



# **adorne™ Wireless Video Intercom Kit (P/N AI6100M1)**

# **adorne™ Wireless Video Room Unit (P/N AI6000M1)**

User's Guide

1308223 REV. A



## Certifications

### **FCC Notice - FCC ID: YV8-202650 (Door Unit) and YV8-202662 (Room Unit)**

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

**Caution:** Any changes or modifications to this device not explicitly approved by Legrand could void your authority to operate this equipment.

### **Canadian Department of Communications - IC: 9922A-202650 (Door Unit) and 9922A-202662 (Room Unit)**

This device complies with Industry Canada license-exempt RSS standard(s). Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communications.

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## A. Introduction

The Legrand adorne™ Wireless 2.4GHz Video Intercom Kit (see **Figure 1**), is an advanced wireless-based video intercom system consisting of a Video Door Unit and up to three Video Room Units. The **AI6100M1** Wireless Video Intercom Kit consists of the Video Door Unit and one Video Room Unit packaged together. Up to two additional Video Room Units (**AI6000M1**) can be ordered separately to create a maximized system.

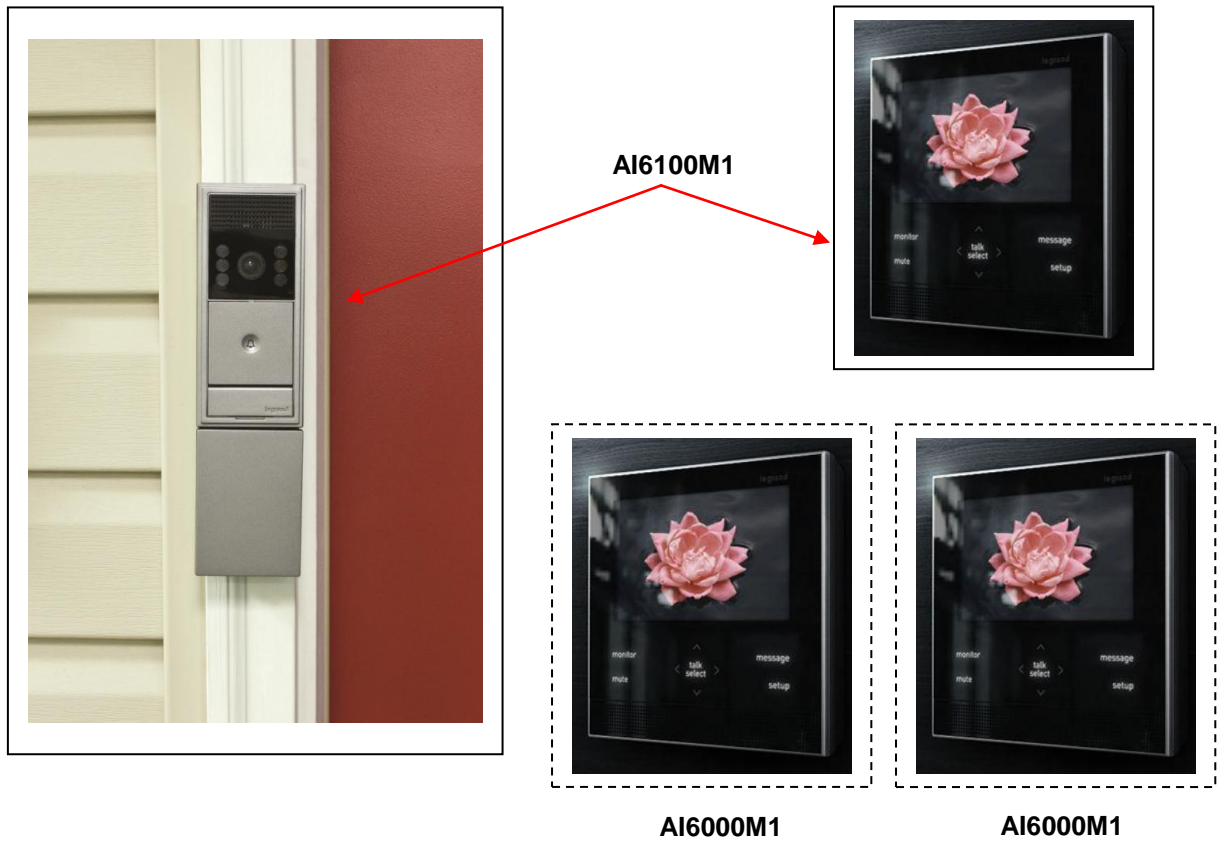


Figure 1

## B. System Components Overview

### System Components

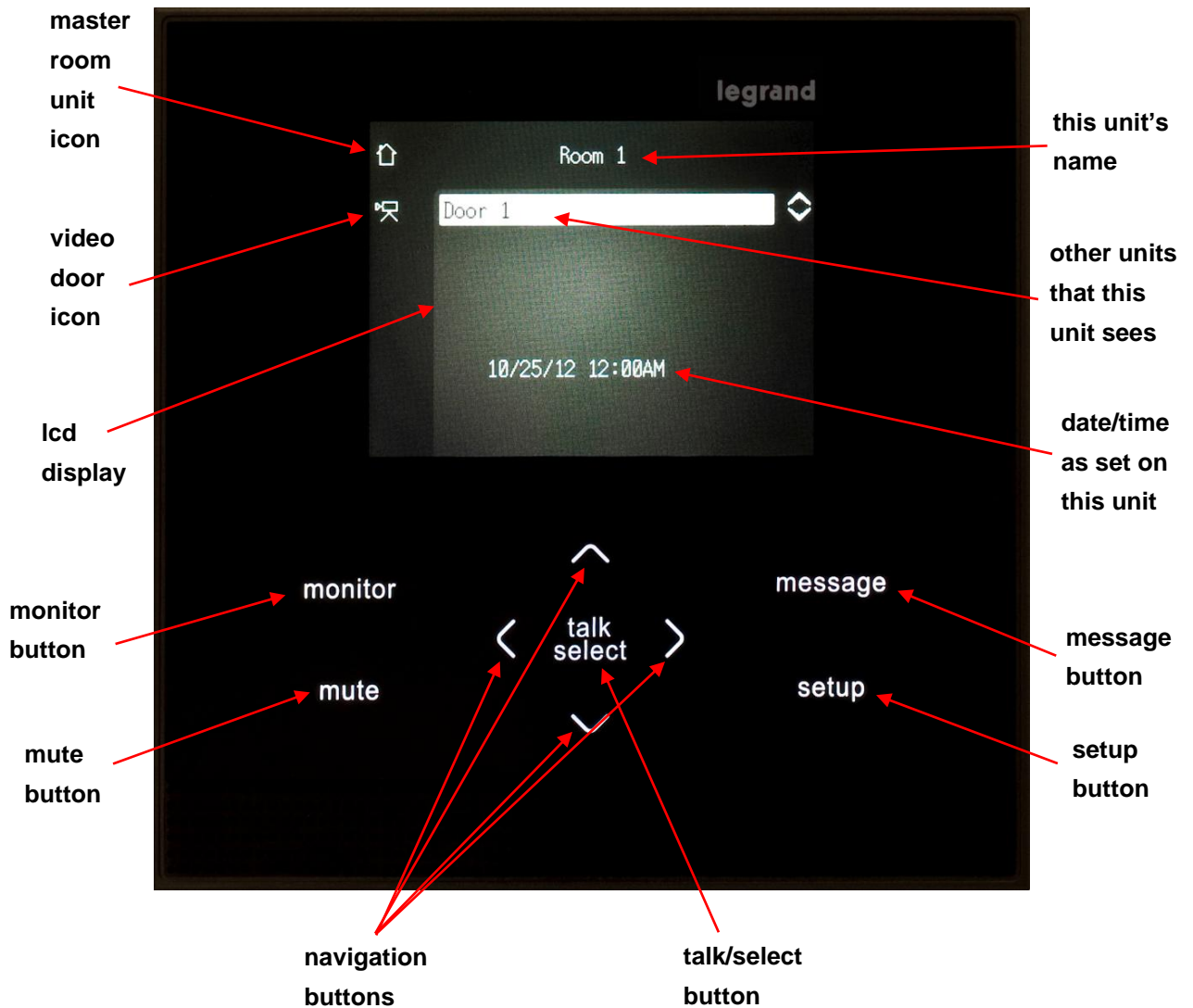
The following components are typically utilized to make up the AI6100M1 Wireless Video Intercom Kit (see **Figure 2**).

Figure 2



- **Wireless Video Door Unit:** The Video Door Unit may be powered by existing doorbell power (16-20V AC), and in that case, mounted on the door frame, or may be powered by an included battery unit, which enables the Video Door Unit to be door frame or center of door mounted. The battery option requires six AA batteries (not included), which should provide for six months of typical operation. All installation components for each style of operation are provided, including angled door frame mounting brackets, a flat center-of-door mounting bracket and a doorbell power kit.
- **Wireless Video Room Unit:** The Wireless Video Room Unit comes with its own AC adapter for power, a wall mount bracket for wall mounting and a folding stand for table top use. The Room Unit supports three languages (English, French and Spanish), and has several built in features for system personalization, including 88 Room Names, 19 Door Names, 7 GUI Menu Themes (background/text colors) and 18 Doorbell Tones. Room Units also support messaging, so that the delivery man can leave a message saying a package has been left, or when multiple Room Units are employed, messages can be sent to other Room Units to announce when dinner is ready. The maximum wireless range of the system is up to 200ft. line of site or up to 75ft. obstructed.

## C. User Interface Overview



There can be only one Master Room Unit in a system, whether it is the only Video Room Unit, or if there are multiple Video Room Units. It is typically the first Room Unit powered on and configured.

The Master Video Room Unit is the only Room Unit that can create custom Door Greetings or retrieve a message left at the Door Unit.

Video Room Units that are not the Master Unit have no icon.

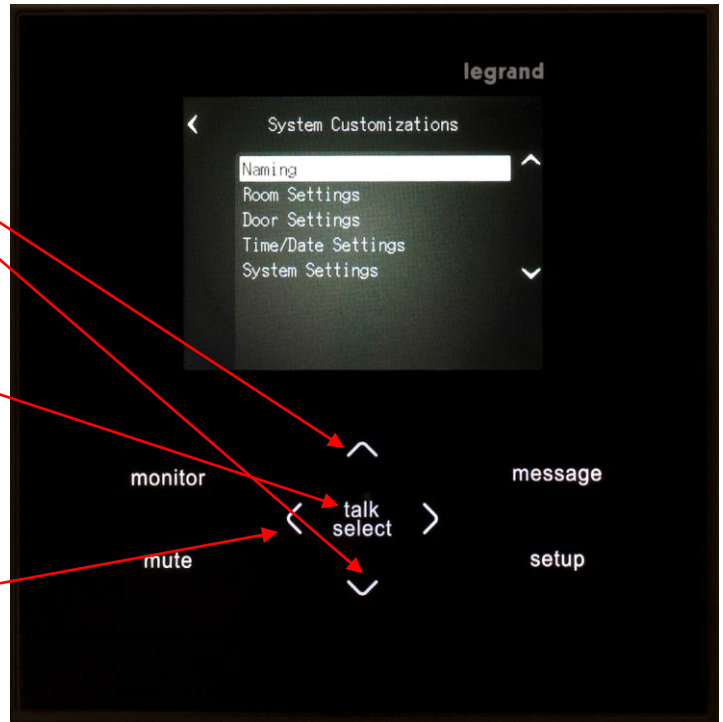
There are also several icons discussed later that appear just to the left of the Unit name, such as Busy, Monitor, Mute, etc. that indicate the status of a particular Unit

## 1. How to Navigate the User Interface:

Press Up/Down Navigation Buttons to move the highlight to a different selection.

Press the TALK/SELECT Button to see the highlighted selection's sub-menu (or answer the Door).

The Left Navigation Button acts as the Back Button.

