

Operating Instructions  
**Siedle Axiom**

**A 180-10**  
**A 180-20**  
**A 180-30**

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These operating instructions supplement/are supplemented by:

- Siedle Axiom product information.

The relevant current edition is located in the download area on [www.siedle.com](http://www.siedle.com)

Subject to printing errors.  
We reserve modifications depending on technical improvements.

## Safety remarks

### Electrical voltage



Mounting, installation and servicing work on electrical devices may only be performed by a suitably qualified electrician.

### Mounting

During installation, where applicable ensure that the surface is protected from damage.

### Electrostatic charging



As a result of electrostatic charging, direct contact with the circuit board can result in destruction of the device. Direct contact with the circuit board must therefore be avoided.

### Static magnetic field



Magnetic fields can pose a hazard for pacemakers, magnetic data storage media and electronic devices. A safe distance must be maintained.



- Modern furniture is coated with an enormous variety of different lacquer and plastic finishes. Constituents of these materials can result in softening of the plastic feet in table-top devices and so impair the surface of the furniture. Please appreciate that the manufacturer is unable to accept any liability.
- Avoid sources of interference such as microwave devices or electrical devices with large metal housings in the vicinity of the base station.
- For any servicing requirements, please contact your specialist dealer or electrical installer.
- When used close to medical devices, functional disturbances can occur. In such cases, please contact the manufacturer.

# Application

Siedle Axiom with 17.8 cm touch-screen made of high-quality plastic. The panel is a system product with low-profile housing for wall and table-top mounting. It provides ergonomically designed intuitive user prompting. Siedle Axiom can be used in the In-Home bus system (together with a Smart Gateway).

## Intended application

The panel is part of a door communication system and may only be used exclusively within this system. Siedle does not accept any liability for damage caused as a result of using the equipment for any other than its intended purpose.

## Operating remarks

In order to avoid damage to the panel, please note the following: The touchscreen and the buttons can be damaged by using sharp-edged or pointed objects such as ballpoint pens or keys. Only ever use your finger to operate the panel.

When restarting the panel or the server, the panel is restarted step by step. Depending on the system size, a complete restart can take several minutes. The panel is not ready for operation until the start screen is continuously displayed.

## Care instructions

Dry, aggressive cleaning agents and abrasive detergents can damage the surface!

Only ever clean your indoor device using a soft damp cloth.

Please ensure that no moisture ever penetrates the housing.

## Legal notice

Photographs of individuals taken without their knowledge may not be published or stored in publicly accessible video memory facilities.

Individuals who have been photographed without their knowledge are entitled to request that pictures be deleted based on the right of persons to their own likeness. Never store pictures of persons you do not know in social networks or send them by email to others/public groups. This will infringe their personal rights.

If stored images are used as part of private / criminal law proceedings or in a police investigation, this requires prior clarification with a lawyer or the responsible police authority.

## General information

### Functional scope

With the functions calling, speech, vision, door release, telephone, light. Performance features:

- Adjustment of the graphics on the display for individual operation
- 17.8 cm (7") touchscreen, resolution 1024 x 600 Pixel
- Brilliant image reproduction
- Excellent audio quality
- Call differentiation between door calls, storey calls, and other calls
- Switching functions
- Video memory function
- Can be updated via Smart Gateway

### Commissioning requirements

- The device must be powered via PoE (Power over Ethernet; IEEE 802.3 af or 802.3 at).

### Scope of supply A 180-10

(Wall version)

- Siedle Axiom
- Wall mounting plate
- RJ45 socket
- Operating instructions for the end customer
- Product information

### Scope of supply A 180-20

(Table-top version)

- Siedle Axiom
- Tray with connector
- 8-pole connecting cables, 3 m long with RJ45 plug
- Operating instructions for the end customer
- Product information

### Scope of supply A 180-30

(Furniture version)

- Siedle Axiom
- Furniture adapter
- 8-pole connecting cables, 3 m long with RJ45 plug
- Operating instructions for the end customer
- Product information

### Video memory

Pictures are stored centrally on the Smart Gateway. There are currently no plans to allow pictures to be stored on SD card.

