

NICE HSTS2FR Era TOUCH Touchscreen

To perform the initial start-up proceed as follows (fig. 3):

- 01. Open the lid: press on point 1 and then push the bottom upwards (point 2);
- 02. Check that memory board A is there; if not insert it in the suitable slot (point 3);
- 03. Insert the batteries, observing the polarity shown (point 4);
- 04. Replace the bottom.



Upon start-up, the main screen appears on the display (fig. 4) which has three icons from where you can access the respective sub-menus.

To browse through the menu and the sub-menus, just touch the screen in correspondence to the desired icon.

Various screen models are available as well as several browsing icons. Before proceeding, get familiar with the screens and icons by consulting figures 4 and 5. Note – Some of the icons in this manual are only visible if the HSTS2 is used as an interface to control the HSCU2 series alarm control units. The icons associated with scenarios or command groups are shown below by way of example. The icons related to scenarios or command groups will be displayed only if associated during the configuration.



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To access the menu of the parameters to be edited, touch the icon *y* and then select the icon of the parameter to be edited.

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SCREEN To adjust the display's brightness level. Touch the keys \oplus or - to make the adjustment. To confirm, touch "OK".

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AUTO OFF To set the auto-off time of the touch screen keypad. Select the desired time. To confirm, touch "OK". Note – The item "Never" keeps the touch screen keypad always on. It is advisable to activate this option only if rechargeable batteries are used, which are regularly charged; e.g. by using the HSTSA1 accessory.

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RECHARGE To enable the battery recharging function if rechargeable batteries are used. **Caution!** – Do not recharge non-rechargeable batteries. This operation could damage the touch screen keypad. **Select the desired item. To confirm, touch "OK".**

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LINK To add or delete the association of the touch screen keypad to an alarm system control unit (see chapter 5).

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VOLUME To adjust the volume level.

Touch the keys + or - to make the adjustment. To confirm, touch "OK".

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MOTION To enable the movement sensor to allow the keypad to turn on by a simple movement. The sensor is not active if the touch screen keypad has been turned off with the ON/OFF key. Select the desired item. To confirm, touch "OK".



CLOCK To set the date and time. If the keypad is associated with the alarm control unit, this icon will not be visible and the date and time set in the alarm control unit will be displayed (see paragraph 5.7.1).



LANGUAGE To configure the language of the touch screen.



FIRMW. To display the firmware version of the touch screen keypad.



RESET To delete all the content of the touch screen keypad's memory. **Important!** – The function does not delete: the parameters contained in the control unit, the association of the touch screen with the control unit (see paragraph 5.4 - Programming the "Alarm system" instruction manual).

Select the desired item. To confirm, touch "OK".

USING THE TOUCH SCREEN KEYPAD AS 4 REMOTE CONTROL FOR AUTOMATION UNITS

The touch screen keypad can command the automation units of the Nice range (gates, doors, curtains, shutters, lights, etc.) compatible with the FLOR encoding (compatible with the Opera system), up to a maximum of 99 automation units. Each of them can be assigned a specific name (e.g.: "Kitchen"), the category you wish the automation unit to belong to (e.g.: "Blinds") and the commands to be associated (e.g.: "Up, Stop, Down"). It is possible to define: - groups: to command automation units of the same type at the same time; - scenarios: to manage various automation units and alarm system; - timer: for the automatic execution of groups or scenarios

Creating an automation unit in the touch screen:

01. Turn on the touch screen keypad and touch the "Domotics" icon in the main screen (fig. 6);

02. Touch the icon "Automations" (fig. 7);

- 03. Scroll through the icons using the scroll bar to the side;
- 04. Touch and then "Automations";

05. In the appearing list select "Automation 01" and in the following screen (fig. 8) touch:

Name" to write the name of the automation unit (e.g. "Entrance Gate"); "Type" to select one of the three types the automation unit to be commanded belongs to (GATES - BLINDS - LIGHTS); "Commands" to associate the commands envisaged for the automation unit to be commanded (STANDARD - CUSTOM 1 - CUSTOM 2 06. Confirm with "OK".

The one just created will be shown in the automation unit list. Repeat the procedure to create the other automation units. The automation units created until now will be available in the lists associated with the icons which characterise their type (fig. 9):

6 Main menu 05/10/2011 06:18 05/10/2011 06:18 0 0 0 0 0 0 0 0 0 0 0 0 0	Dornotica ← ⊡ 05/10/2011 05:47
8 Rutomation 01 (Commandes) Type Commandes Standard OK	9 Shortcut keys Key 1 Key 2 Key 3 Key 4 OK