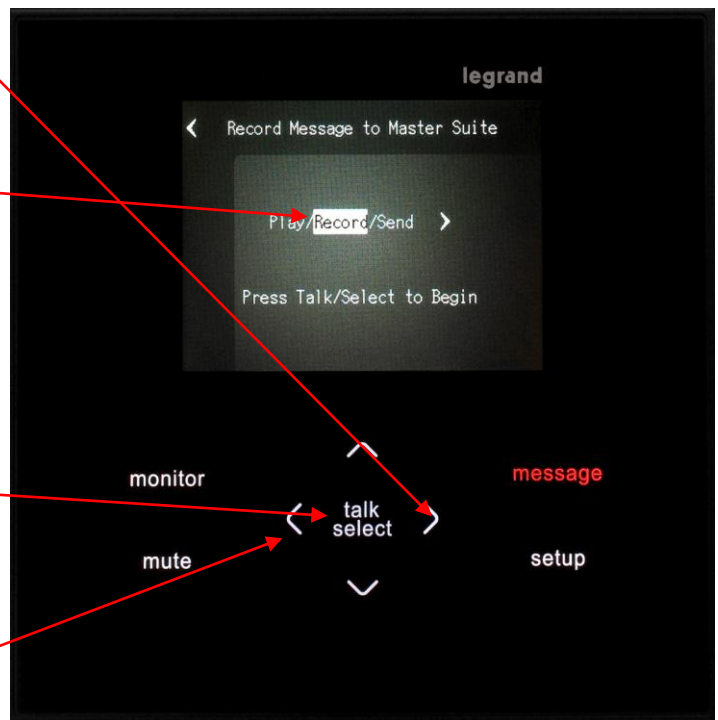


The Left and Right navigation Buttons are also used when not performing another function to lower and raise the volume of the Video Room Unit.

The Right Navigation Button is used to move the highlight to select a different function. In the example shown, we've stopped on "Record" to record a message to the Master Suite.

Press the TALK/SELECT Button to Begin recording.

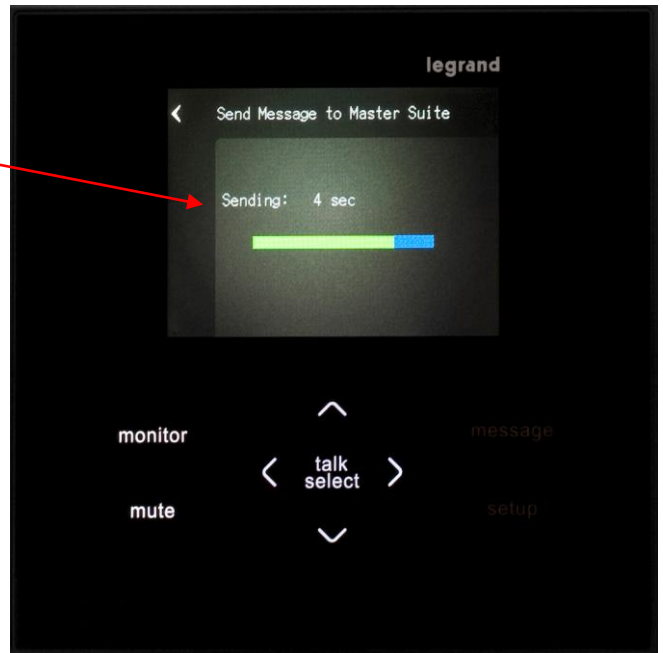
Again, the Left Navigation Button Acts as the Back Button.



## 2. Pop-up Style Message Screens:

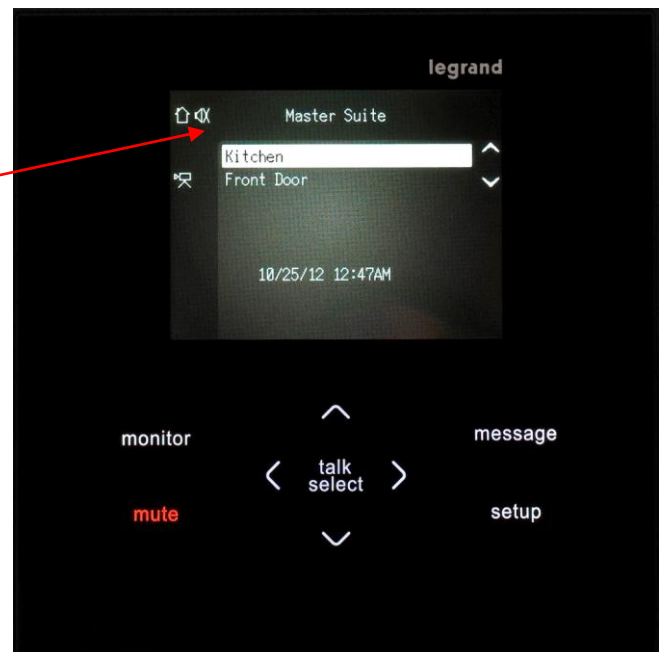
Depending on the operation, the display may be replaced by a Pop-Up Message (sending a message to the master suite in this case).

The most common one of these is initiated when the Left or Right Buttons are pressed from an otherwise idle Room Unit (as previously discussed, it's used to adjust the Room Unit's volume).



## 3. Additional Icons on the Display:

When a Room Unit is placed in Mute or Monitor mode, icons are added to the Room Unit to show the status of a particular Unit (in this case, the master suite user has placed his Room Unit in Mute).





## D. System Personalization

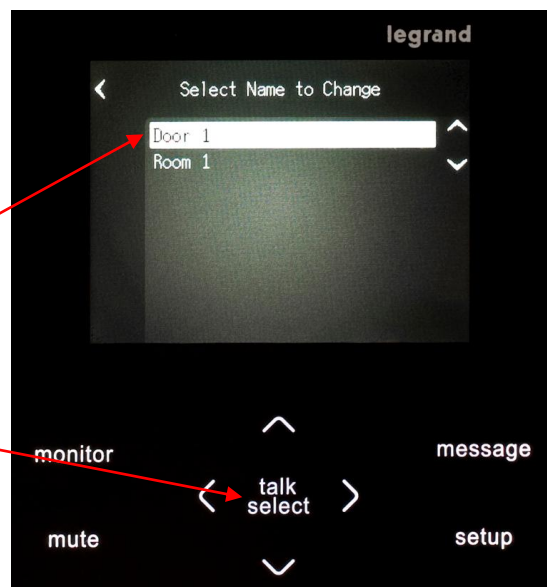
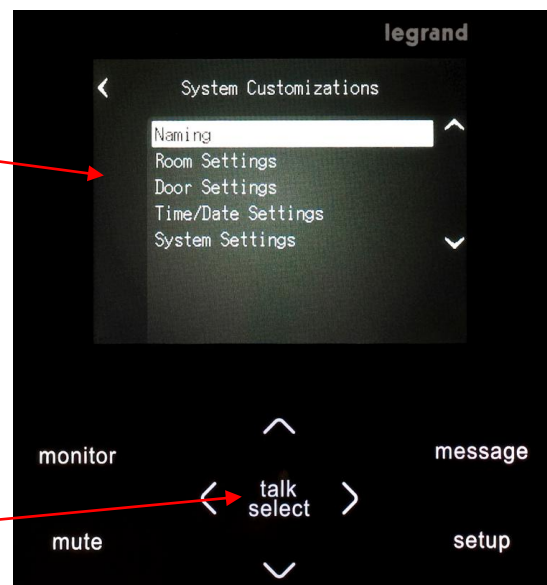
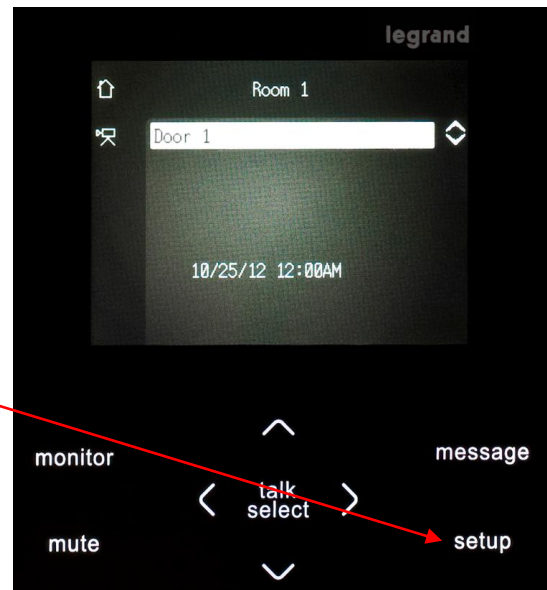
The following section explains how to use any Wireless Video Door System Room Unit to personalize the system. Start by pressing the Setup Button on the Room Unit.

Pressing the Setup Button takes you to this screen, where you can Name the Room and Door Unit, change Room and Door Settings, set the Time and Date Settings and adjust the System Settings.

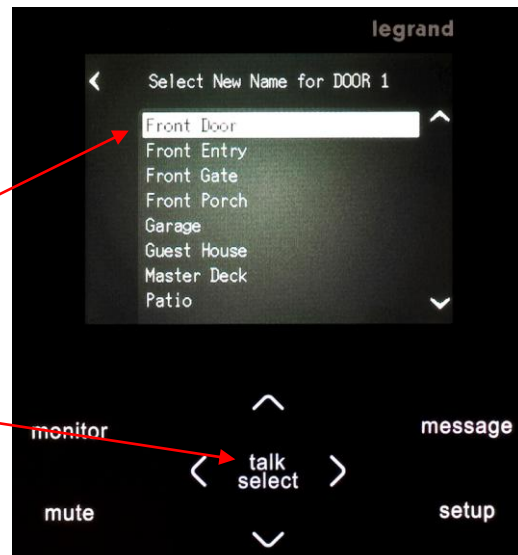
### 1. Choosing Unit Names

Leave the "Naming" selection highlighted and press the Talk/Select Button to begin the unit naming function.

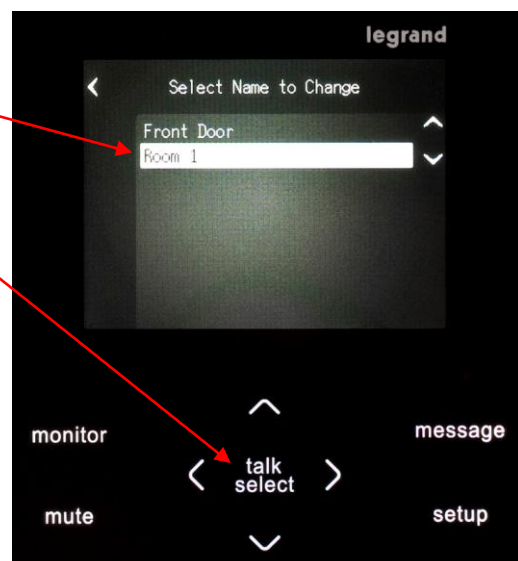
Leave the "Door 1" selection highlighted, which is the default name for Door Unit and press the Talk/Select Button.



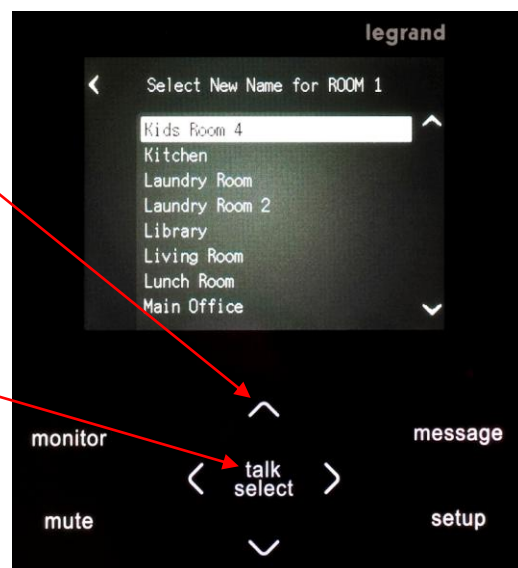
You are shown a list of 19 possible Door Unit names. Use the Up and Down arrows to navigate the list. Once you see a name you want to use, with that name highlighted (Front Door in this case), press the Talk/Select Button to select that name for your Door Unit.



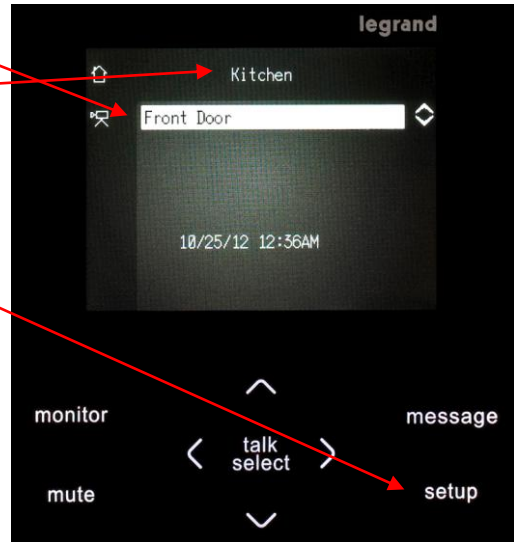
Now that we've named the Door Unit, highlight the default name of the Room Unit (Room1) and press the Talk/Select Button.