Similar to photographs, saved images are subject to copyright.

### Update

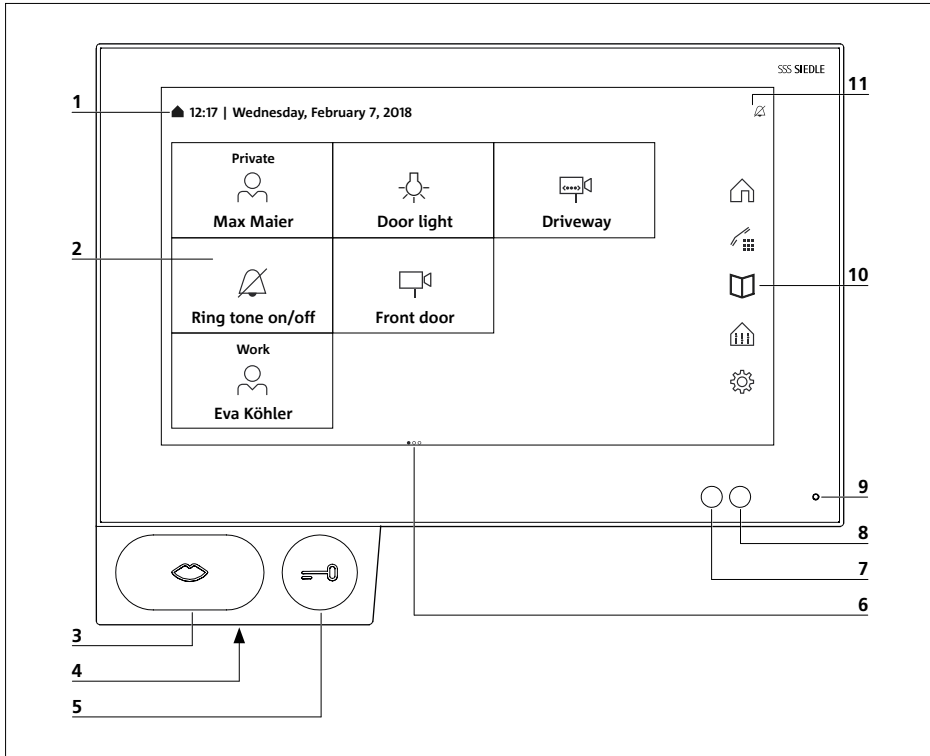
The Siedle Axiom software is automatically updated during the Smart Gateway update.

### Servicing

Statutory warranty conditions apply. If the device requires servicing, contact your specialist dealer or electrical installer.

# Touchscreen

## Product overview



Siedle Axiom is characterised by its generously dimensioned touchscreen. Two buttons are assigned to the basic functions speech and door release. Other functions are actuated at the display.

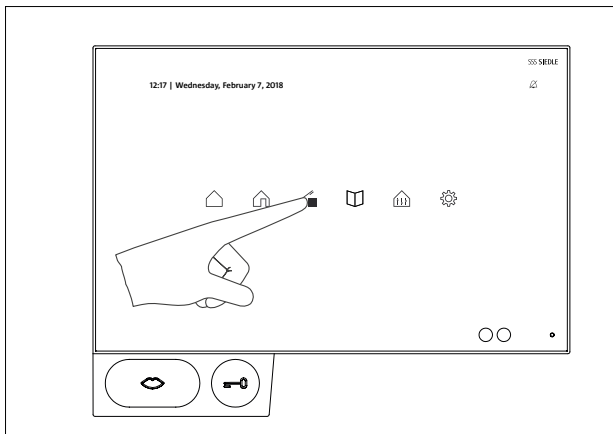
Clear symbols, intuitive operation: The most important button is also the biggest. The unmistakable mouth symbol clearly indicates what the button is for: accepting calls. The ring tone is accompanied by a flashing mouth which guides the hand of the operator. If the call is accepted, the mouth lights up continuously.

