



TEMA TELECOMUNICAZIONI S.r.l.
Telecommunications - Electronics



AA VideoConsole

Android Version

PRELIMINARY DOCUMENTATION

Version 1.0.0 for Android

Made in Italy by TEMA TELECOMUNICAZIONI S.r.l.

Recommendations

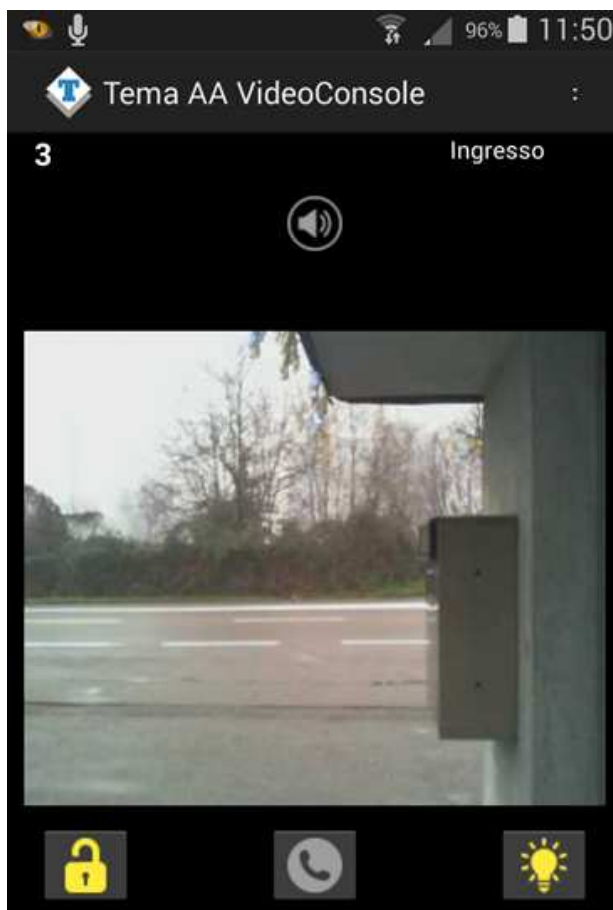
1. Use only original spare parts and consumables supplied by Tema Telecomunicazioni Srl for this equipment. The company shall not be held responsible for any damage caused by the use of materials that they have not supplied.
2. The device has been carefully manufactured and tested. In any case, the product is not recommended for use in situations in which incorrect operating may result in damage to persons and/or property.
3. We recommend that you carefully read all this manual before starting to use the device.
4. Do not expose the device to sunlight and protect it from sources of heat, dust, humidity and chemical agents.
5. This manual is the property of Tema Telecomunicazioni Srl and any duplication and reproduction, even partial, as well as storage on any type of media is forbidden without written permission from Tema Telecomunicazioni Srl.

Revision	Date	Revision reason	Prepared	Checked/Approved
1	02/11/16	First Release	MM, GBC	FL

INDEX	PAGE
1. Introduction	3
2. Offered Services	4
3. Downloading and installing the app.....	4
4. Configuration	6
5. Adding Doorphone.....	7
6. Edit / Delete Doorphone	8
7. Using the application.....	9
8. Exit from the App	10

1. Introduction

AA-Video Console is a free app that can be installed on any Android® smartphone. The program allows to see the area captured by the the built-in camera in all the IP VoIP SIP TEMA Doorphones, to operate the device relays and to speak directly with the visitor. The application is on the supplied CD together with the Windows® version (in apk format). It is possible to configure an unlimited number of Doorphones and is presented on your Smartphone a live image at that time by the selected system camera (to switch from one system to just scroll on the display):



2. Offered Services

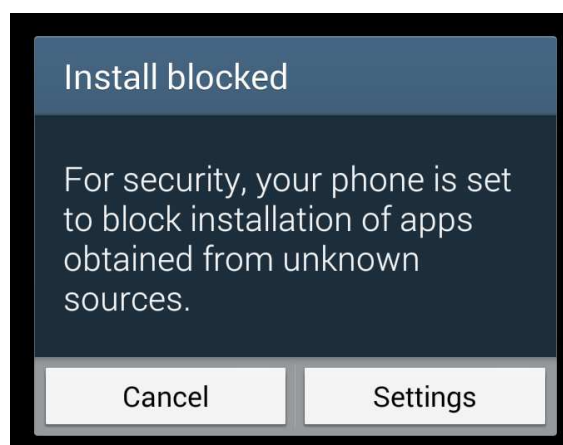
- Display of the camera image even when you are not in communication (one Doorphone at a time)
- Unlimited number of Doorphone management
- Operation with both SIP Server and Peer-to-Peer mode
- Management of the door relay or step marker light (relay 1 and relay 2) even without necessarily being in communication
- Hands-free audio

