



# Porteros Telefónicos

## IP Entrix 1st Edition

**This manual is archival and may be discontinued.  
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<https://surix.net>



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# IP Entrix

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## Introduction

¡Welcome to the **SURiX Door Phone products** users' network!

The product you have purchased is part of a **SURiX S.R.L.'s** important line of products and communication systems for homes, office, and multifamily systems for buildings and gated communities.

## General Description

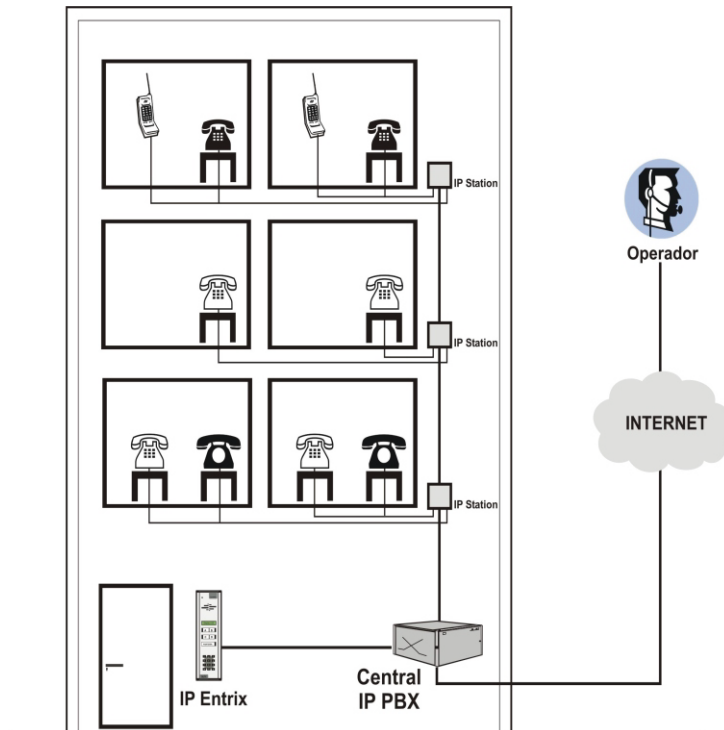
The **SURiX IP Entrix** is an intelligent IP Door Phone, that is connected as an IP intern of an IP PBX.

There are models for buildings (or gated communities) of diverse sizes: 25, 50, 75, 100, 150, 200 and 250 apartments/houses. The model is shown in the box and on all the programming screens.

It has two dry-contact relays to open two doors (activate alerts or other applications).

The **IP Entrix** setting is done through an internal web server, which can be used with any standard Internet browser. If you were not in a network environment, you can connect a crossover UTP patch cord.

Use of the **IP Entrix**:



## Technical Features

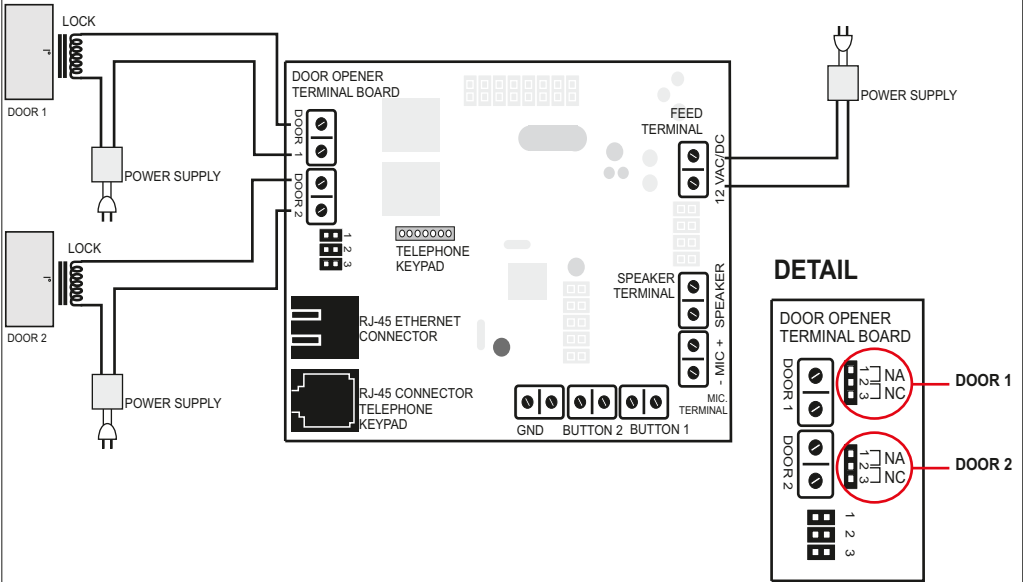
- LAN/ IP-PBX integration
- Interface: Ethernet
- Door opening through any LAN/ IP-PBX extension
- Separated microphone and speakers volume control
- Configurable through an internal web-server
- Supported codec: G.711 PCM ley u 64 kbps
- VoIP protocol: SIP-RTP
- DTMF detection: RFC 2833
- Supply: 12 VAC/VDC 1 A
- Exit to relays: 20 A/125VAC - 20 A/14 VDC

## Installation

- Remove the screw from the bottom plastic tip.
- Slide downwards the front and separate it from the plastic flush mount.
- **ATTENTION:** follow the assembly orientation of the flush mount, do not invert it.
- The flush mount has weakened areas for wire entrance; drill the one that corresponds.
- Fix the box to the wall in the hole that has been made to insert it.
- Enter the power cords and UTP wires in the box.
- Connect the wires to the board (See following section).
- Fix the cover to the flush mount again, first fitting the upper screw and slightly pushing up, set the inner top screw.

## Connection

1. Set the Ethernet wire on the RJ45 (CN 12) connector.
2. Connect a 12 Vca/cc - 1 A power supply, in the CN 1 terminal.
3. If there are door-opening circuits (with external supply), pass those circuits through the terminals indicated as **DOOR 1** and **DOOR 2** that are basic open contacts, which close when they receive the corresponding command.



## Programming

The IP Entrix has an internal web server that responds in port 8085.

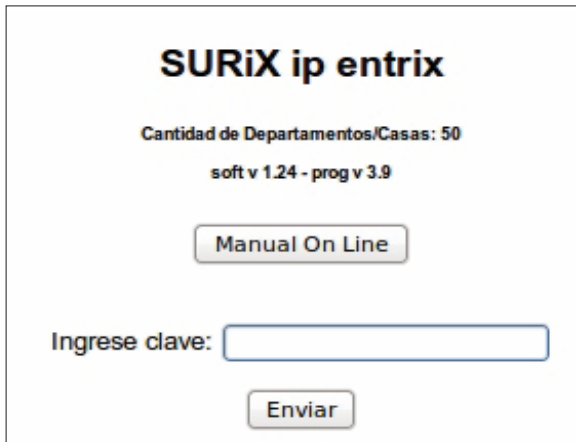
The setting of the configurable parameters of the IP Entrix is done by a web browser (Internet Explorer, Firefox, etc.)

At the initial start-up, the IP Entrix has the IP address: 10.0.0.100. To start the setting, browse: **<http://10.0.0.100:8085>**

### NOTES:

- If your network does not provide you this range of addresses, you can momentarily alter the computer setting from which you will program the equipment, removing the DHCP and placing a fixed address in the IP Entrix address range.
- If you want to program it without being in a network, you can do it considering the address (previous item) and placing a crossover UTP patch cord between the computer and the IP Entrix.

The IP Entrix should respond with this screen to entry the programming key:



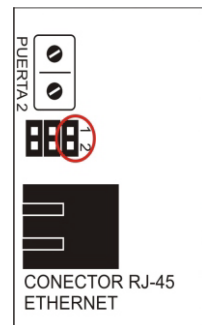
The **Online Guide** button is available in all the menus and (with Internet access) by clicking it, another window will open, accessing to this guide in pdf.

It can be downloaded to the computer or read online.

The password/key by default is: **sx1234**

#### NOTES:

- If the programming is altered or unknown, follow this restart steps that allow the user to work with the default numbers: the equipment's IP address and programming key (the programmed IP and key numbers stay the way they were, the IP Entrix sets this numbers temporarily)
  - Turn off the equipment
  - Place a jumper between conector contacts 1 and 2, as shown in the figure
  - Turn on the equipment
  - Enter programming in the URL  
**http://10.0.0.100:8085** with the key **sx1234**
  - Modify the programming parameters as wished
  - Turn off the equipment
  - Remove the previously indicated jumper from between the contacts
  - Turn on the equipment



- The programming is active for 10 minutes approximately. If more time passes without any command entered, the equipment exits the programming and the key has to be re-entered to start the programming again.