- 1 Display of the start menu, time and date (standard configuration)
- 2 Display with touch function (touchscreen)
- 3 Speech button with LED display
- 4 Loudspeaker
- 5 Door release button
- 6 Number of pages and displayed page
- 7 Brightness sensor
- 8 Proximity sensor
- 9 Microphone
- 10 Navigation bar
- 11 Status bar

# Touchscreen – Operation

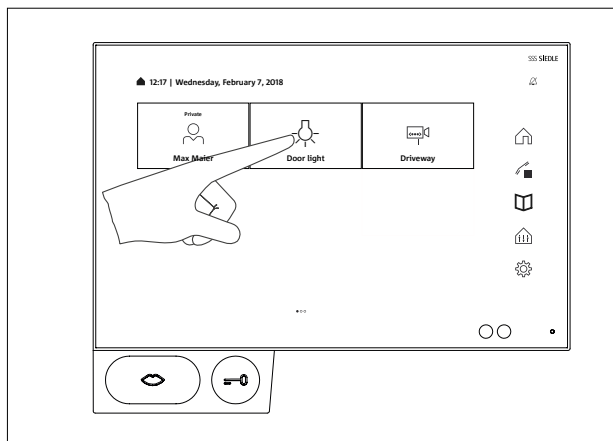
## Accessing menus

Tap on the required symbol.



## Accessing functions

Tap on the required tile.

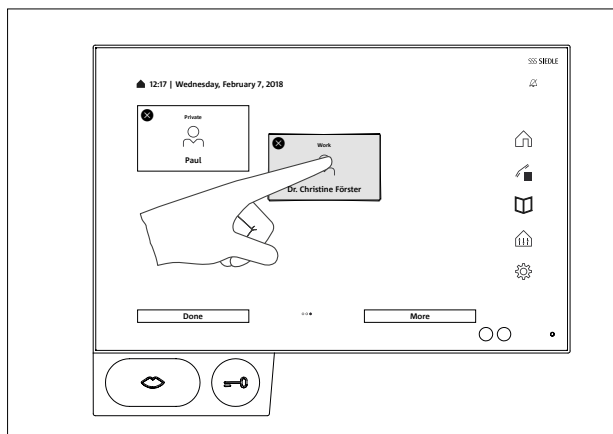


## Moving tiles

**1** Using any finger, touch the tile you wish to move on the start screen.

After two seconds the tile will begin to wobble and the delete symbol appears in the top left corner of the tile.

**2** Drag the tile using your finger to a free space on the start screen.

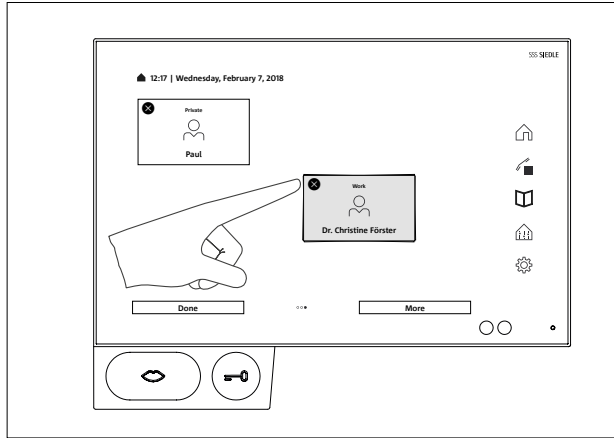


# Touchscreen – Operation

## Deleting tiles

- 1 Touch any tile. After two seconds all the tiles will begin to wobble. The delete symbol appears in the top left corner of the tile.
- 2 Tap the delete symbol on the tile that you want to delete.