3. Downloading and installing the app

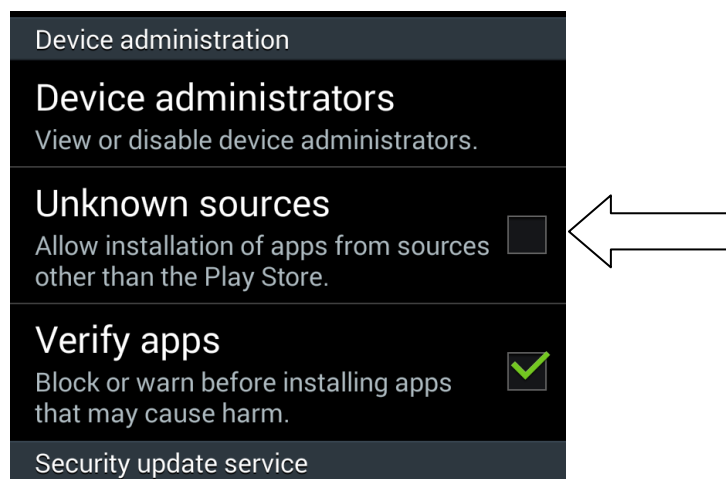
Like all the Android Apps, it is possible to install the app without passing from the store, simply by copying and installing the apk provided in the installation disk. To transfer the file to your device it is possible to follow two paths:

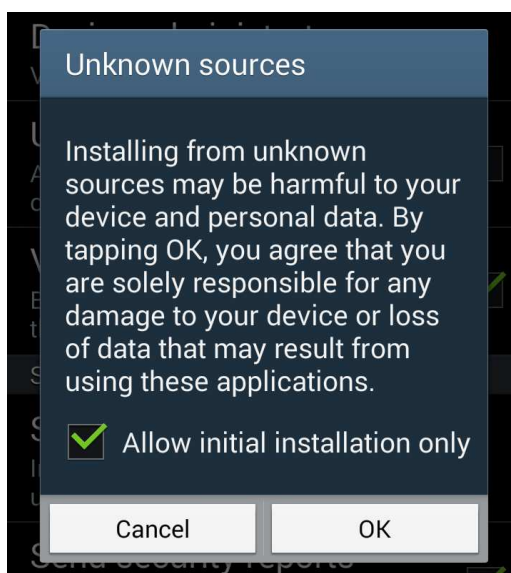
Method 1:

- send an email to the smartphone with attached aavideoconsole.apk file (on the CD). Once the email is opened on your smartphone and select the attachment, the system will ask whether you want install the application (which will happen in a few seconds). Probably the operating system will alert the installation from an unknown source:



You must select the "Settings" button and allow installation:



**Method 2:**

- copy aavideoconsole.apk directly on the device connected to a computer via the USB cable normally supplied with the phone (from "My Computer" the phone is seen like a normal pendrive). After copying the file you just select it on the phone and confirm the installation (in this case it will also be necessary to authorize the installation from unknown sources).

4. Configuration

First, from the application menu, the general configuration must be done:



Then click "Settings":

A screenshot of the 'SIP SETTINGS' configuration screen. The screen has a light gray background with a darker gray header bar containing the text 'SIP SETTINGS'. Below the header, there are several sections. The first section is 'Registration', which includes a checkbox with a blue checkmark and the text 'Enable sip server'. The second section is 'User name', with the text 'User name of the account' below it. The third section is 'Password', with the text 'Password for registration' below it. The fourth section is 'SIP server', with the text 'IP address or URL of sip server' below it. Below these sections is a header bar for 'ADVANCED SETTINGS'. Under this header, there is a section for 'STUN server' with the text 'Address of an optionally STUN server' below it.

The first part, "SIP SETTINGS", allows to register your device to a PBX or a SIP provider (necessary if you want to reach the Doorphone through its extension number). Marking "Registration" you will have access to the account setup registration (user name, password, etc.). If into the network a SIP PBX is not installed and want to reach the Doorphone simply by its IP address, leave the check unmarked.