When in programming, the Main Menu screen is shown:

## SURiX ip entrix

Cantidad de Departamentos/Casas: 50  
soft v 1.24 - prog v 3.9

[Manual On Line](#)

Idioma del ip entrix	<a href="#">Español ARGENTINA</a>
Volumen de Salida (parlante)	<a href="#">5</a>
Volumen de Entrada (microfono)	<a href="#">5</a>
Auto atencion de Llamada Recibida	<a href="#">On</a>
Tono al comienzo de comunicacion	<a href="#">On</a>
Funcionalidad de frente	<a href="#">Llama por Interno</a>
<a href="#">Programacion de Frente</a>	
<a href="#">Programacion de Teclas</a>	
<a href="#">Programacion de Pulsadores</a>	
<a href="#">Parametros de Comunicacion</a>	
<a href="#">Temporizaciones</a>	
<a href="#">Claves</a>	
<a href="#">Status del ip entrix</a>	

[REBOOT](#)

Reinicio (toma nueva dir IP si fue modificada)

[RESTAURA](#)

Restaura valores de fabrica (excepto dir IP)

The main menu shows the parameters that usually require to be altered. At the bottom, there are two buttons that are only in the main menu:

- **REBOOT:**  
Restarts the equipment (the address should be typed in the browser manually). Follow this procedure to reload the IP address if it was modified. Except for the IP address, all of the other parameters are immediately changed when the equipment is reprogrammed.
- **RESTORES:**  
Reloads all default programming values (except for the IP address).



All the menus work the same way: they are tables with two kinds of rows:

- Elements to be programmed
- Links to other submenus

The Elements to be programmed show (in yellow background) the element's description and on its side (in link format) the actual value of the parameter. By clicking on this link, the screen that allows its reprogramming is visualized.

For example:

**SURiX iP Access**

**soft v 1.12 - prog v 3.6**

[Menu Principal](#)      [Manual On Line](#)

**Volumen de Salida (parlante)**

0 (mute) a 10

5 ▾

[Programar](#)    [Volver](#)

In the text box (or drop-down list) you can:

- Write (or select) the new value and press the **Programming** button (the minimum and maximum values are specified), or
- Press the **Back** button to go back to the previous menu, or
- Press the **Main Menu** button to go back to the main menu.

The links to submenus lead to other menus of elements to be programmed, grouped by concept.

Particularly, the Front Functionality element to be programmed defines the door phone operation from the users's point of view:

- The Building, Floor, Apartment sequence can be dialed (building+Floor+Apartment when there are many buildings in the same complex, or just Floor+Apartment if it is only one building), or
- Dial the intern number (extension, annex) of the IP PBX central to which it is connected.

**IMPORTANT:** The programming of many items depend on how this element is programmed; this way, it is convenient that it is programmed the right way before you continue to program.

When the element Front Functionality is programmed as: **Calls by Building-Floor-Apartment**, in the submenu: Front Programming you will see the following elements to be programmed:

## SURiX ip entrix

Cantidad de Departamentos / Casas: 100  
soft v 1.27 - prog v 3.9

Tiempo maximo de marcado (en segundos) (tiempo entre digitos, luego, envia el valor)	<u>3</u>
Cantidad de Torres en el predio	<u>1</u>
Cantidad maxima de Pisos Si en Planta Baja hay deptos, sume un piso Si es igual a 1 => Edificio horizontal o barrio de casas (no espera marcado de piso)	<u>1</u>
Cantidad maxima de Departamentos por piso Si es igual a 1 => Cada piso es un depto (y no espera marcado de departamento)	<u>1</u>
Marcado de Departamento (On: Letra - Off: Numero)	<u>On</u>
<a href="#">Textos de Bienvenida e invitacion a marcar (Torre, Piso, Departamento)</a>	
<a href="#">Torre Piso Departamento</a>	

Genera todas las combinaciones posibles de Torre, Piso y Departamento

### **Maximum dialing time**

For the operation to be intuitive, the visitor user is not asked to validate the data with Enter or something similar. Therefore, to recognize between floor 1 and floor 15, the **IP Entrix** waits some time after every dialed digit. After that time, it validates the data automatically (as if the visitor user had pressed Enter).