You are shown a list of 88 possible Room Unit names. Use the Up and Down arrows to navigate the list. Once you see a name you want to use, with that name highlighted, press the Talk/Select Button to select that name for your Room Unit.

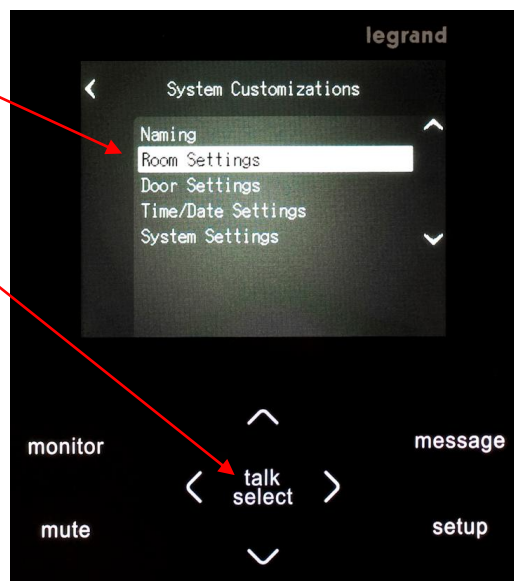


As you can see, both our Door Unit and our Room Unit now have names. Press "Setup" to continue personalization.



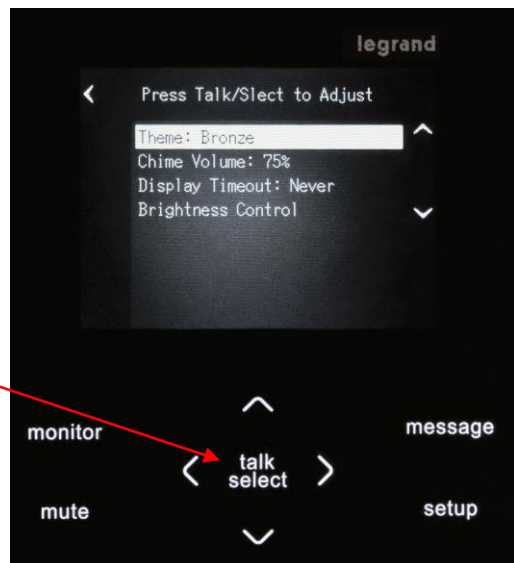
## 2. RoomSettings

To further personalize our Room Unit, highlight "Room Settings" and press Talk/Select.

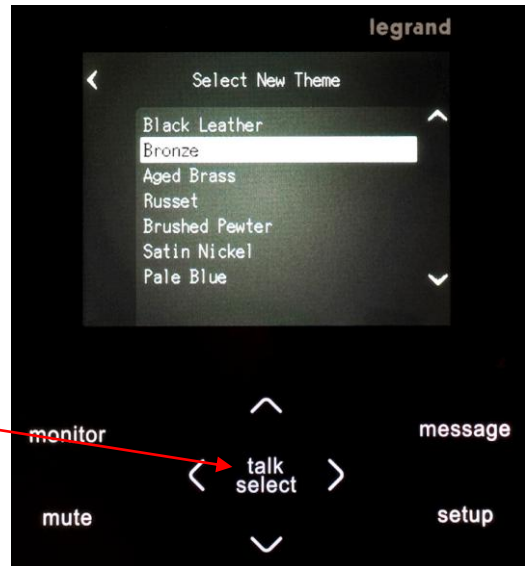


On this screen you can select to adjust this Room Unit's Theme (background/text colors), its Chime Volume, its Display Timeout, or its Brightness.

With the Theme highlighted, press Talk/Select.



There are 7 different Themes that may be selected. You may want to try several of them to see which one you prefer. For this document, we'll stick with Bronze, which has a pretty good contrast for printing. If you want to change Themes, just use the Up/Down arrows to select the Theme and press Talk/Select to lock in your new Theme.



From the Room Settings screen, select Chime Volume and press Talk/Select when you want to increase or decrease the volume of the doorbell chime as it is played on this Room Unit.



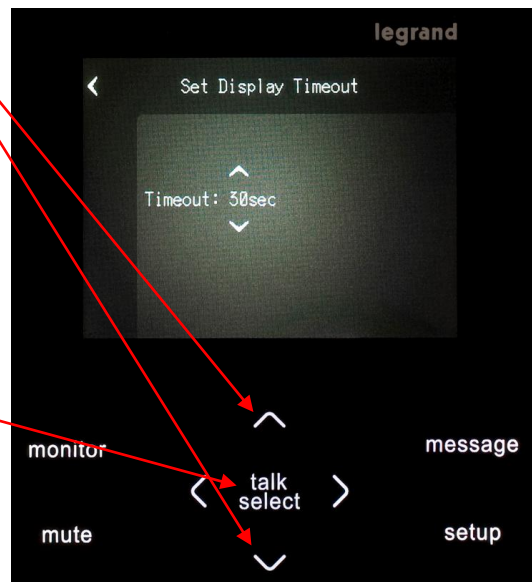
Use the Up / Down arrows to adjust the chime volume. Each press adjusts the volume 5%. When you get the volume level you want, you can press the Left arrow, or the Talk/Select Button to lock that volume in for this Room Unit.



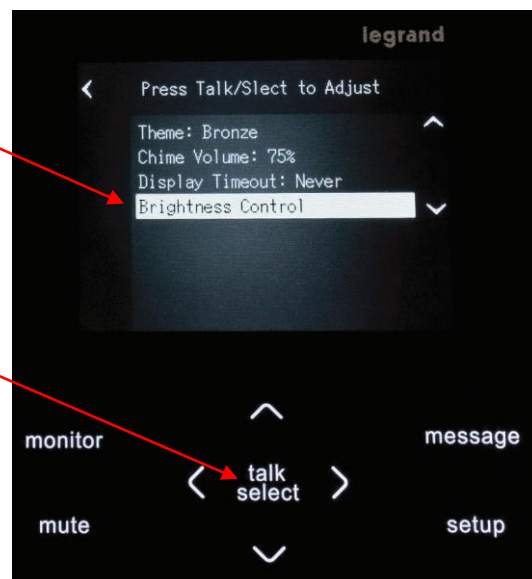
From the Room Settings screen, highlight the “Display Timeout” selection and press the Talk/Select Button.



Use the Up / Down arrows to adjust the amount of time before the Display goes inactive when the Unit is no longer being operated. The choices are 30 seconds, 1 minute, 2 minutes, or Never. After selecting your preferred timeout, press the Talk/Select Button to lock in your setting.



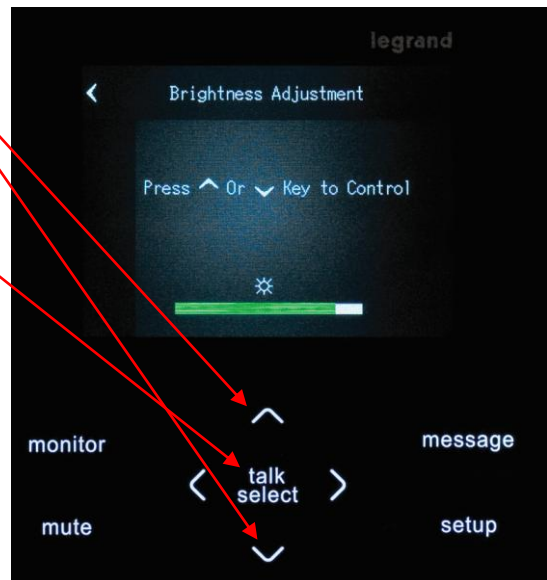
From the Room Settings screen, highlight the “Brightness Control” selection and press the Talk/Select Button.





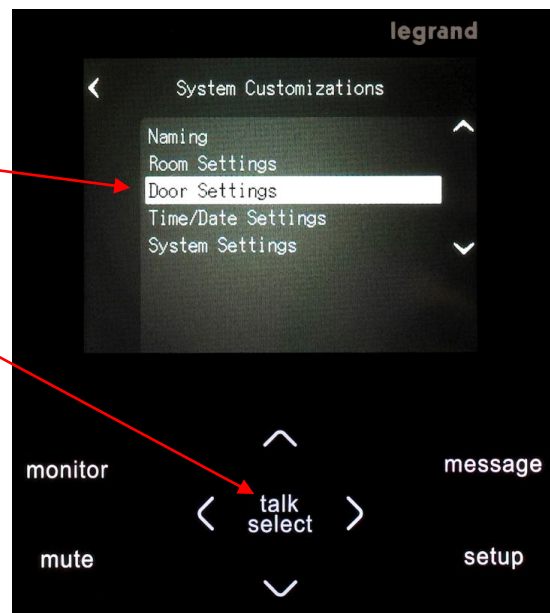
Use the Up / Down arrows to adjust the level of screen brightness.

After selecting your preferred brightness, press the Talk/Select Button to lock in your setting.

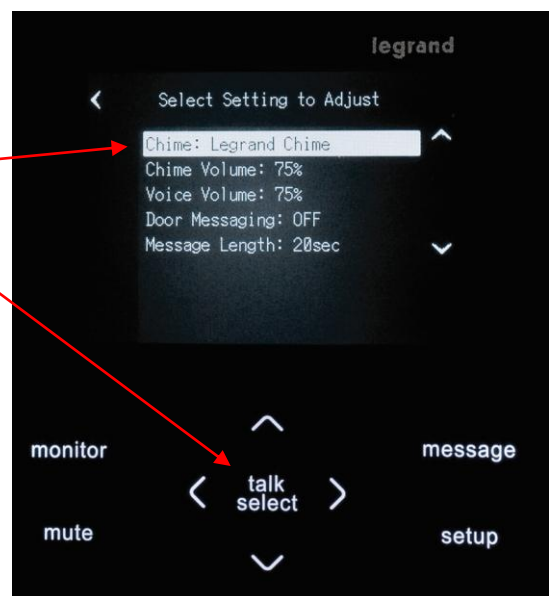


### 3. Door Settings

From the main Setup screen, highlight Door Settings and press the Talk/Select Button.



To select one of the 18 provided door chimes, simply highlight the existing "Chime" and press the Talk/Select Button.



As you use the Up / Down arrows to select a different chime, the chime will play at this station, so that you can hear each selection. When you are satisfied with your selection, press a Left arrow or the Talk/Select Button to lock your selection in.