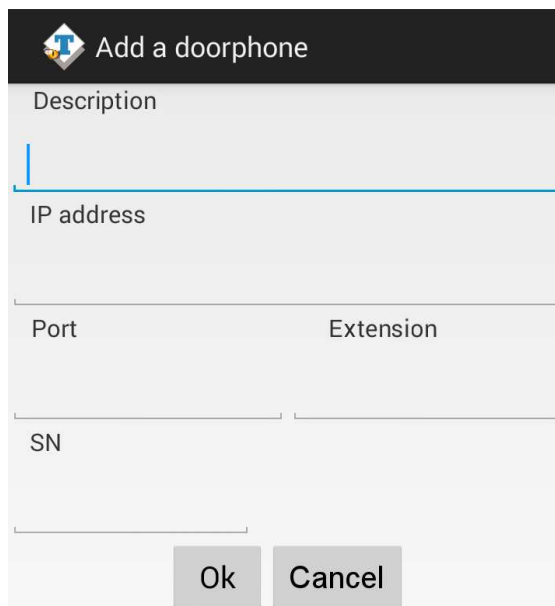
In the "ADVANCED SETTINGS" it is possible to configure any STUN Server (external to the private network) that allows the application to reach the Doorphone through a firewall.

NOTE: to access the Doorphone from outside the corporate network (ie from the Internet) it is necessary to program your router / firewall to allow incoming connections to an internal device. For this feature contact your network administrator (each router / firewall has its own programming that it is not possible to generalize in this manual).

5. Adding Doorphone

It is possible to add in configuration as many Doorphone you want. Into the main screen of course it is always presented one at a time. To switch from one system to the other just slide your finger horizontally on the application display.

By choosing "Add Doorphone" you will see the following screen:



The description appears in the displayed image and is useful to identify the selected Doorphone from time to time.

In the address field you must enter the IP address of the Doorphone. It is used to show the camera or to make a call in Peer-to-Peer.

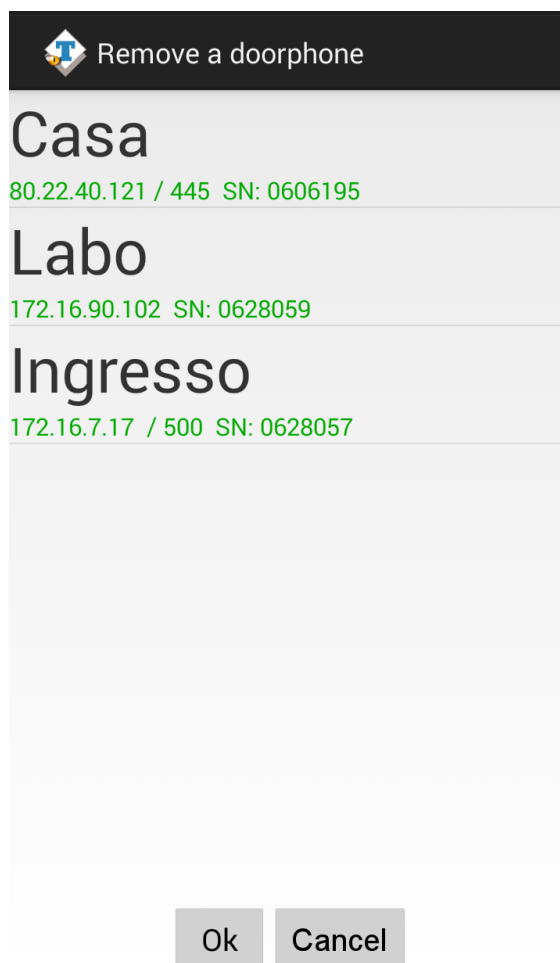
The port number is used internally by the program for the communications. If left blank, it will be automatically filled with the default (8081).

The extension number is the number that must be dialed when from the main screen is selected the call key. Obviously it makes sense only in SIP registered to the PBX Server. In Peer-to-Peer mode this field cannot be filled.

Finally in the field SN you must enter the serial number of the device. For safety reasons, it is needed to enable the opening keys for relay 1 and relay 2).

6. Edit / Delete Doorphone

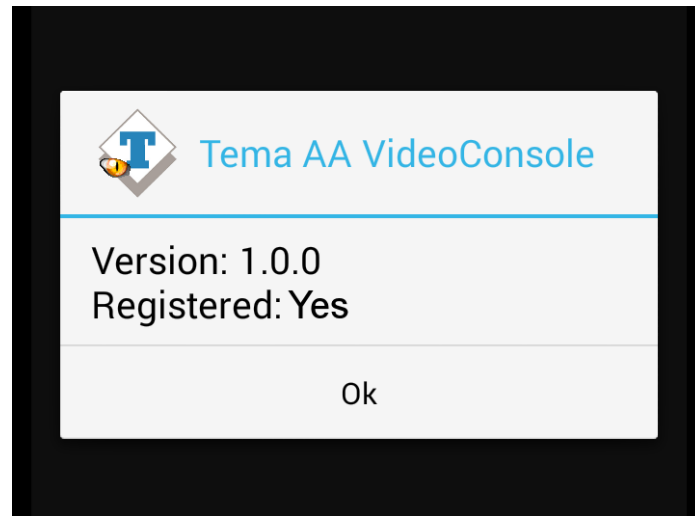
This feature of course allows to change the configuration of a Doorphone or to delete an inserted one. Simply select from the list the one that you want to edit or delete:



Any changes must be confirmed with the "OK" button. The button "Cancel" or "Back" does not save, useful in case of mistakes.

