an unique procedure.
The voice synthesis communicates all the procedure executed.

TOTAL QUICK DISARMING
(Grey and open padlock icon)
The total quick disarming icon permits to disarm all the programs associated to the code entered with an unique procedure.
The voice synthesis communicates all the procedure executed.

3.6 REMOTE CONTROLS

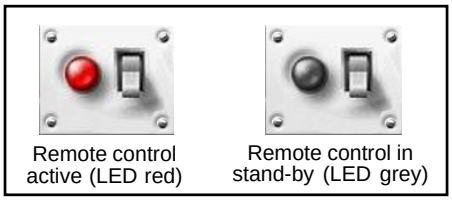
Touch **Remote controls** to enter this environment.



On the screen are viewed all the remote controls associated to the user in question.
For each remote control is shown:

- Status and name

STATUS AND NAME
Number and name associated to the remote control.
The status of the remote control is viewed by the status indicators and by the color.

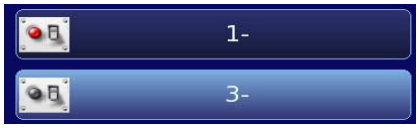


Remote control active (LED red)

Remote control in stand-by (LED grey)

Status indicators
If the LED in the switch icon is red, the remote control is active.

If the LED in the switch icon is grey, the remote control is in stand-by.



Color
If the remote control icon is viewed with a dark blue color, the remote control **is** active.

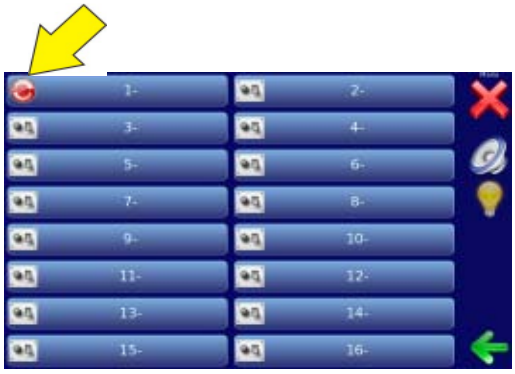
If the remote control icon is viewed with a clear blue color, the remote control **is not** active (in stand-by)

3.6.1 REMOTE CONTROL ACTIVATION

Touch the remote control to activate
(e.g. remote control 1).

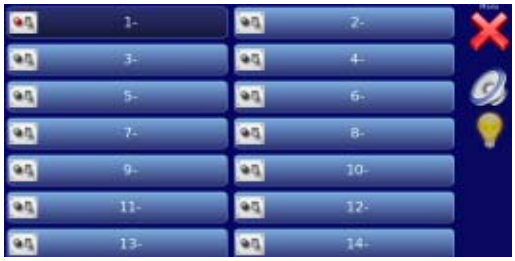
On the screen is viewed the beside image.
Commands available

- **YES** to activate the remote control
- **NO** to abandon



Confirming the activation of the remote control (e.g. remote control 1) on the screen is viewed the beside image.

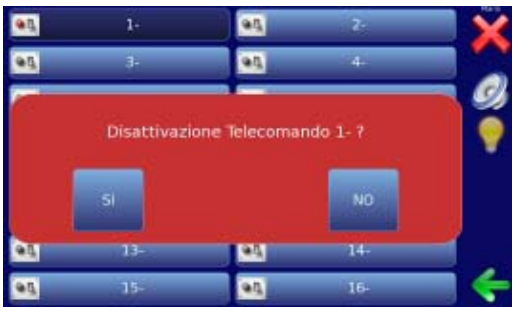
The circle icon on the left is viewed while the activation procedure is running.
Wait until the procedure has been completed.



Once the procedure has been completed, the remote control in question (e.g. remote control 1) is active.
The active remote controls are viewed with a different color (i.e. dark blue).

3.6.2 REMOTE CONTROL DEACTIVATION

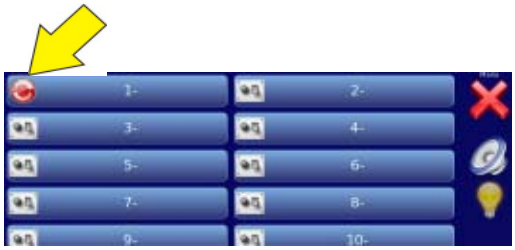
Touch the remote control to deactivate (e.g. remote control 1).