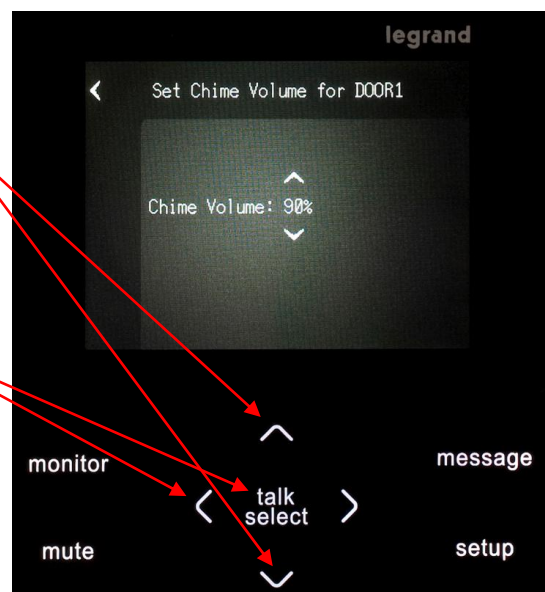
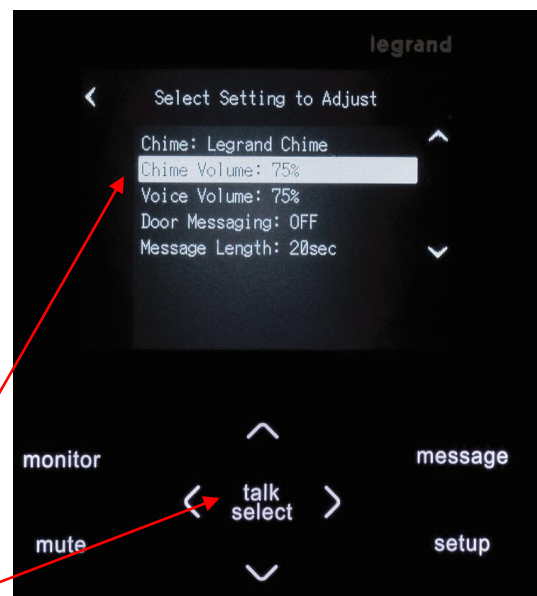
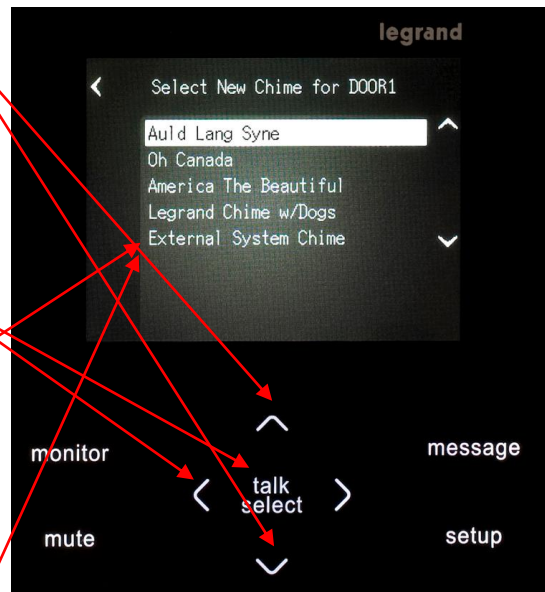
Notice that there is a selection (the last one) for customers who prefer their existing doorbell chime to any of Legrand's. In that case, their chime sounds instead of any of the Legrand chimes, but the system still works the same.

**⚠ WARNING:**

If you select “External System Chime” (and are using existing doorbell wiring to provide system power), there **MUST** be an external door chime attached to the doorbell wiring system.

From the Door Settings screen, the next item is for “Chime Volume”. Highlight the “Chime Volume” selection and press the Talk/Select Button.

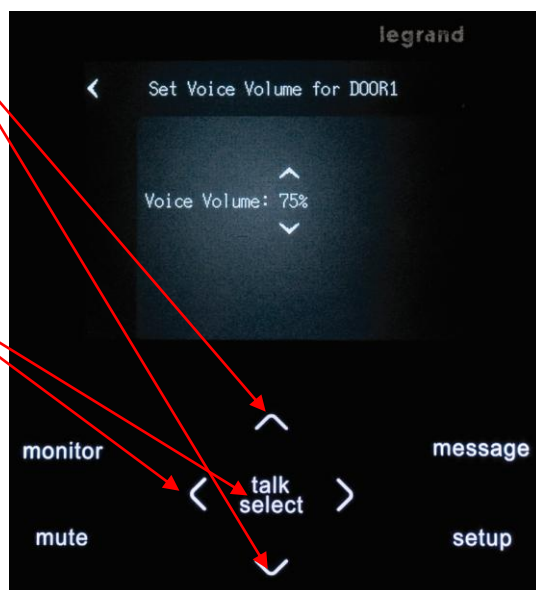
Use the Up / Down arrows to select the Door Chime volume. Each press adjusts the volume 5%. When you get the volume level you want, you can press the left arrow, or the Talk/Select Button to lock that volume in for that Door Unit



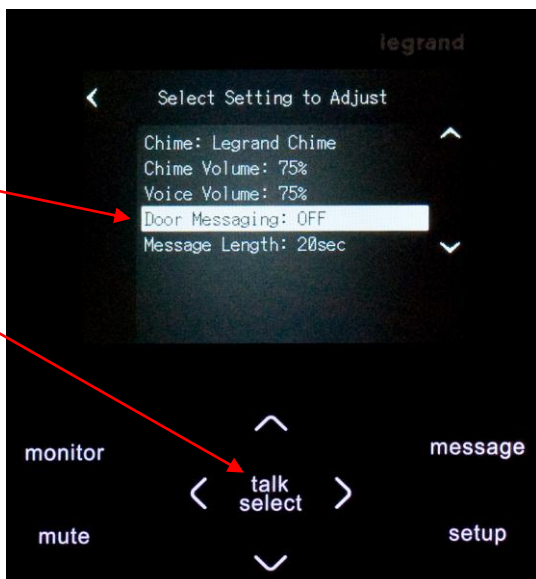
From the Door Settings screen, the next item is for “Voice Volume”. Highlight the “Voice Volume” selection and press the Talk/Select Button.



Use the Up / Down arrows to select the level of Voice Volume. Each press adjusts the volume 5%. When you get the volume level you want, you can press the left arrow, or the Talk/Select Button to lock that volume in for that Door Unit

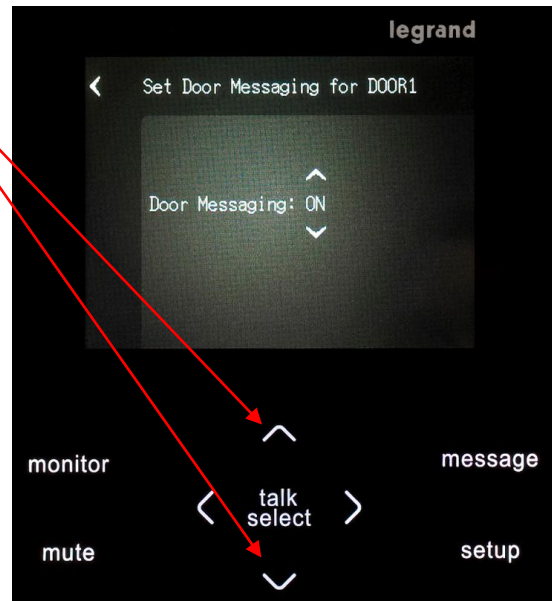


From the Door Settings screen, the next item is for Door Messaging. Highlight “Door Messaging” and press the Talk/Select Button.

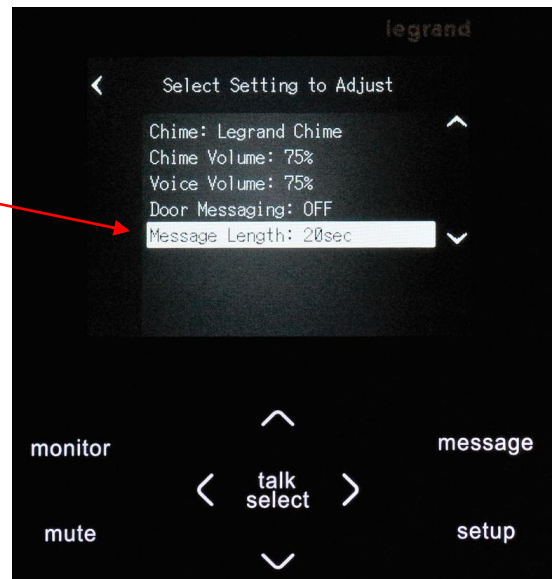




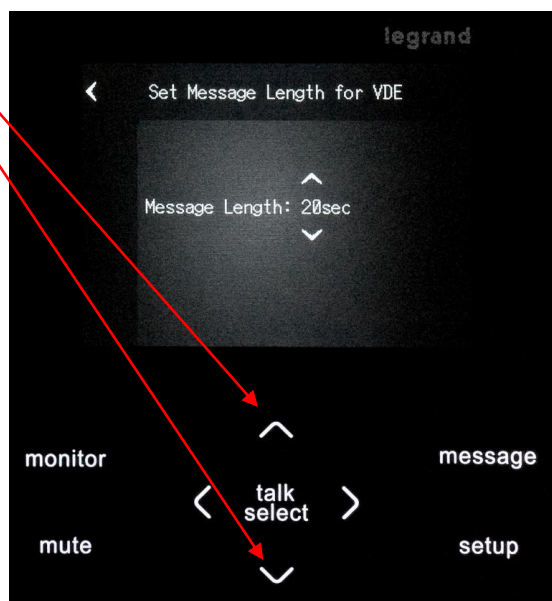
Use the Up / Down arrows to select either "ON" or "OFF" (default is "OFF"). Press the Left Arrow or Talk/Select to lock in your choice. When "ON" is selected, a prompt will play 25 seconds after someone presses your doorbell, and no one answers. The prompt will instruct the visitor to press the doorbell button to leave a message for the homeowner.



Select Message Length and press Talk/Select to adjust the door message length.

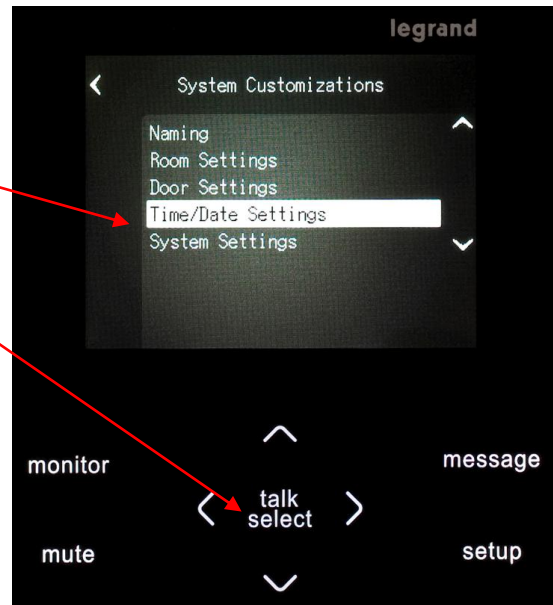


Use the Up / Down arrows to adjust the message length to "15, 20 (default), 25 or 30sec.". Press the Left Arrow or Talk/Select to lock in your setting. NOTE: If the visitor doesn't press the doorbell within 10 seconds after the Door Prompt plays, the Door Unit returns to normal operation.

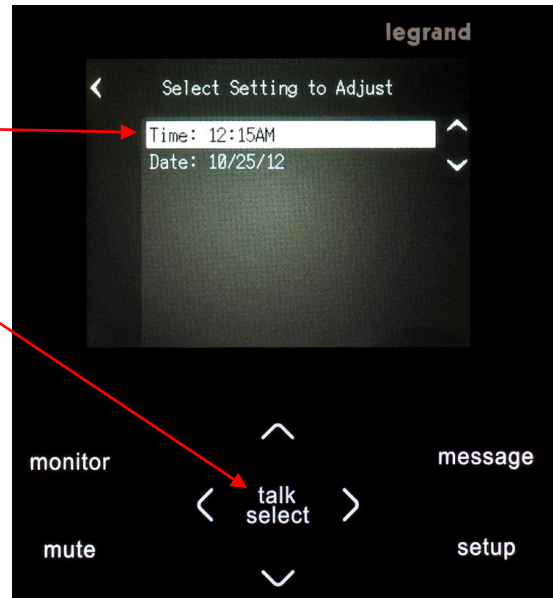


#### 4. Time/Date Settings

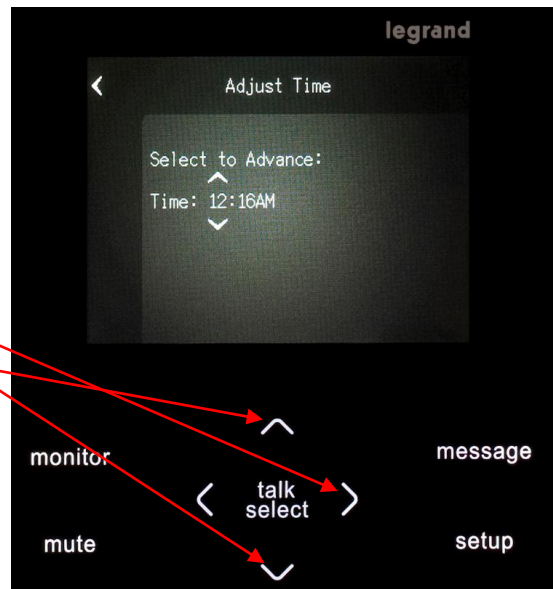
From the main Setup screen, highlight "Time/Date Settings" and press the Talk/Select Button.