The following apps cannot be deleted: Telephone, Contacts, Threshold and Settings.

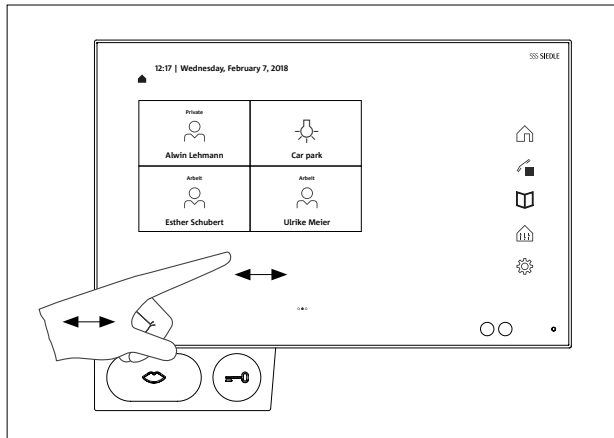


## Changing pages – Start screen

The screen display comprises several pages which can be changed by swiping.

- 1 Use any optional finger to swipe the start screen horizontally using the touchscreen to change pages. If you are on the first or last page, the swipe movement will only work back in the opposite direction.

The number of existing pages is indicated by dot for each. The dots are located in the centre of the lower part of the touchscreen. The dot for the current page is highlighted from the others in colour.





### Magnifying glass

The magnifying glass allows you to enlarge any area of the screen.

**1** Briefly double-tap a blank area of the display.

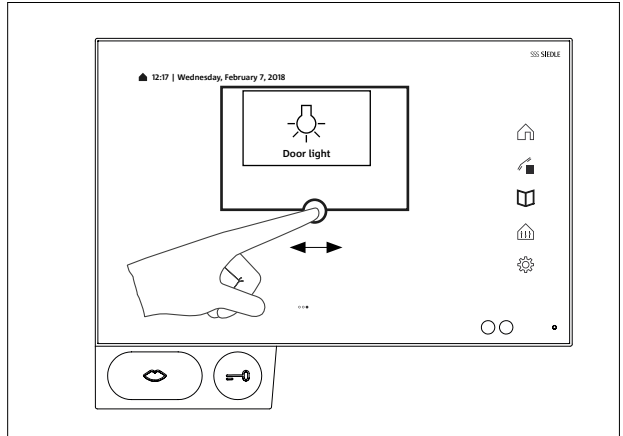
**2** A frame appears above a circle. Text and icons within the frame are enlarged.

**3** Touch and move the circle to move the frame over the area that you want to enlarge.

**4** Double-tap again on a blank area of the display to deactivate the magnifying glass.

### Important

The magnifying glass function must first be activated under Settings: Settings > Display > Magnifying glass > Magnifying glass function on



## Buttons / Sensors

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### Speech button

Accepting a call	Press the speech button in order to accept the call.
Status displays	Optical ringtone signal If there is an incoming call, the mouth symbol on the speech button flashes yellow. During an active call, the speech button lights up steady yellow.
Muting:	During muting, the mouth symbol on the speech button lights up steady red.
Ending a call	During an active call, the speech button lights up. Press the speech button in order to terminate the call.

### Door release button

Press the door release button.  
The door release is actuated for 3 seconds.  
Using the door release button, you can also always actuate the door release from the door from which the last door call came without the need for a preceding call. (However, this only applies if the last call was a door call.)

### Sensors

The proximity sensor activates the display automatically when you approach the panel.

Control the sensitivity of the proximity sensor: Settings > Display > Proximity sensor

The brightness sensor adjusts the brightness of the display to the ambient light.




































The brightness can also be set manually. To do so, you need to switch the brightness sensor off:

Settings > Display > Brightness > Brightness sensor

The brightness sensor is switched off in the standard settings.