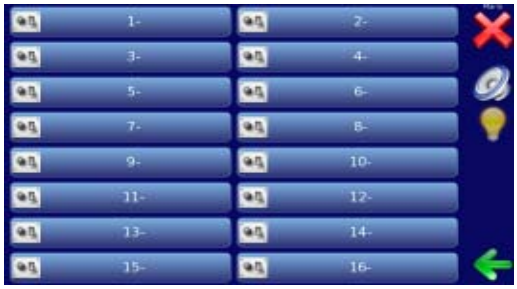
On the screen is viewed the beside image.

Commands available

- **YES** to deactivate the remote control
- **NO** to abandon



The circle icon on the left is viewed while the deactivation procedure is running.
Wait until the procedure has been completed.



Once the procedure has been completed, the remote control in question (e.g. remote control 1) is deactivated.

3.7 EVENTS

Touch **Events** to enter this environment.
On the screen are viewed all the events registered in the memory of the console and associated to the code composed or to the detected finger print.

Each icon represents a different type of event:

End of alarm (grey)

Beginning of alarm (yellow)

Hold-up alarm

Program disarming

Program arming

Program by-pass

Event with video stream + name camera

Activation of remote control (LED red)

Deactivation of remote control (LED grey)

Exclusion of zone

Reactivation of excluded zone

Installer events

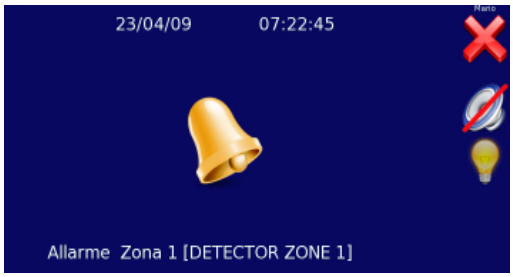
The Installer events icon permits viewing of all the access operations with codes/finger print which are normally hidden in the event environment.

The date and time of the recorded event and the description are always viewed for each event, e.g.:

Alarm Zone 1

Automatic disarming program 2

Event with photos registered by the camera 1



Touching an event, it is possible to view the additional information (if present) or to view the video stream to this event.

ZONE ALARM
For each zone alarm, date and time of the event as well as the zone name is shown.

AUTOMATIC DISARMING OF PROGRAM 2

ARMING BY USER 3

EVENTWITH VIDEO STREAM

A sequence of 8 photos is associated to each of these events.

- The 4th photo of the first line shows the event which has released the alarm.
- The first 3 photos show the situation recorded by the camera during the seconds right before the event.
- The 4 photos of the second line show the situation recorded by the camera during the seconds right after the event.

Touch one of this photos to view it in the full screen mode.

Commands available

Digital zoom in of the image (+)

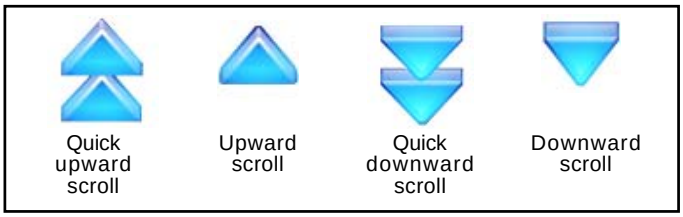
Digital zoom out of the image (-)

Return to the standard size of the image

NAVIGATION OF THE EVENT LOG

The events are viewed in chronological order starting from the newest event.
Navigate the event list using the below up and down arrows or simply scrolling the screen from the top to the bottom or vice et versa with a finger.
The events are listed in order of date and time.
Touch the screen again in order to stop scrolling.

NAVIGATION ICONS



3.8 VIEWING OF THE ZONES

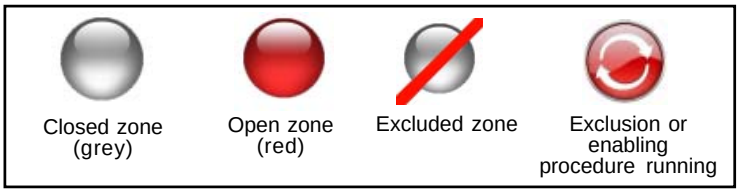
Touch **Zones** to enter this environment.

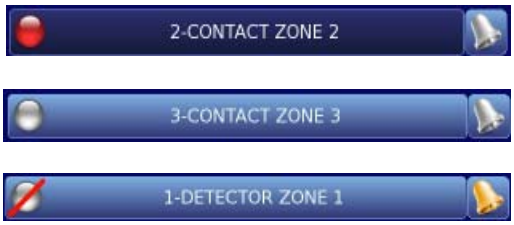
All the zones of the control panel are viewed. Each zone shows the following information:

- Status and name
- Zone alarm memory

STATUS AND NAME
Number and the name associated to the zone as well as its status.
The zone status is shown by the status indicators and by the color.

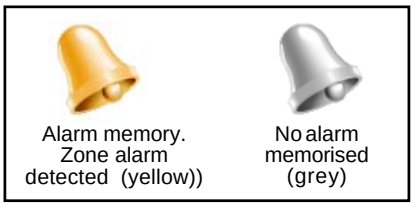
Status indicators





Color

- **Open zone**
  Trouble signaling.
  The open zone is viewed with a dark blue color.
- **Closed zone**
  OK.
  The closed zone is viewed with a clear blue color.
- **Excluded zone**
  Defines that the zone is voluntarily excluded from the alarm detection.



ALARM ZONE MEMORY
The bell is viewed on the right hand side and signals that a zone alarm has been detected. Touch the bell to view the alarms released during the last arming period.

3.8.1 VOLUNTARY PERMANENT EXCLUSION OF A ZONE

Touch the zone to be excluded (e.g. zone 1).
On the screen is viewed the beside image.

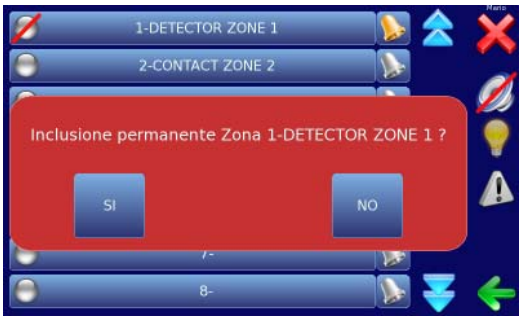
Commands available

- **YES** to confirm the permanent exclusion of the zone
- **NO** to abandon

Confirming the zone exclusion, on the screen is viewed the beside image.
The circle icon on the left is viewed while the exclusion procedure is running.

Wait till the procedure has been completed and the beside image is displayed.
The crossed circle icon on the left indicates that the zone has been excluded.

WARNING
The zone is excluded **(not controlled by the control panel)** until it is voluntarily included by the user.
The procedure of permanent exclusion of the zones must to be enabled by the installer during the system configuration.



3.8.2 VOLUNTARY RE-ENABLING OF A ZONE

Touch the zone to enable it again (e.g. zone 1).
On the screen is viewed the beside image.

Commands available

- **YES** to confirm the permanent inclusion of the zone
- **NO** to abandon

Confirming the zone inclusion, on the screen is viewed the beside image.
The grey circle icon on the left indicates that the zone is included again (i.e. is actived).

3.8.3 VIEWING OF THE OPEN ZONES

Touch the **Zone status** icon (red circle) on the right hand side to view the open zones only.
All the open zones are viewed.

This environment permits:

- **Exclusion of one of the open zones**
  Touch the zone to be excluded and follow the procedure § 3.8.1
- **Viewing of the alarm memory of the selected zone**
  Touch the bell to view the alarms memorised for the selected zone.

3.9 CAMERAS

Touch **Cameras** to enter this environment.
On the screen is viewed:

All the cameras controlled by the control panel are displayed by groups of 4.

NAME OF THE CAMERA
The number and the name associated to the camera is shown in the corresponding box of each camera.

The beside icon is shown in the center of each group of 4.

3.9.1 VIEWING OF A CAMERA

Touch the icon corresponding to the camera to view.

On the screen is shown what has been recorded by the selected camera.

3.9.2 VIEWING OF A GROUP OF CAMERAS

Touch the camera group icon to be select.