Number of buildings in the property

Maximum number of floors

Maximum number of apartments by floor

These are the 3 variables that allow to rapidly create the table of apartments in the building (or buildings) to complete later each position (Tower:X - Floor:Y - Apartment: Z) with the corresponding internal number (IP PBX extension).

Once these 3 variables are programmed, the table is assembled by pressing on the bottom part of the screen, the **Generates T-P-D** button.

To set the **Maximum number of floors**, you should program the maximum number of floors that the building with more floors has (if there were more than one building) and take into consideration if there are apartments on the Ground Floor.

For example, if the building has a Ground Floor, 1st , 2nd, and 3rd floor, you should set:

**Maximum number of floors = 4** if there are apartments on the Ground Floor, and 3 if there are not.

If it were a horizontal building, set **Maximum number of floors = 1**.

To program the **Maximum number of apartments by floor**, the number of apartments of the floor with more apartments should be programmed, considering all the buildings (if there were more than one building).

If it were a building (or several) where every floor is one apartment, set **Maximum number of apartments by floor = 1**.

Apartment dialing (On: Letter - Off: Number)

In some countries (such as Argentina), apartments are usually indicated with letters (1st A, 2nd E, 5th C, etc.). In other cases, they are indicated with numbers.

In the submenu: Welcome texts and invitation to dial (Building, Floor, Apartment) welcome texts are programmed (E.g.: instead of **Dial Building**, maybe the user prefers **Enter Building number**).

In the submenu: Building Floor Apartment is the table created with the **Generate B-F-A** button, which contains all the apartments from all the floors and buildings, according to the programming of the first 3 variables of the previous menu..

**NOTE:** Even if the apartment is identified with a letter, in this table it is always shown with a number (the programmer will have to consider that 1 corresponds to A, 2 to B, and so on). The right-most column is the IP PBX extension number that corresponds to that apartment.

**SURiX ip entrix**

Cantidad de Departamentos / Casas: 100  
soft v 1.27 - prog v 3.9

Indice	Torre	Piso	Departamento	Interno a llamar
0	<a href="#">1</a>	<a href="#">1</a>	<a href="#">1</a>	<a href="#">100</a>
1	<a href="#">1</a>	<a href="#">1</a>	<a href="#">2</a>	<a href="#">138</a>
2	<a href="#">1</a>	<a href="#">1</a>	<a href="#">3</a>	<a href="#">127</a>
3	<a href="#">1</a>	<a href="#">1</a>	<a href="#">4</a>	<a href="#">122</a>
4	<a href="#">1</a>	<a href="#">2</a>	<a href="#">1</a>	<a href="#">156</a>
5	<a href="#">1</a>	<a href="#">2</a>	<a href="#">2</a>	<a href="#">164</a>
6	<a href="#">1</a>	<a href="#">2</a>	<a href="#">3</a>	:
7	<a href="#">1</a>	<a href="#">2</a>	<a href="#">4</a>	:
8	<a href="#">1</a>	<a href="#">3</a>	<a href="#">1</a>	<a href="#">157</a>
9	<a href="#">1</a>	<a href="#">3</a>	<a href="#">2</a>	<a href="#">189</a>

[Primera](#)   [Anterior](#)   [Siguiente](#)   [Ultima](#)  
 Pagina:

(Minimo: 1 - Maximo: 10)

To avoid exiting the screen, the table is assembled in a paginated form (10 items per page). To move across it, you can move to **Next**, **Back**, **First**, or **Last** page through the indicated links, or entering the corresponding page number in the text box that says **Page**.

**NOTE:** In the figure, you are not able to click on First or Back, because it is the **First** page so there is not **Back**.

**IMPORTANT!** There are two possible situations:

- If the building has the same number of apartments in all the floors, the table will probably look as in reality, maybe with one or two blanks in some floor where apartments may be unified.  
For example, in the case of the figure, in the 2nd floor there are only 2 apartments (not 4 as in the other floors).  
In this case, leave unprogrammed the non-existing apartments (in our example, the 2nd 3 and 2nd 4 if identified with numbers, or 2nd C and 2nd D if identified with letters).

- If the building has different number of apartments per floor, it is possible that the table does not include all the apartments in the building as the maximum number of apartments supported by the **IP Entrix** will be reached before the table is completed. Supposing a building with 24 apartments that has 4 apartments per floor on floors 1 to 4, and 2 apartments per floor on floors 5 to 8.