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## Overview of symbols

 Start / Home	 App	 Telephone
 Threshold	 Settings	 Quit
 Door	 Ring tone off	 Hold
 Contacts	 Back	 Calls list
 New contact	 Next	 Call received
 Contact	 Audio	 Call made
 Internal contact	 Volume -	 Handsfree
 Group	 Volume +	 Microphone off
 Favourite(s)	 Volume control	 Numeric field
 Cameras / Door station	 Brightness -	 Delete image
 IP camera	 Brightness +	 Deleting an entry
 Light	 Brightness ++	 Calling/Speech
 Video memory	 Search	 End call
 Snapshot	 KNX	

## Status displays

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### Status bar



#### Ringtone Off

The symbol indicates that the acoustic signalling of door calls and telephone calls has been silenced.

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## Login and basic settings

When the panel is switched on for the first time, the basic settings for the login must be entered.:

- Language
- Server address
- User name
- Password

### Language

Select the language for the display screens by tapping the relevant radio button behind the required language.

After selecting the language, the view automatically switches to further basic settings.

### Server

Enter the server address that is to be used for panel operation in the logon screen.

The address can be entered directly or determined via the server finder.

- 1** The server finder is automatically activated after tapping the arrow behind the address field.
- 2** All the available servers in the network are shown in the server finder.
- 3** Select the server and tap Save.

### Log in

**1** Enter the username and password that were previously created on the server.

- 2** Tap logon.

### Log out

When logging out, you can either delete the entered access data from the logon screen or keep it for when you log on again.

- 1** Tap the Settings symbol.
- 2** Tap on the Logout option.
- 3** Tap on the Logout button.
- 4** Tap delete or save, as you wish.
- 5** The panel is now logged out of the server.

### Showing apps

Apps can be optionally shown as tiles or as symbols in the navigation bar.

- 1** Touch any tile. After two seconds all the tiles will begin to wobble.
- 2** Tap on the More button.
- 3** Tap on the tab with the symbol for the apps.
- 4** In the list of apps, select whether the relevant app should be shown as a tile or in the navigation bar.

### Showing functions

Functions can be shown as tiles.

- 1** Touch any tile. After two seconds all the tiles will begin to wobble.
- 2** Tap on the More button.
- 3** Tap on the tab with the symbol for the functions.
- 4** In the list of functions, select whether the relevant function should be shown as a tile.

### Showing favourites

Favourites can be shown as tiles.

- 1** Touch any tile. After two seconds all the tiles will begin to wobble.
- 2** Tap on the More button.
- 3** Tap on the tab with the symbol for the favourites.
- 4** In the list of favourites, select whether the relevant favourite should be shown as a tile.

### Creating contacts

- 1** Tap the Contacts symbol.
- 2** Tap the New contact symbol.
- 3** Enter the relevant data.
- 4** Tap Save.

### Edit contacts

- 1** Tap the Contacts symbol.
  - 2** Select the contact that you want to edit from the list of contacts.
  - 3** Tap Edit contact.
- Now you can adjust, change or delete the entered data as you desire.







Internal contacts can only be processed via the administration interface of the Smart Gateway.

### Storing contacts as favourites

- 1** Tap the Contacts symbol.
- 2** Select the contact that you want to edit from the list of contacts.
- 3** Select the required number as a favourite by tapping the symbol behind it.

## Important functions



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 <b>Telephone</b>	The Telephone symbol takes you directly to the dial buttons. Here you have direct access to the call list and favourites.
 <b>Contacts</b>	Under Contacts you will find the phone book with all stored contacts. Here you can search for, call up and edit contacts.
 <b>Threshold</b>	The Threshold symbol gives you access to the cameras in the entrance area.
 Call up camera image	You can call up the camera image for a camera by tapping the relevant camera.
 Snapshot	Tap the Snapshot symbol to store a snapshot in the video memory.
 <b>Video memory</b>	The Video memory symbol takes you to the folder with all stored snapshots and the recordings of the received door calls.