On the screen is viewed what has been recorded by the selected group of cameras.

3.10 SETTINGS

Touch **Settings** to enter this environment.

WARNING
The **Settings** function is displayed only if enabled by the installer upon system configuration.

3.10.1 VOLUME SETTING

Follow the procedure of § 3.2.2

WARNING
The installer can enable/disable this function with the icons and always display them when the console is in stand-by.

3.10.2 BRIGHTNESS SETTING

Follow the procedure of § 3.2.3

WARNING
The installer can enable/disable this function with the icons and always display them when the console is in stand-by.

3.10.3 DELETION/EXTRACTION OF PHOTOS FROM THE MEMORY

WARNING
This function can be enabled/disabled by the installer.
The photos deleted from the memory cannot be recovered.
Always act with prudence before deletion.

All the photos recorded after an alarm are stored in the memory of the console.
This memory is slowly filled.
When the memory is almost full, the installation automatically deletes the oldest photos in order to store the latest events.
See the deletion procedure to voluntarily delete part of the memory.

Touch the beside icon to enter the photo memory.

On the screen is viewed the beside image.

DELETION
Touch the basket icon to delete the photos stored in the memory starting from the oldest one.

COPY
Touch the USB icon to copy the photos onto the USB key starting from the oldest one.

3.10.4 INSTALLATION / REMOVAL OF USB KEY

WARNING
The USB key must be installed on the system before use.
To avoid data loss, **always** uninstall the USB key with the correct procedure before you remove it. Otherwise all the data will be lost.

INSTALLATION OF USB KEY
Touch the USB icon.
On the screen is viewed the beside image.

Insert the USB key into the USB port.
Touch **Proceed** to continue the installation procedure of the USB key.

Once the installation has been completed, on the screen is viewed the beside image.
The USB key is ready for use.

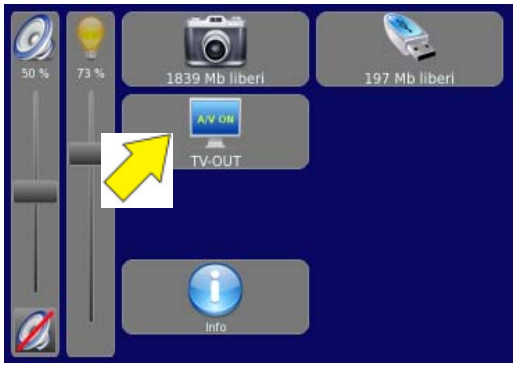
The remaining storage capacity is viewed.

REMOVAL OF USB KEY
Touch the USB icon.
On the screen is viewed the beside image.

Touch **Proceed** to continue the uninstall procedure of the USB key.

Once the key has been uninstalled, on the screen is viewed:
the USB key can be removed.

3.10.5 ENABLING OF THE EXTERNAL MONITOR OUTPUT (TV)



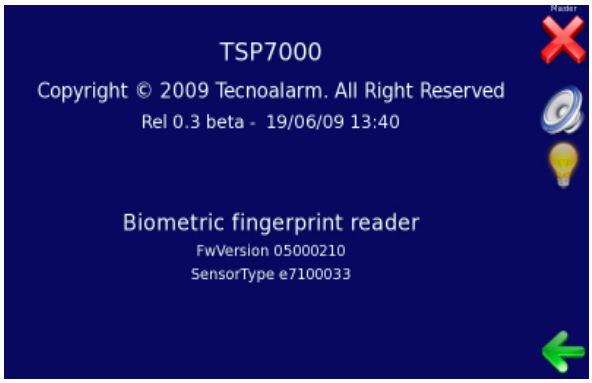
Touch the TV-OUT icon to enable the external monitor output.
The status of the external monitor output is viewed by the status indicators.

Status indicators
External monitor output enable, i.e. **active** (Audio + Video)

External monitor output disable, i.e. **not active**

3.10.6 SYSTEM INFORMATION

Touch **Info** to enter this environment.
On the screen is viewed the image here below.



On the screen are viewed all the information about the system:

Video console

- Name of the product — TSP7000
- Name of the producer — Tecnoalarm
- Firmware version — 0.3 beta
- Date/hour of release — 19/06/09 - 13:40

Biometric finger print reader

- Firmware version
- Type reader

3.11 FINGER PRINTS

Touch **Finger prints** to enter this environment.