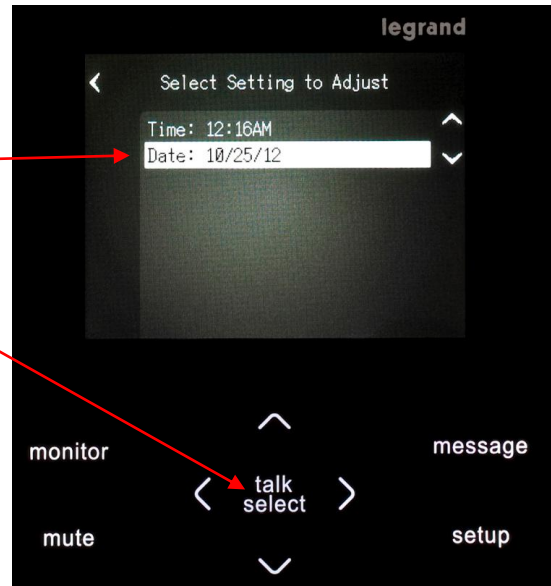
To adjust the time of day, highlight the "Time" line and press the Talk/Select Button.



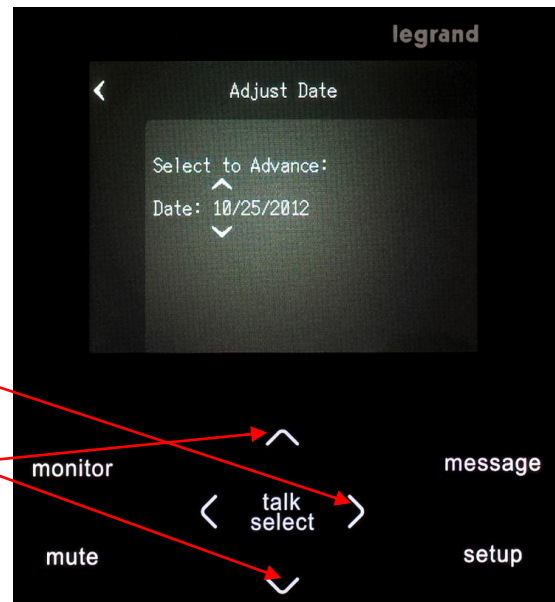
Use the Right arrow or Talk/Select to switch between hours and minutes, and the Up / Down arrows to adjust the setting. Press the Left Arrow to lock in the setting.



To adjust the date, highlight the "Date" line and press the Talk/Select Button.

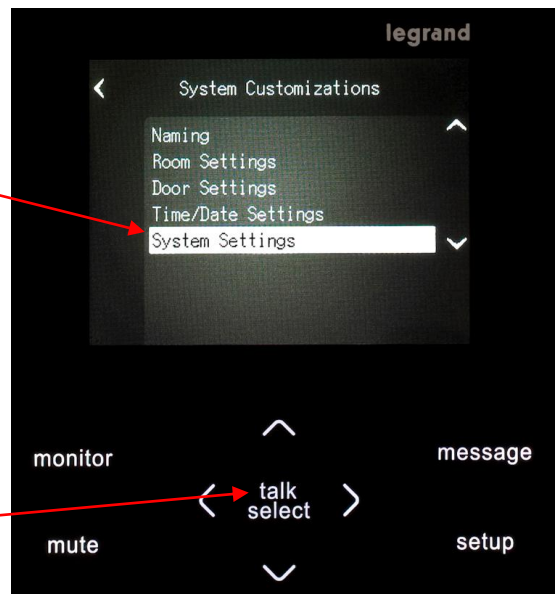


Use the Right arrow or Talk/Select to switch between month, day and year, and the Up / Down arrows to adjust the setting. Press the Left Arrow to lock in the setting.

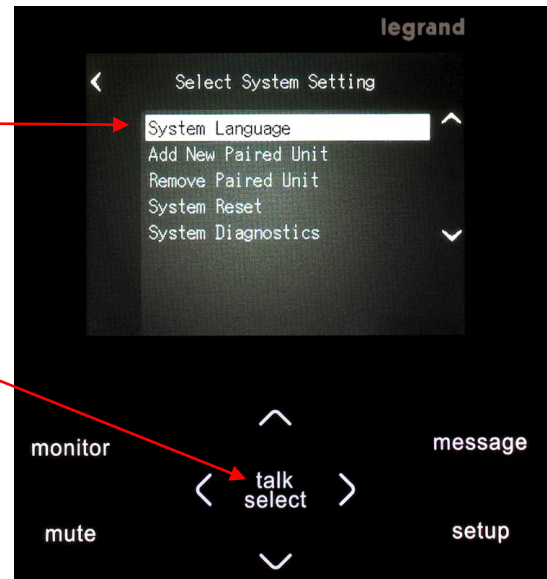


## 5. System Settings

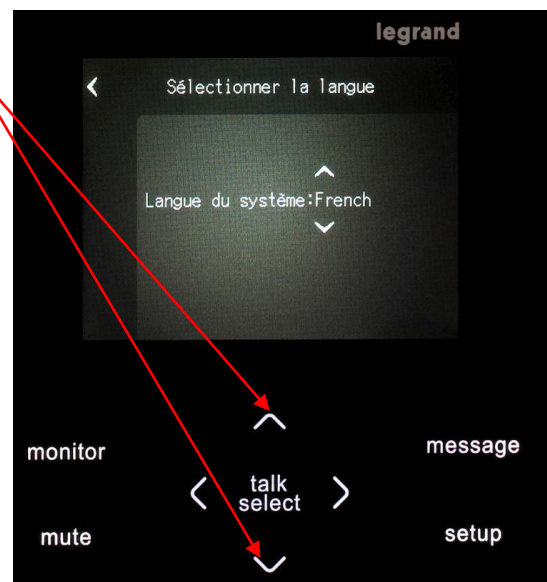
The last item on the main Setup menu is "System Settings". It includes an area to set one of three languages to be displayed, areas to add or remove another Room Unit, an area to initiate a System Reset, and an area to run System Diagnostics. To go to the System Settings screen, highlight the "System Settings" line and press the Talk/Select Button.



To select which one of three languages you want displayed, highlight the "System Language" line and press the Talk/Select Button.



Use the Up / Down arrows to select which language (English, French, or Spanish) the Room Unit will utilize. Press the Left Arrow or Talk/Select to lock in the setting.



## E. System Configuration

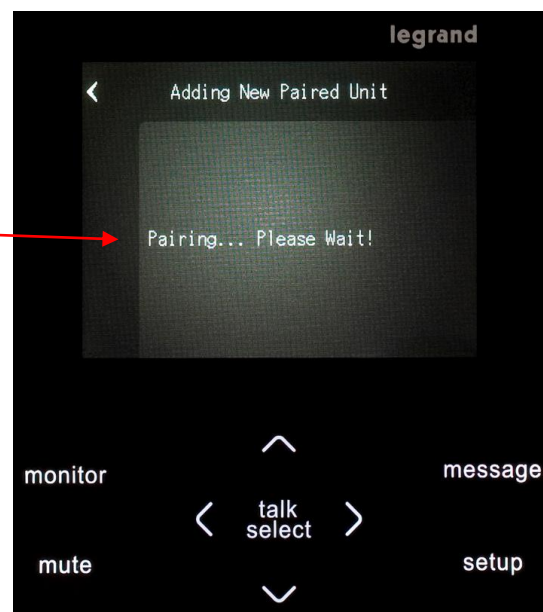
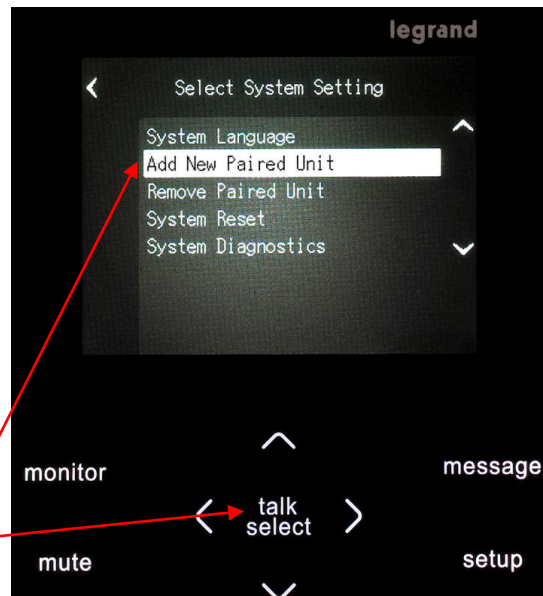
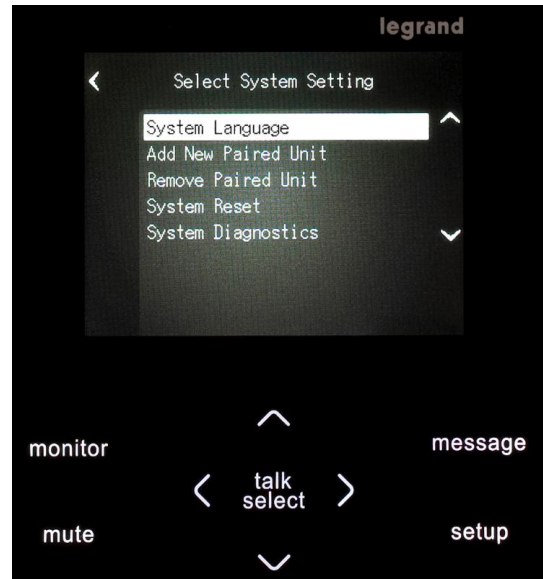
The following section includes information on adding and removing additional Room Units, performing System Diagnostics, and performing a System Reset.

### 1. Adding Another Video Room Unit (or Door Unit to a reset Master Room Unit)

To add an additional Video Room Unit (or Door Unit to a reset Master Room Unit), plug in the AC adapter of the new Video Room Unit (or power the Door Unit). The new Unit should be beeping twice at a regular interval. On the original Room Unit (the master Unit with the little house next to his name), highlight the “Add New Paired Unit” line and press the Talk/Select Button.

The master Unit will then beep three times to indicate it has paired with the new Unit.

During the pairing operation, a Pop-up screen will let you know that the new unit is indeed being paired.

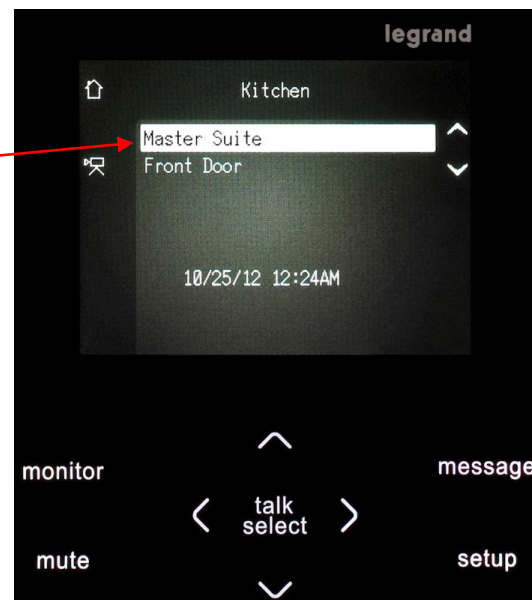
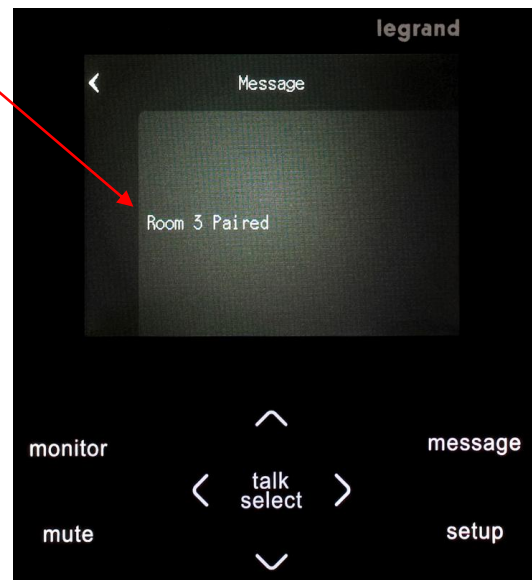




When the pairing operation is complete, a different Pop-up screen will tell you that the new unit (Room 3 in this example) has been paired.