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## Supplementary functions

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 <b>IP cameras</b>	You can add up to 20 IP cameras and edit their configuration data under Settings > IP cameras. The available live stream from the IP cameras is shown on the display.
 <b>KNX</b>	The KNX icon takes you to the KNX visualisation. The connection to a KNX visualisation server is configured via the administration interface of the Smart Gateway. The KNX icon only appears on the display if a connection has already been established with a KNX visualisation server in the Smart Gateway.

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# Telephony



## Telephone



## Contacts



## Calls list



## Favourite(s)

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### Calling a call number from the telephone

- 1 Tap the Telephone symbol.
- 2 The numeric field is displayed.
- 3 Enter the relevant number.
- 4 Press the mouth symbol.
- 5 The call is initiated.

### Calling a call number from the contact list

- 1 Tap the Contacts symbol.
- 2 Select the relevant contact.
- 3 Tap on the relevant number or press the speech button.
- 4 The call is initiated.

### Calling a call number from the calls list

- The calls list shows all dialled and received calls.  
Missed calls are shown in red.
- 1 Tap the Calls list symbol.
  - 2 Select the relevant contact.
  - 3 Tap on the relevant number or press the speech button.
  - 4 The call is initiated.

### Calling a call number from the favourite(s) list

- 1 Tap the Favourite(s) symbol.
- 2 Select the relevant contact.
- 3 Tap on the relevant number or press the speech button.
- 4 The call is initiated.

### Rejecting a call

A call can be rejected by tapping the red mouth symbol.

### Putting a call on hold

Hold is required for consultation hold and brokering. One of the users is placed on hold. In the meantime, the other user can speak to a third party. As soon as they have ended this call, they return to the previous call.

- 1 Tap the Hold symbol during an active call.
- 2 To resume the call, tap the symbol again.

### Microphone muting during the call

- 1 Tap the Microphone off symbol.
- 2 If you want the call partner to be able to hear you again, tap the symbol once more.

# Settings

## Settings



Audio	Tones/signals	Selection of ring tones
	Panel volume	<ul style="list-style-type: none"><li>• Ringtone volume</li><li>• Phone volume</li></ul>
	Ring tone on/off	Ring tone on/off
	Device acoustics	<ul style="list-style-type: none"><li>• Table-top device</li><li>• Wall mounting</li></ul>
Display	User interface	Bright or dark design
	Tile design	With or without background
	Text size	<ul style="list-style-type: none"><li>• Standard</li><li>• Big</li></ul>
	Magnifying glass	Activate magnifying glass function
Display	Brightness	<ul style="list-style-type: none"><li>• Switch the brightness sensor on or off</li><li>• Set the brightness manually</li></ul>
	Proximity sensor	<ul style="list-style-type: none"><li>• Switch the proximity sensor on or off</li><li>• Set the sensitivity</li></ul>
	Idle status	Display switches to energy-saving mode after the set time
	Cleaning the display	Temporarily deactivate the touch function
IP camera	Edit IP camera	Edit configuration data
	Add IP camera	Enter configuration data
Log out	Log out	Log out with or without saving the access data for login
Language	Select display language	
System	Reset	Reset to default settings
	Restarting	Restart the device
	Device information	Device and system information
	Licence information	Detailed licence information on the product.



## General information

### Disposal

All electrical and electronic devices must be disposed of separately from the general house waste at the specially provided municipal waste facility.

Responsible disposal and separate collection of end-of-life devices help to prevent potential environmental and health hazards, and form the basis for the recycling of used electrical and electronic devices.

If a product bears the symbol of a waste bin with a line through it, then it falls under the regulations of European Directive 2012/19/EU.

### Remarks

When disposing of your end-of-life devices and batteries, please observe the local waste disposal regulations. Details can be obtained from your local authority, waste disposal service or the specialist dealer from which you purchased the product.







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Best. Nr. 210008054-01 EN