WARNING
The **Finger prints** function is viewed only if previously enabled by the installer during the system configuration.

On the screen is viewed the beside image.
In the upper part are displayed all the options available in this environment.
Touch the command bar until the desired one is displayed.

Options available

- Reading of finger prints for the selected code
- Reading of "hold-up" finger prints for the selected code
- Deletion of finger prints for the selected code

NAME OF THE CODE
The number (xx) and the name (yyyyyyy) associated to the code are viewed at the end of the description.

FINGER PRINTS ASSOCIATED TO THE CODE
It is possible to associate max. 10 finger prints to each code (i.e. one finger print for each finger).
If the finger print **is** memorised, it is green colored (e.g. fingers 6 and 7 on the beside image).
If the finger print **is not** memorised, it is grey.

3.11.1 FINGER PRINT READING

Touch **Reading of finger prints code x - y** to start the procedure.
On the screen is viewed the beside image.

Touch the icon corresponding to the finger print to be acquired (number 1 to 10).

On the screen is viewed the beside image.
Commands available

- **YES** to start the reading procedure of the selected finger print
- **NO** to abandon

Confirming the start of the reading procedure, on the screen is viewed the beside image.

Reading of the finger print happens by swiping a finger (e.g. finger 7 in the beside image) from the top to the bottom of the reader.

WARNING
The system asks to repeat the finger print reading procedure 5 times (another 4 times).
This procedure permits an exact recognition of the finger print in the most of the operating conditions.

Swip the finger all the times the system requires it.

Repeat until the 5th correct reading.

After 5 correct readings, the system records the finger print corresponding to the selected finger (e.g. finger 7).
The recorded finger print is viewed with a green color as indicated by the beside image.

From this moment onwards, the user corresponding to the code 3 (e.g. Mario) can use the finger print of the recorded finger (e.g. finger 7) to access the functions associated to its code without compose its access code.

3.11.2 HOLD-UP FINGER PRINT READING

The hold-up finger print corresponds to the hold-up code composed on the control panel. This generates a silent alarm signaling (silent alarm) towards the control panel.
Touch **Reading of "hold-up" finger prints code x - y**.

On the screen is viewed the beside image.

Follow the procedure § 3.12.1

Once the acquisition has been completed, the user 3 (e.g. Mario) can use the selected finger print to release an hold-up alarm, if necessary.

3.11.3 FINGER PRINT DELATION

The Finger prints delation function permits to delete the finger print already recorded for the selected finger.
Touch **Deletion of finger prints code x - y.**
On the screen is viewed the beside image.

Touch the icon corresponding to the finger print to delete (it must be green colored).

On the screen is viewed the beside image.
Commands available

- **YES** to confirm deletion of the finger print of the selected finger
- **NO** to abandon

APPENDIX A

MAINTENANCE

A. MAINTENANCE

A.1 PROTECTION

In order to avoid permanent damages, do not install the TSP7000 video console in environments in which it could be exposed to high temperatures for a long period of time.
Prevent the TSP7000 video console from having contact with water or detergents as humidily could compromise the smooth functionning of the device.

A.2 HOW TO CLEAN THE CASING

The TSP7000 console is built using high quality materials and maintenance of the device requires some simple cleaning procedures.
To clean the casing (touch screen display excluded) use a soft and clean cloth, humidified with a non-aggressive detergent, then dry carefully in order to avoid that humidily enters by the slots of the casing.
Do not use chemical detergents and solvents which can damage the parts in plastic.
Do not use specific glasse or mirror cleaners nor any other types of detergent, spray, solvent, alcool, ammonia or abrasive.

A.3 HOW TO CLEAN THE TOUCH SCREEN DISPLAY

Clean the touch screen display with a soft and clean cloth.
Use water, isopropanol alcool or, if necessary, a glass and lens cleaner.
Apply the liquid on the cloth and delicately clean the touch screen display.

WARNING
For the maintenance of the display, use a non-corrosive and non-abrasive product, specifically designed for LCD displays or a glass cleaner.
Prevent the liquid from entering the casing by the slots.

TSP7000
USER MANUAL