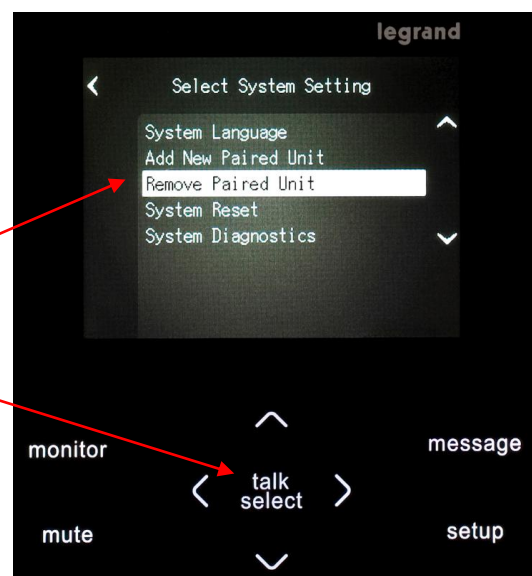
Remember, you'll need to name that new unit and decide on any other personalization (see previous section) that you may want to do.

Here is an example of a system with two Video Room Units and one Door Unit. In this case, you are in the Kitchen (the master Unit) and you have added a unit and named it Master Suite.

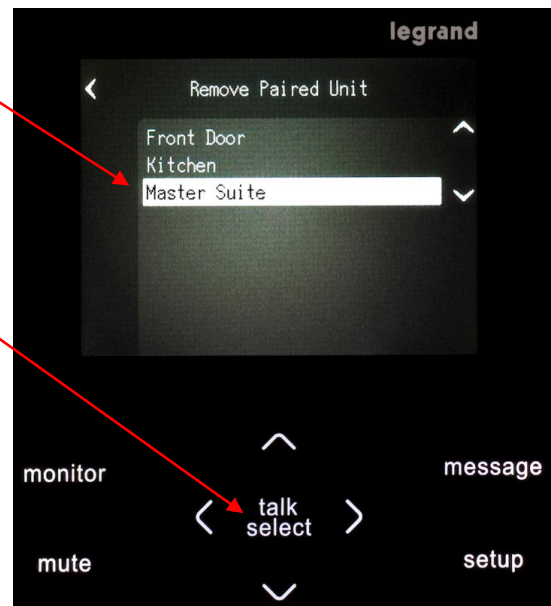


## 2. Removing a Video Room Unit (or Door Unit)

To remove a Video Room Unit (or Door Unit) from the system, on the master Video Room Unit, highlight the "Remove Paired Unit" line and press the Talk/Select Button.

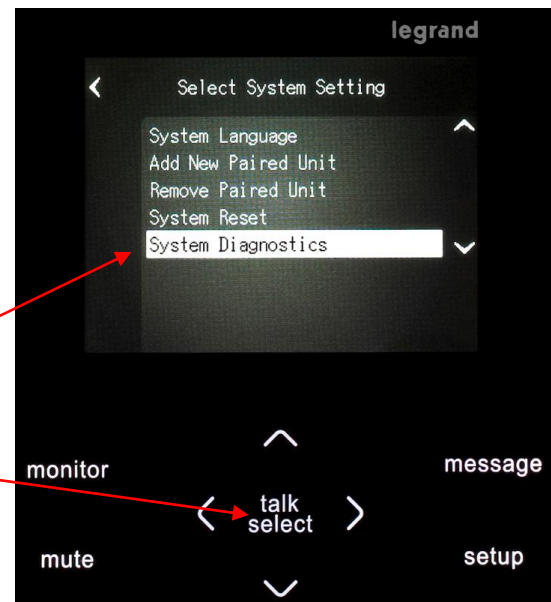


The next screen will show you all the units, and you should highlight the name of the unit that you want to remove (in this case Master Suite). Press the Talk/Select Button to complete the removal.

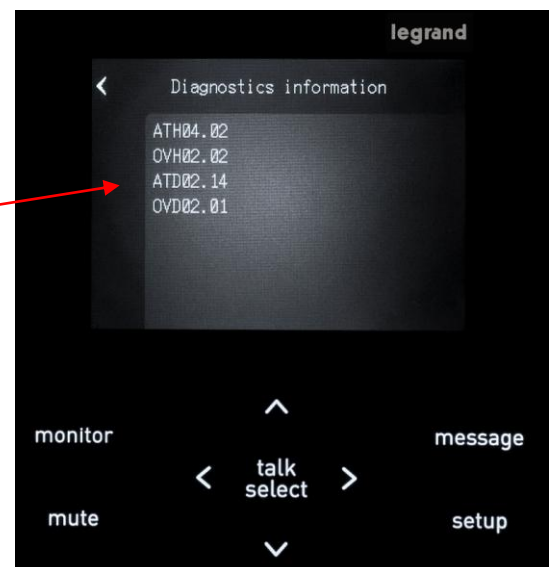


### 3. System Diagnostics

If you are having issues with your Legrand Wireless Video Intercom System, Legrand Tech Support may ask you to run system diagnostics to help them remotely diagnose the issue. In that case, from the SetUp/Systems Settings screen, highlight the "System Diagnostics" line and press the Talk/Select Button.



After the diagnostics have run, a Pop-up screen will appear with the results of the diagnostics. Legrand Tech Support will most likely have you read off the information that is presented on the screen.



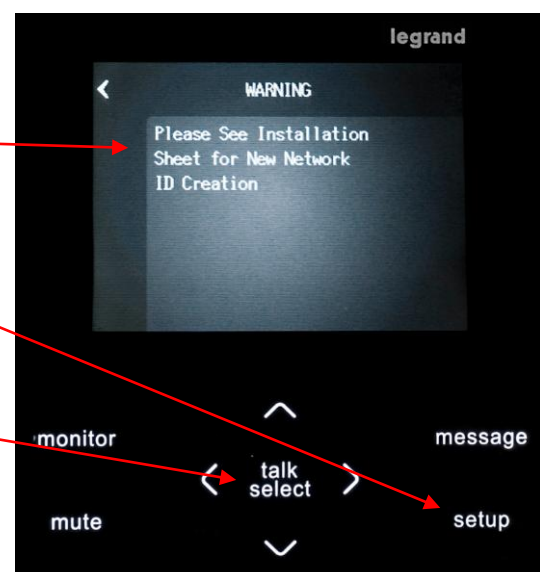
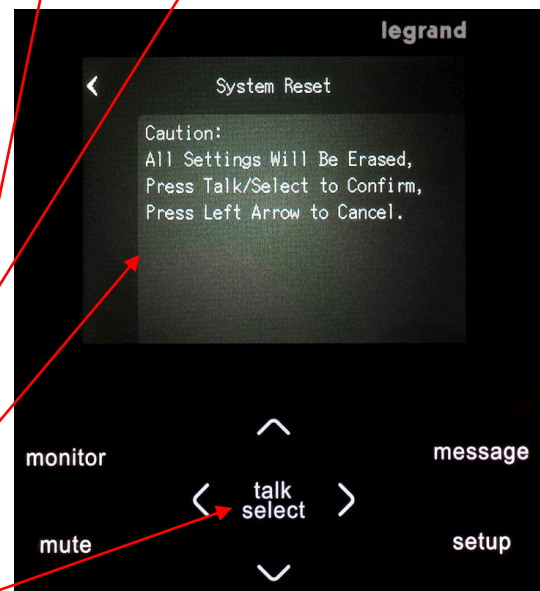
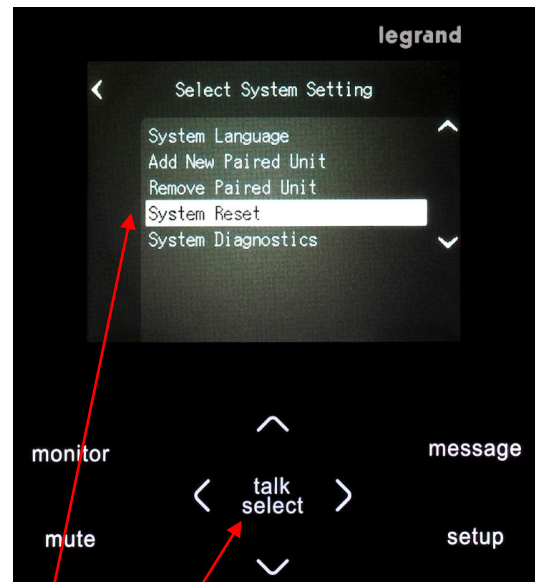
## 4. System Reset

Although very unlikely, if you are having serious issues with your Legrand Wireless Video Intercom System, Legrand Tech Support may ask you to reset a Unit or the whole system and start from scratch. Before doing that, it would be a good idea to record all the particulars about the system (names, settings, etc.), because the System Reset will delete all of that information. Before performing a "System Reset" from the Master Unit, you may be asked by Tech Support to first "Remove one or more Paired Units". A "System Reset" from a Room Unit will simply clear the memory of that unit. From the SetUp / Systems Settings screen, highlight the "System Reset" line and press the Talk/Select Button.

Next a caution Pop-up screen will appear reminding you that all settings will be erased. Press the Talk/Select Button to continue.

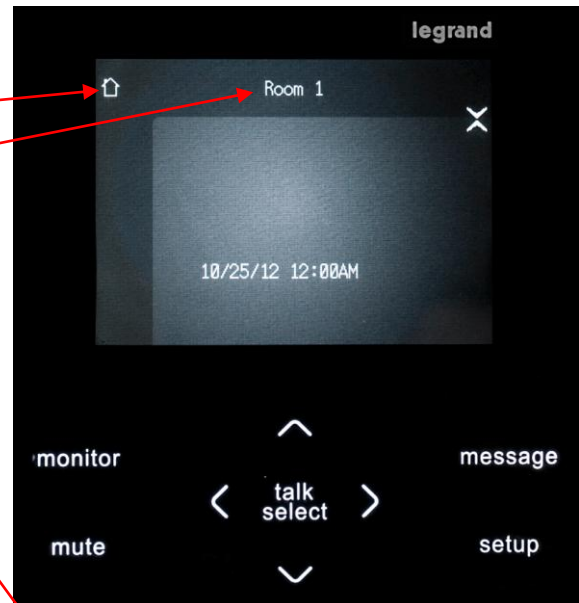
When the System Reset is complete, another Pop-up screen will appear to remind you to consult the user documentation to create a new network ID. If this Room Unit is going to be your new Master, press the Setup button followed by the Talk/Select button.

However, if you are simply adding this Room Unit to a system with an existing Master Unit, go to the Master Unit and perform steps E1 after adding the Door Unit (below).





If you did create a new Master Unit, you should see this screen. Note that there is a little house icon on the same line as this unit's default name (Room 1).

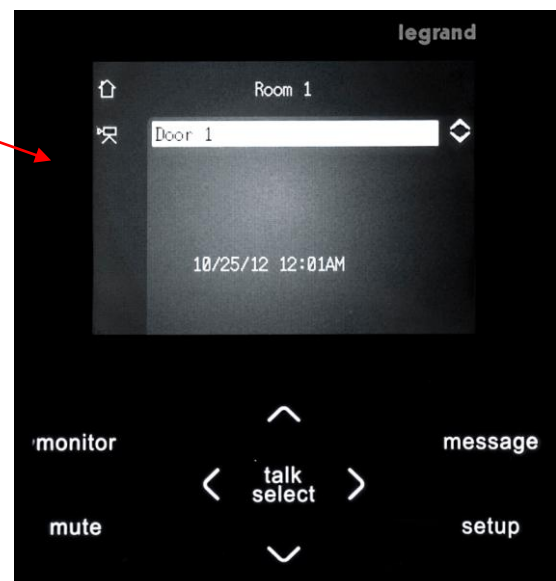


**NOTE: When Tech Support directed you to “Unpair” or “System Reset” all the units, they should have also had you unpair or reset the Door Unit by holding its doorbell button for @10 seconds (until it beeps at you) and like unpaired or system reset Room Units, begins beeping twice every few seconds. They should have also had you unplug each Room Unit after it was reset.**

You can only pair one unit at a time, so generally, on a new or completely reset system, after all the units are reset and unplugged, it is a good idea to first plug in the Door Unit and from the Master Room Unit perform steps E1 above to first add the Door Unit.



After you've added the Door Unit, the screen should look like this.



To add any additional Room Units, again perform the steps in section E1 above (ie. Apply power to new Room Unit and from Master Room Unit “Add Paired Unit”).