When we program, the variables:

Number of Buildings: 1 - Number of floors: 8 - Number of apartments per floor: 4.

A table as the following will result:

Indice	Torre	Piso	Depto	Interno a llamar
1	1	1	1	-
2	1	1	2	-
3	1	1	3	-
4	1	1	4	-
5	1	2	1	-
6	1	2	2	-
7	1	2	3	-
8	1	2	4	-
9	1	3	1	-
10	1	3	2	-
11	1	3	3	-
12	1	3	4	-
13	1	4	1	-
14	1	4	2	-
15	1	4	3	-
16	1	4	4	-
17	1	5	1	-
18	1	5	2	-
19	1	5	3	-
20	1	5	4	-
21	1	6	1	-
22	1	6	2	-
23	1	6	3	-
24	1	6	4	-
25	1	7	1	-

But in this table it figures floors 5th 3 and 4, and 6th 3 and 4 that does not exist (because on those floors there are only 2 apartments per floor) and does not figure 7th 2 nor 8th 1 and 2.

In a case like this, you should modify the Floor and Apartment column, so that it reflects the reality. The table, then, would be as shown below (assuming that all apartments from 101 onwards were programmed, and that the street front is number 100):

Indice	Torre	Piso	Depto	Interno a llamar
1	1	1	1	101
2	1	1	2	102
3	1	1	3	103
4	1	1	4	104
5	1	2	1	105
6	1	2	2	106
7	1	2	3	107
8	1	2	4	108
9	1	3	1	109
10	1	3	2	110
11	1	3	3	111
12	1	3	4	112
13	1	4	1	113
14	1	4	2	114
15	1	4	3	115
16	1	4	4	116
17	1	5	1	117
18	1	5	2	118
19	1	<b>7</b>	<b>2</b>	<b>122</b>
20	1	<b>8</b>	<b>1</b>	<b>123</b>
21	1	6	1	119
22	1	6	2	120
23	1	<b>8</b>	<b>2</b>	<b>124</b>
24	1	6	4	-
25	1	7	1	121

Obsérvese cómo se reemplazó:

1-5-3 por 1-7-2,  
 1-5-4 por 1-8-1, y  
 1-6-3 por 1-8-2

Another way to represent it would be:

**Original table:**

Floor	Apartment 1	Apartment 2	Apartment 3	Apartment 4
8				
7	T: 1 – P: 7 – D: 1			
6	T: 1 – P: 6 – D: 1	T: 1 – P: 6 – D: 2	<b>T: 1 – P: 6 – D: 3</b>	T: 1 – P: 6 – D: 4
5	T: 1 – P: 5 – D: 1	T: 1 – P: 5 – D: 2	<b>T: 1 – P: 5 – D: 3</b>	<b>T: 1 – P: 5 – D: 4</b>
4	T: 1 – P: 4 – D: 1	T: 1 – P: 4 – D: 2	T: 1 – P: 4 – D: 3	T: 1 – P: 4 – D: 4
3	T: 1 – P: 3 – D: 1	T: 1 – P: 3 – D: 2	T: 1 – P: 3 – D: 3	T: 1 – P: 3 – D: 4
2	T: 1 – P: 2 – D: 1	T: 1 – P: 2 – D: 2	T: 1 – P: 2 – D: 3	T: 1 – P: 2 – D: 4
1	T: 1 – P: 1 – D: 1	T: 1 – P: 1 – D: 2	T: 1 – P: 1 – D: 3	T: 1 – P: 1 – D: 4

**Modified table:**

Floor	Apartment 1	Apartment 2	Apartment 3	Apartment 4
8	<b>T: 1 – P: 8 – D: 1</b>	<b>T: 1 – P: 8 – D: 2</b>		
7	T: 1 – P: 7 – D: 1	<b>T: 1 – P: 7 – D: 2</b>		
6	T: 1 – P: 6 – D: 1	T: 1 – P: 6 – D: 2		T: 1 – P: 6 – D: 4
5	T: 1 – P: 5 – D: 1	T: 1 – P: 5 – D: 2		
4	T: 1 – P: 4 – D: 1	T: 1 – P: 4 – D: 2	T: 1 – P: 4 – D: 3	T: 1 – P: 4 – D: 4
3	T: 1 – P: 3 – D: 1	T: 1 – P: 3 – D: 2	T: 1 – P: 3 – D: 3	T: 1 – P: 3 – D: 4
2	T: 1 – P: 2 – D: 1	T: 1 – P: 2 – D: 2	T: 1 – P: 2 – D: 3	T: 1 – P: 2 – D: 4
1	T: 1 – P: 1 – D: 1	T: 1 – P: 1 – D: 2	T: 1 – P: 1 – D: 3	T: 1 – P: 1 – D: 4