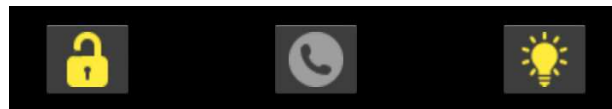
7. Using the application

Once that the application was activated, it is possible to check into the "Info" screen, in addition to the program version, the registration status:



In this way it is immediately possible to view errors in configuring the program in SIP Server mode.

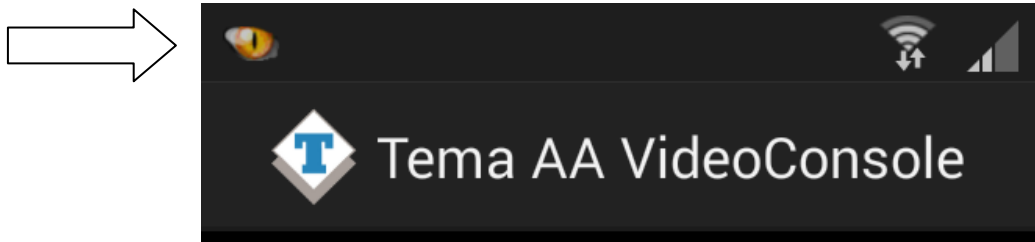
In normal operation, it is displayed the image of the first Doorphone (as mentioned above to switch from one to another simply scroll the screen). The keys below the displayed image will have impact on the selected Doorphone:



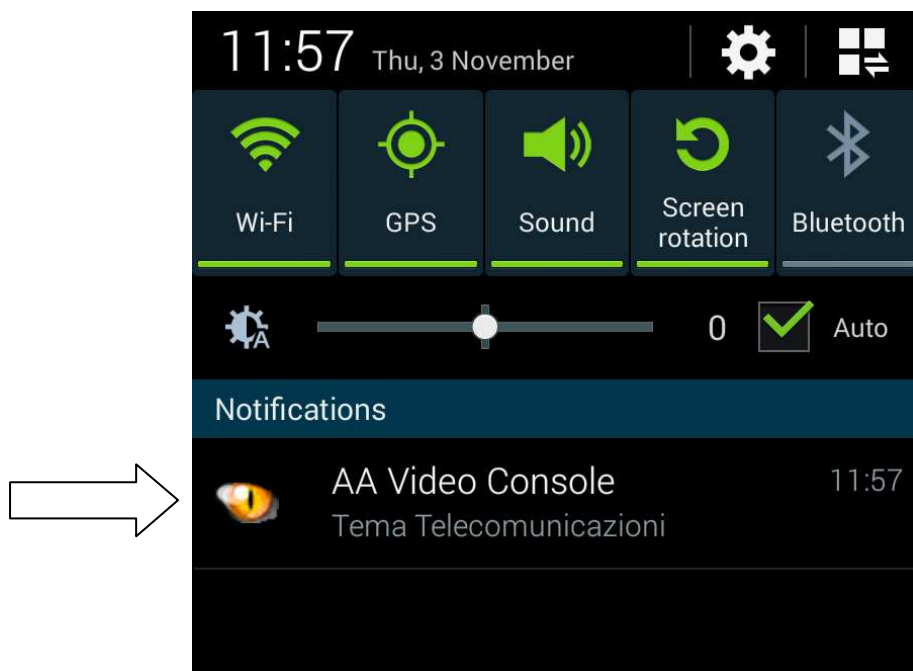
The first button activates the door relay (number 1). The center button makes the call to the Doorphone (or closes if it is in progress). The third button activates the relay normally connected to the light step marker (the number 2).

If the program is put into the background (using the "Home" or "Back" button) it is still active and ready to receive any incoming calls (in which case it automatically puts itself in the foreground and is displayed the image of the Doorphone that has generated the call).

On the taskbar, the program icon will appear, indicating that it is running in the background:



To restore the application in the foreground is therefore sufficient to select it from the toolbar:



8. Exit from the App

To end the application, as seen, do not use the "Back" button (like most of the app). To close the program, the "Exit" button must explicitly be selected from the main menu:

