

COMELIT 2606



Terminals

LED	4
CP2	3
C2	2
P2	24V
RFP	S
CFP	AP
LIN	PAN
	AL
	COM

IMPORTANT NOTE :

- 1) Before replacing the handset make note of the wires to each terminal on the existing unit (an easy way is to cut each core off leaving a piece of the insulation in place with colour visible) twist unused cores together (so you know they are not used, do not short them out).
- 2) Some older systems will have cable with one coloured core and a solid white core in this case mark each core with a marker or tape.
- 3) Some systems may have loop on wiring, you will have 2 cables into your handset (make sure any joins remain, as these may be serving other flats on the system).

GB Fig. 8

1. System connection terminals:
 - 24V BUS power supply Terminal.
 - 2 Telephone loudspeaker input.
 - 3 Telephone microphone output terminal.
 - 4 Phonic negative.
 - LIN BUS line input terminal.
 - CFP Traditional door call input terminal.
 - RFP Terminal for control of changeover Relay on digital call.
 - AP Door-opening control input terminal / local floor call. (see variant CB/AAC)
 - S Call repetition output.
 - P2 C2 terminals for pushbutton P2 C. NO. 24V 100mA dedicated to various services.
 - CP2 Input terminal of call to secondary switchboard / Doctor function. (see variant CB/AAG)
 - LED Terminal for LED various usages.
 - PAN Panic contact terminal. (see variant CB/AAF)
 - AL Alarm control input terminal. (see variant CB/AAD)
 - COM Pushbutton common terminal.
2. JP2 Alarm mode jumper. (see variant CB/AAD)
3. U2 Dip Switches for programming input terminals AP - CP2.
4. Trimmer for adjusting the microphone volume.
5. JP1 - DL3 Programming jumper and LED. During programming the LED turns on.



Telephone being programmed



Telephone not being programmed

GB PROGRAMMING TELEPHONE ART. 2606

Each bracket must be encoded by the installer. There are two programming procedures provided, depending on whether the telephone is open (A) or closed (B).

Step 1-A (to be carried out when the telephone is open).

Move programming jumper JP1. The programming DL3 LED illuminates on telephone Art. 2606.

Step 1-B (to be carried out when the telephone is closed).

Press the Door-opening Pushbutton and Pushbutton 1 at the same time and continuously for at least 5 seconds. The telephone automatically enters the programming mode and gives a pulsed warning tone (tone for 0.4 sec., 2 sec. pause). It remains in the programming mode for 60 seconds.

Step 2 (to be carried out on art. 3140/6d, 3170 o 3350).

Insert the jumper between terminals PG and (-).
Follow the specific instructions for each digital module to access the programming menu.

Step 3 (to be carried out on art. 3140/6d, 3170 o 3350).

Enter the number to be assigned to the card plus the button (bell).

Step 4-A (to be carried out in conjunction with Step 1A)*.

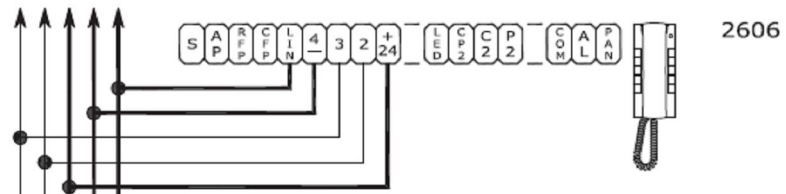
* If programming has been carried out correctly, the LED will flash 5 times to confirm the operation. Put programming jumper JP1 of telephone Art. 2606 back into its initial position.

Step 4-B (to be carried out alternatively to the previous one in conjunction with Step 1-B).

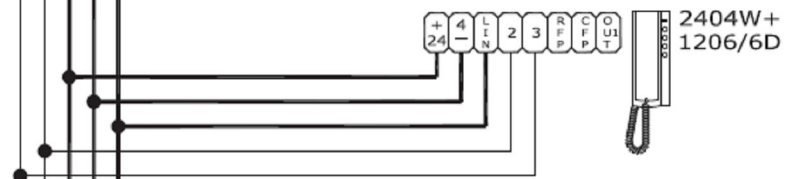
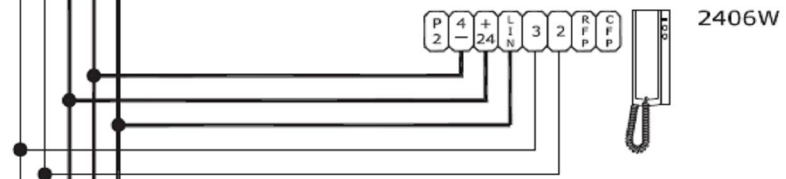
After programming from 3350, 3140/6D or 3170, telephone art. 2606 emits 5 confirmation tones and exits the automatic programming mode.

Step 5 (to be carried out on art. 3140/6d, 3170 or 3350).

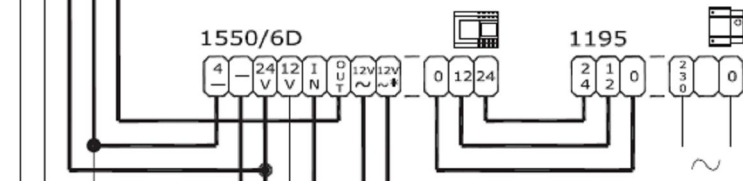
Remove the programming jumper between terminals PG and (-).
N.B.: during programming, articles 2606, 3140/6D, 3170 and 3350 insert their own audio. If you are working on the system, and if the telephone is closed, it is possible to communicate between the call module and the telephone.



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