When the element Front Functionality is programmed as **Calls by intern**, in the submenu Front Programming there can be seen the following elements to be programmed:

## SURiX ip entrix

Cantidad de Departamentos / Casas: 25

soft v 1.27 - prog v 3.9

Menu Principal
Manual On Line

Cantidad maxima de digitos de discado (alcanzada esa cant, envia el Nro marcado)	<u>4</u>
Tiempo maximo de marcado (en segundos) (tiempo entre digitos, luego, envia el valor)	<u>3</u>
<a href="#"><u>Textos de Bienvenida e invitacion a marcar Departamento (Nro Interno)</u></a>	
<a href="#"><u>Internos por Numero</u></a>	

### **Maximum number of dialing digits**

#### **Maximum dialing time**

For the operation to be intuitive, the visitor user is not asked to validate the data by pressing Enter or something similar. To recognize between apartments (house, ground lot, or intern) 1 and 15, the **IP Entrix** waits some time after every dialed digit. After that time, it automatically validates the data (as if the user would have pressed Enter).

On the other hand, to avoid waiting that time for data validation, a numeration plan with a fixed number of digits can be chosen so that the number of dialed digits is what validates the data. In the submenu Welcome texts and Invitation to dial Apartment (Intern number), the welcome text is programmed (E.g.: instead of **Dial Intern**, if it was a gated community, maybe the user prefers **Enter number of House or Ground lot**).



In the submenu Interns by Number the numeration table that the user marks and its correspondence with the IP PBX interns the **IP Entrix** calls.

NOTE: See in this example that the user can mark 1 or 10.

## SURiX ip entrix

Cantidad de Departamentos / Casas: 25  
soft v 1.27 - prog v 3.10

[Menu Principal](#)
[Manual On Line](#)

Indice	Discado por usuario	Interno a llamar
1	<u>1</u>	<u>139</u>
2	<u>2</u>	<u>138</u>
3	<u>3</u>	<u>127</u>
4	<u>4</u>	<u>122</u>
5	<u>5</u>	<u>156</u>
6	<u>6</u>	<u>164</u>
7	<u>7</u>	<u>144</u>
8	<u>8</u>	<u>167</u>
9	<u>9</u>	<u>157</u>
10	<u>10</u>	<u>189</u>

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In the submenu Key Programming it can be seen the telephone keyboard table, which includes the keys \* (asterisk) and # (pound).

SURIX ip entrix	
Cantidad de Departamentos / Casas: 25	
soft v 1.27 - prog v 3.10	
<input type="button" value="Menu Principal"/> <input type="button" value="Manual On Line"/>	
Accion de Tecla 0	<a href="#">Tecla simple</a>
<a href="#">Prog Tecla 0</a>	
Accion de Tecla 1	<a href="#">Tecla simple</a>
<a href="#">Prog Tecla 1</a>	
Accion de Tecla 2	<a href="#">Tecla simple</a>
<a href="#">Prog Tecla 2</a>	
Accion de Tecla 3	<a href="#">Tecla simple</a>
<a href="#">Prog Tecla 3</a>	
Accion de Tecla 4	<a href="#">Tecla simple</a>
<a href="#">Prog Tecla 4</a>	
Accion de Tecla 5	<a href="#">Tecla simple</a>
<a href="#">Prog Tecla 5</a>	
Accion de Tecla 6	<a href="#">Tecla simple</a>
<a href="#">Prog Tecla 6</a>	
Accion de Tecla 7	<a href="#">Tecla simple</a>
<a href="#">Prog Tecla 7</a>	
Accion de Tecla 8	<a href="#">Tecla simple</a>
<a href="#">Prog Tecla 8</a>	
Accion de Tecla 9	<a href="#">Tecla simple</a>
<a href="#">Prog Tecla 9</a>	
Accion de Tecla * (asterisco)	<a href="#">Tecla simple</a>
<a href="#">Prog Tecla * (asterisco = 10)</a>	
Accion de Tecla # (numeral)	<a href="#">Tecla simple</a>
<a href="#">Prog Tecla # (numeral = 11)</a>	