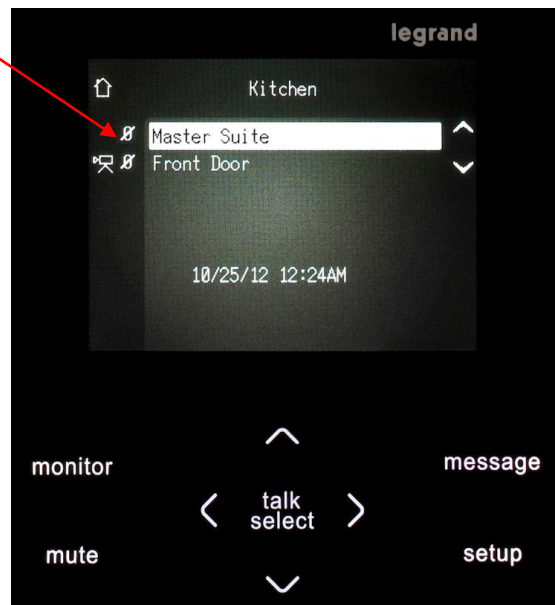
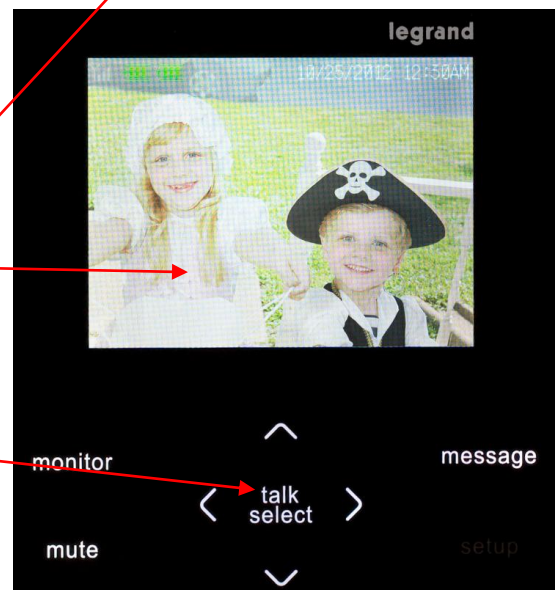
## F. System Operation

The following section includes information on answering the door, recording a greeting, recording a message, sending a message, playing messages, muting units and monitoring units. There is also a separate area that discusses the things that change when a battery powered Door Unit is utilized. Let's start off this section with answering a Door Unit call – so, what happens when someone presses the Door Unit Button?



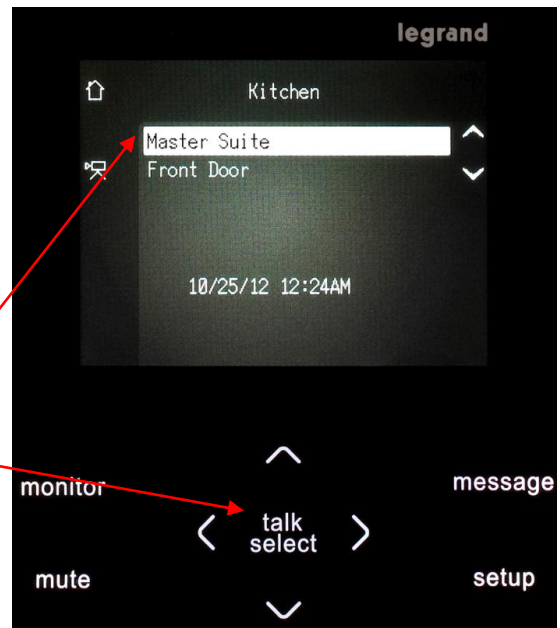
### 1. Answering a Door Unit

When a visitor presses your Door Unit Button, all Video Room Units display the door camera image, and play the door chime that was selected for that Door Unit. The first Video Room Unit that presses the Talk/Select Button will be able to communicate with the Door Unit. At that point, any other Video Room Units will display a list of system Units, and those in communication will show a “Busy” icon next to their Unit name. In the example shown, the Master Suite is the Unit that answered and is communicating with the Front Door. When the Master Suite pressed the Talk/Select Button, both Units went into “Talk Hands Free Mode”, and can communicate for 1 minute, similar to a normal phone conversation.



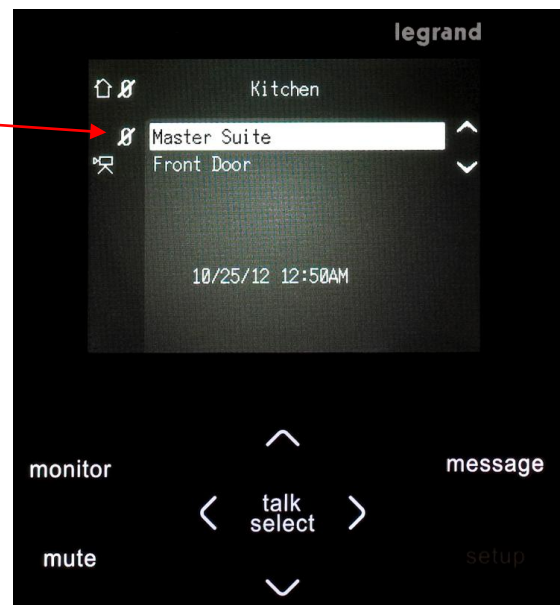
## 2. Calling Another Video Room Unit

If your system has more than one Video Room Unit, you can call one of the other Video Room Units. In this example, I'm in the Kitchen and I want to call the Master Suite. Use the Up / Down arrows to move the highlight to the Master Suite and press the Talk/Select Button to communicate with the Master Suite.



Notice that on the each Video Room Unit a "Busy" icon has been placed next to the two Units that are now communicating.

Just as in Door Unit communication, after the Kitchen pressed the Talk/Select Button, both Units have one minute of hands free time to talk to each other in an open line fashion. To end the session before the one minute expires, either Unit can press the Talk/Select Button, and the call will be ended. If they want to talk longer than one minute, either Unit can press their Talk/Select Button, to begin a new session.



### 3. Door Messaging

If a visitor comes to your door when you are not home and presses the doorbell, a built in prompt will play after 25 seconds, telling them how to leave a message. It will tell them to press the doorbell button and leave a message. The length of the message they leave is adjustable 15-30 seconds (see section D.3.- Door Settings.), if Door Messaging is turned ON. You can also record a Door Greeting that would play instead of the built-in prompt (see following section).

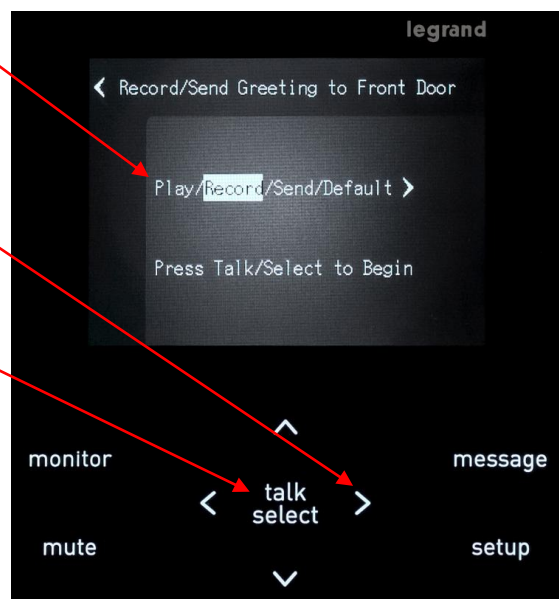


### 4. Recording a Door Greeting

To record a Door Greeting that will play when someone presses your doorbell and you are not home, instead of the default prompt, start by pressing the Message Button. Use the Up / Down arrows to highlight "Record/Send Greeting" and press the Talk/Select Button.



A Pop-up screen will allow you to Play, Record, or Send the Door Greeting or select the Default prompt to be sent to the Door Unit. Highlight Record by pressing the Right arrow and press the Talk/Select Button to begin recording.

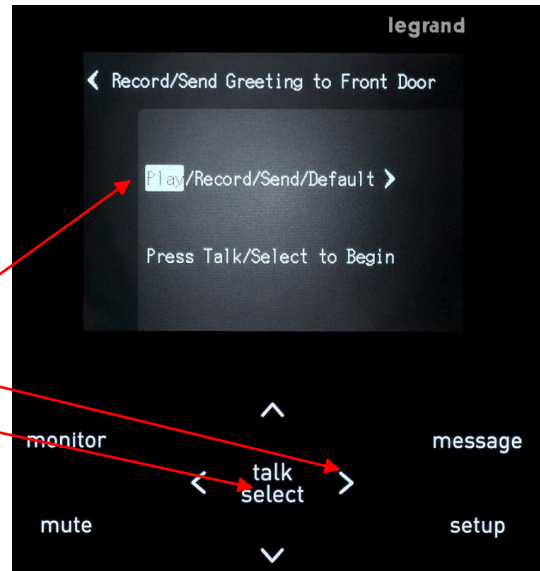




As you are recording your new Door Greeting, a Pop-up screen will keep track of the time of the recording in seconds, and remind you to press the Talk/Select Button to end the recording.



Use the Right arrow to highlight the Play function and press the Talk/Select Button to hear the new Door Greeting.



Press the Talk/Select Button again to hear the new Door Greeting.



A Pop-up screen will display the time in seconds as the new Door Greeting is playing. Notice that if you press Talk/Select at this point, you will erase the new Door Greeting. If you like the new Door Greeting, simply press a Left arrow to lock it in.



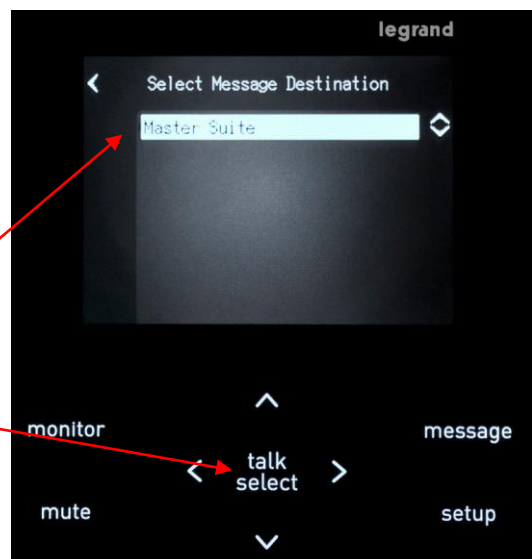
## 5. Recording a Message

Using very similar steps, you can also record a message, which would typically be sent to another Video Room Unit, such as “Dinner is in the oven”. Up to 3 outbound messages may be recorded and saved for later use, like “Take out the garbage” that you send to another room every garbage day.

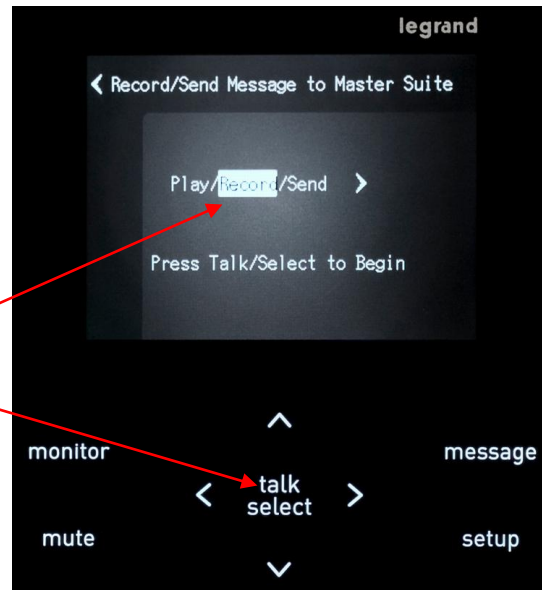
To record such a message, press the Message Button, and highlight the “Record/Send Message” line and press the Talk/Select Button.



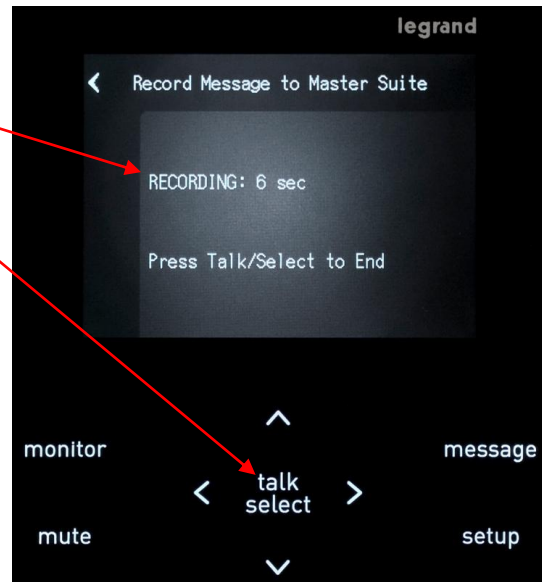
The next thing you have to do is select to which other Video Room Unit you’d like to send the message. In this example we will send the message to the Master Suite (our only other Video Room Unit). So, highlight the Master Suite and press the Talk/Select Button.