## N key action

The telephone keyboard has the keys 0 to 9, \* (asterix), and # (pound).  
The action of all of these keys is programmable in the same way:

- **Simple key**  
Generates the **single-digit dialing** (as in a regular phone) that will be used to compose an Intern Number.
- **Direct extension call**  
Sends the direct call (one touch) to an intern number.
- **Direct IP call**  
Sends the direct call (one touch) to an IP address.
- **Dials Building number**  
The key is interpreted as dialing a number of tower.
- **Dials Floor number**  
The key is interpreted as dialing a floor number.
- **Dials Apartment number**  
The key is interpreted as dialing an apartment number.

The last 3 types of action, are generally used in independent push-buttons but not in telephone keyboard keys.

After the key action is programmed, the element **N Key Programming** is programmed. It defines what digit, intern number, IP address, building number, floor, or Apartment activates this key.

To program the dialed digit, 0 to 9 are used for numbers, 10 for \* (asterix), and 11 for # (pound) in case the **IP Entrix** is required to dial these values.

In the submenu **Push-buttons Programming** there is the 10 push-buttons table that the **IP Entrix** can have as part of its equipment.

The programming of the push-buttons is identical to the one explained for keys.

The only difference is that the first 2 push-buttons (1 and 2) can have an additional function: **Manual Door Opening**.

If this action is programmed, the **N Push-button Programming** for the programmed push-button will define which of the 2 relays will activate a pulse in that push-button.

**NOTE:** This feature is used when a visitor is leaving (or someone from the security post), so that he can press a button that activates lock opening for a programmed time and exit the building.

In the submenu **Communication Parameters** you will see the following elements to be programmed:

### SURiX ip entrix

Cantidad de Departamentos/Casas: 50  
soft v 1.24 - prog v 3.9

Menu Principal
Manual On Line

Direccion de este equipo (ip entrix)	10.100.102.10
Puerto UDP protocolo SIP Origen	5060
Clave login de ip entrix en IP PBX	105
Nro interno de este equipo (ip entrix)	105
Dir IP de IP PBX	0.0.0.0
Puerto de IP PBX	5060
Nro minimo de rango de puertos UDP	50001
Nro maximo de rango de puertos UDP	59999
Mascara de sub-red	255.255.255.0
Dir IP Gateway	10.0.0.2
Dominio IP PBX	surix.net
Tiempo Expiracion (en minutos)	2
Registro Servicio SIP	

Parameters used by the **IP Entrix** for its communication:

**Equipment's address (IPEntrix)**

IP address that will be used by the **IP Entrix** for all the IP communications.  
Its default value is **10.0.0.100** . If this address is changed, the next accesses to the programming web server will have to be made to: **http://nueva\_dirección:8085**

**UDP Port SIP protocol Origin**

Number of UDP port the **IP Entrix** uses in the SIP protocol.

**IP Entrix login password in IP PBX**

Password the **IP Entrix** uses to register in the IP PBX if its registration is required.

**Intern number of this equipment (IP Entrix)**

Intern number the **IP Entrix** will have for the IP PBX central (if it is connected to an IP central).

**IP PBX IP Address**

Verify that the IP address of the **IP Entrix** and the IP PBX are in the same range (accessible).

**IP PBX Port**

Port number in which the IP PBX will attend the **IP Entrix** communication requirement.

**Minimum range number of UDP ports**

**Maximum range number of UDP ports**

These parameters may have to be set if the network router filters the RTP packages by port (the rule foresees this may happen).

**Sub-network Mask**

Defines the network addresses range.

**IP Address Gateway**

If there is an intermediate gateway.

**IP PBX domain**

For hosted centrals or broadworks systems.

**Expiring time (in minutes) SIP Service Register**

Negotiated time with the IP PBX central.

**IMPORTANT:** It is advised not to increase this number.

In the submenu Temporizers there are the following elements to be programmed:

## SURiX ip entrix

Cantidad de Departamentos / Casas: 25  
soft v 1.27 - prog v 3.10

Menu Principal
Manual On Line

Tiempo maximo de comunicacion (en segundos)	<a href="#">120</a>
Tiempo maximo de espera de respuesta (en segundos)	<a href="#">20</a>
Tiempo de activacion de relay abrepuerta 1 (en segundos)	<a href="#">5</a>
Tiempo de activacion de relay abrepuerta 2 (en segundos)	<a href="#">5</a>

### **Maximum response waiting time**

This is the time the **IP Entrix** waits for the extension it is calling to pick up, before it undoes the call.