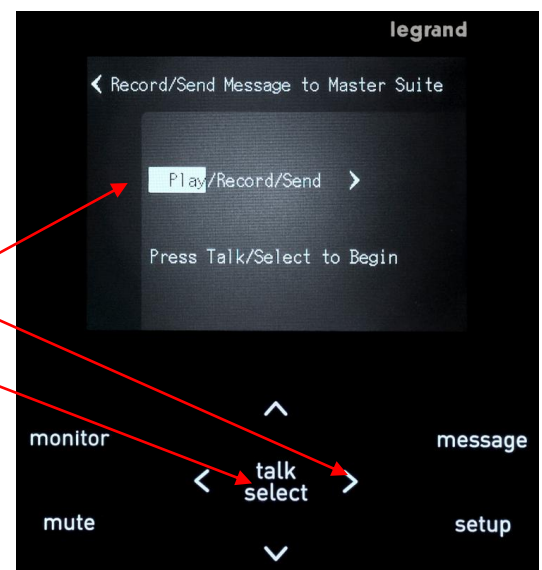
Use the Right arrow (if needed) to highlight the Record function and press the Talk/Select Button to begin recording your message.



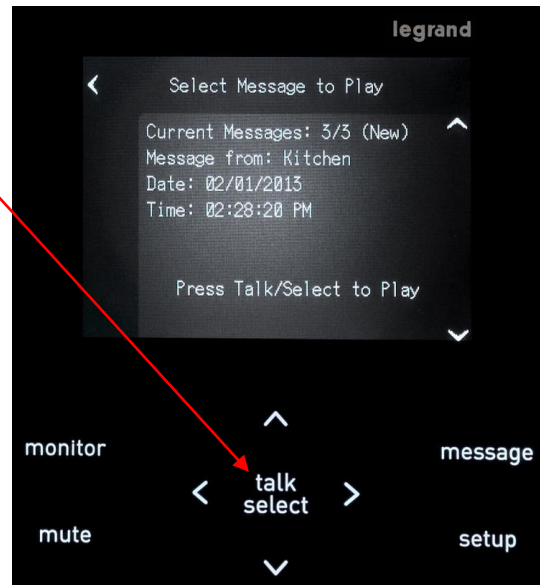
A Pop-up screen will display the time in seconds as you are recording the message. When you are done recording press the Talk/Select Button to end recording.



To hear the message you just recorded, use the Right arrow to highlight the Play function and press the Talk/Select Button to hear the message.



Press the Talk/Select Button again to hear the message.



A Pop-up screen will display the time in seconds as the message is playing.

Notice that if you press Talk/Select at this point, you will erase the message.

If you like the message, simply press a Left arrow to lock it in.



Press the Left arrow one more time and it will take you back to screen to Send the message to the Master Suite.

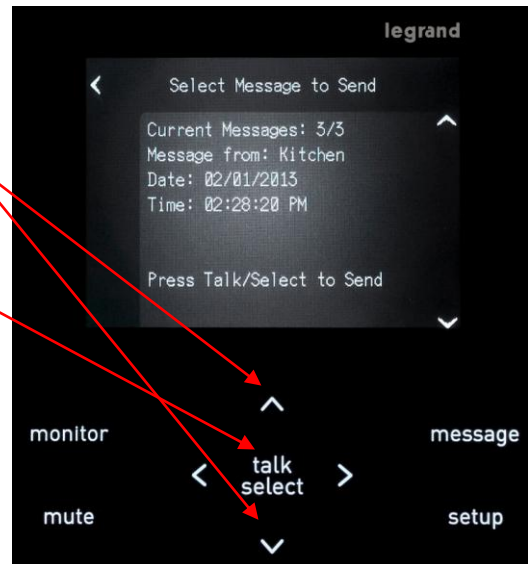
## 6. Sending a Message

Once you have recorded a message and are happy with it, use the Right arrow to highlight "Send" and press the Talk/Select Button.

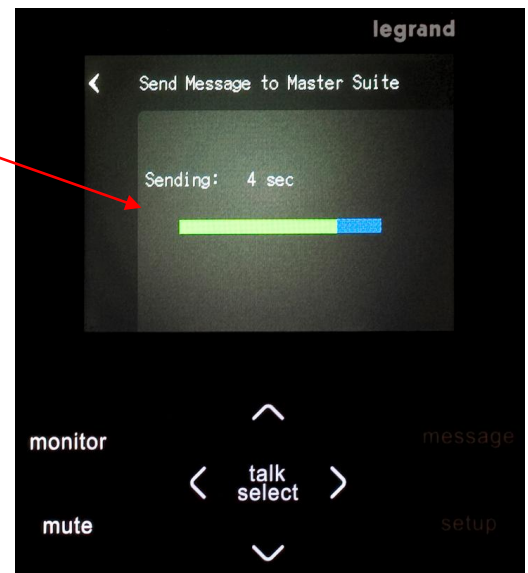




A Pop-up screen will allow you to choose which message to send (you may have up to 3 in your queue). Use the Up / Down arrows to select which message to send. Press the Talk/Select Button to send the message to the other Video Room Unit.



While the message is being sent to the other Video Room Unit, this Pop-up shows you the status.

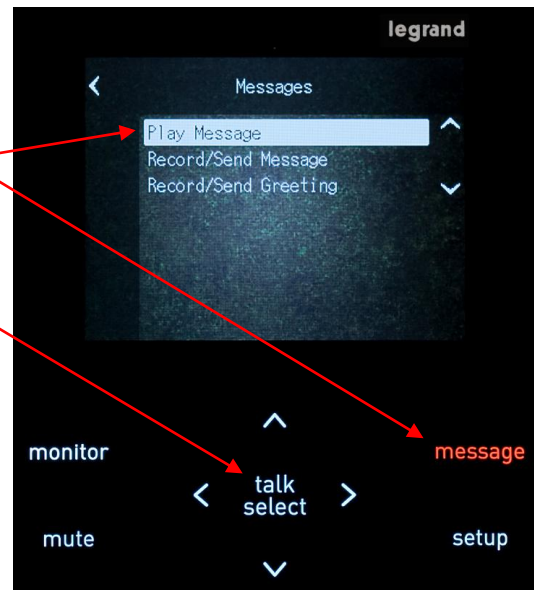


At the other Video Room Unit, (in this case the Master Suite), the Message Button will be flashing to indicate there is a new message.

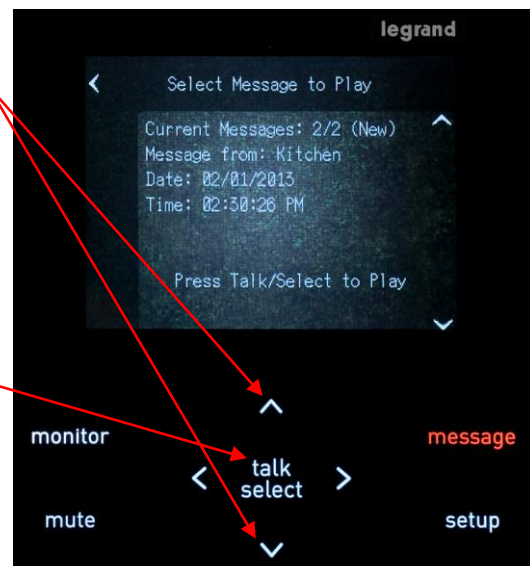


## 7. Playing a Message

To Play a received message from another Unit, press the flashing Message Button, insure the “Play Message” line is highlighted, and press the Talk/Select Button.



Use the Up /Down arrows to select which of your incoming messages to Play (you can have up to 10 messages in your incoming message queue – if you receive an 11<sup>th</sup> message, it overwrites the oldest message in your incoming queue). Press the Talk/Select Button again to hear the message.



A Pop-up screen will display the time in seconds as the message is playing.

Notice that if you press Talk/Select at this point, you will erase the message. If you choose to erase the message, you may get a warning Pop-up telling you there are no more messages.

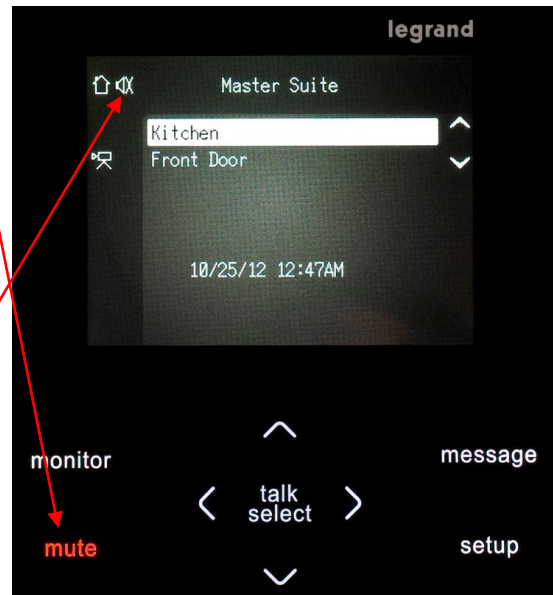
If you don't want to erase the message, simply press a Left arrow to keep it.



## 8. Muting a Unit

To place a Video Room Unit in Mute, simply press the Mute Button. This can be thought of as a Do Not Disturb feature, as it simply turns off the speaker in the Unit. This means that if someone rings the doorbell at the Door Unit, you will not hear the chime at your Room Unit.

Notice also that a Mute icon is placed to the left of your Unit name on this and all other Video Room Units, to let everyone know you are in Mute mode.



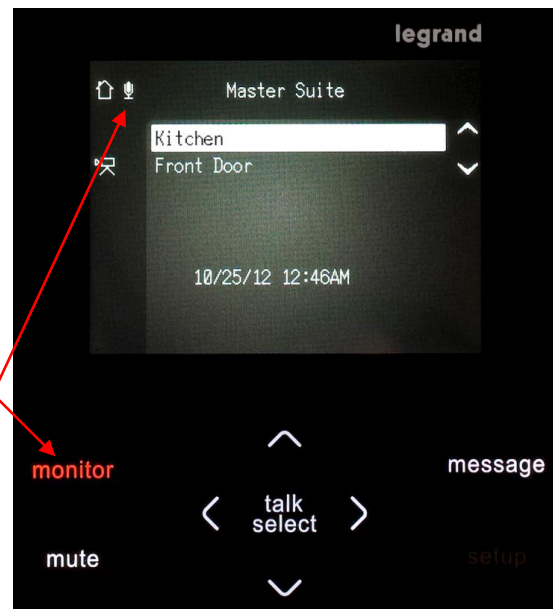
## 9. Monitoring a Unit

There may come a time where you need to monitor a baby's room, or perhaps the room of an elderly parent. To place a Video Room Unit into Monitor mode, simply go to that Room Unit and press the Monitor Button.

All other Video Room Units will then be able to hear on their speaker any sounds made in that room.

A Monitor icon is also placed to the left of the Unit name of the Room Unit in Monitor mode on this and every other Video Room Unit.

If another Room Unit does not want to hear the sounds from that room, they may place their Video Room Unit in Mute mode (see step 8 above).



## 10. Operation with a Batter-powered Door Unit

There are several unique differences to the overall Wireless Video Intercom System operation when utilizing battery power, instead of hard-wired doorbell power. The most notable difference is that to save battery life, the doorbell light is not illuminated.

Another thing that happens, when battery powered, is that when the doorbell times out after inactivity, it really turns off. This means that you cannot call the Door Unit or preview its camera from a Room Unit by selecting it and pressing the Talk/Select Button.

Also, you cannot use a user created Door Greeting, or obviously connect to an external chime (no wires).

Another thing that happens is, if you changed your doorbell chime, and press the Door Unit doorbell button, that first press just wakes up the Unit and the chime that plays at the Door Unit will be the old one. Press it one more time and the new chime will play.