In the submenu Passwords there are the following elements to be programmed:

## SURiX ip entrix

Cantidad de Departamentos / Casas: 25  
soft v 1.27 - prog v 3.10

Menu Principal
Manual On Line

Clave Administrador	<a href="#">sx1234</a>
Clave apertura de puerta 1	<a href="#">31</a>
Clave apertura de puerta 2	<a href="#">32</a>
Clave login de ip entrix en IP PBX	<a href="#">105</a>

### **Administrator Password**

Password used to enter programming. If it gets lost, the user can enter programming with the previously described procedure.

### Door 1 opening password

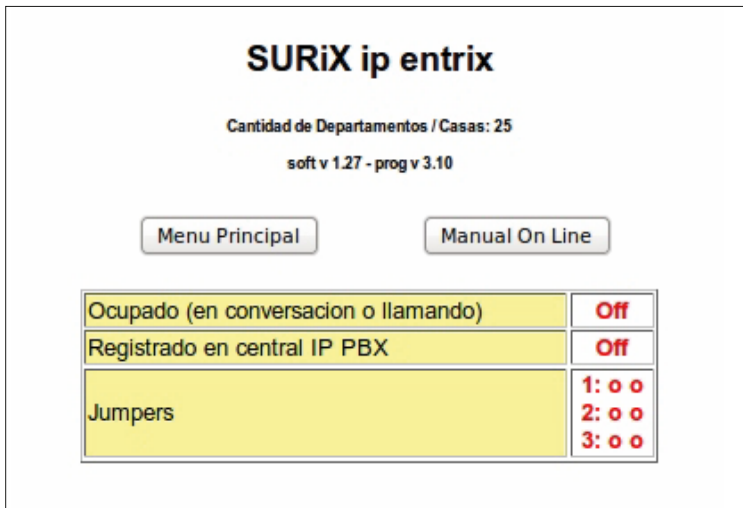
### Door 2 opening password

This is what the user dials in the intern that is in communication with the **IP Entrix** to activate the relay that opens doors 1 and 2, respectively.

### IP Entrix in IP PBX login password

Password that the **IP Entrix** uses to register in the IP PBX central if its registration is required.

In the submenu IP Entrix Status there are the following items:



<b>SURiX ip entrix</b>	
Cantidad de Departamentos / Casas: 25	
soft v 1.27 - prog v 3.10	
Menu Principal	Manual On Line
Ocupado (en conversacion o llamando)	<b>Off</b>
Registrado en central IP PBX	<b>Off</b>
Jumpers	<b>1: 0 0</b>
	<b>2: 0 0</b>
	<b>3: 0 0</b>

The **red** colour in the numbers indicates that it is not possible to alter them by programming (they are read-only values).

### Busy (In conversation or call)

If at that moment the IP Entrix was making a call (or receiving one), this value will be **On**. If it was not, it will be **Off**.

### Registered in IP PBX central

It shows if it is registered in the IP PBX central whose data is in the Communication Parameters menu.

### Jumpers

It shows the connection state of the jumpers (in case you want to verify, for example, if the start jumper was left with the default IP address).

**NOTE:** This submenu tab is not renewed automatically. The user should reload the page in his browser to get the updated values.

## Warranty Registration

Please proceed to complete the following information for warranty registration, and send it as soon as possible, by mail, e-mail, or fax.

**IMPORTANT!:** This product's warranty is 1 year from the reception of this Warranty Register. We will not accept any complaints for no-registered products.

Name of holder		FIRST NAME AND LAST NAME			
Address where the IP Entrix is installed					
STREET AND NUMBER					
				Company	Particular
CITY			STATE/COUNTRY		
Phone number	WITH LONG DISTANCE CODE		ZIP Code		
Company or installer from who you purchased the equipment			NAME		
Company/Installer's phone number			WITH LONG DISTANCE CODE		
Installer			FIRST NAME AND LAST NAME		
Installer's phone number			WITH LONG DISTANCE CODE		
How did you get to know of the existence of this product?					
Date of purchase	DAY	MONTH	YEAR	SERIAL NUMBER	

For technical support:  
**soporte@surix.net**

### How to contact us:

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