

Model No. VL-V900 and VL-V700 series

Video Intercom System for Villa (Up to 560 Monitors)

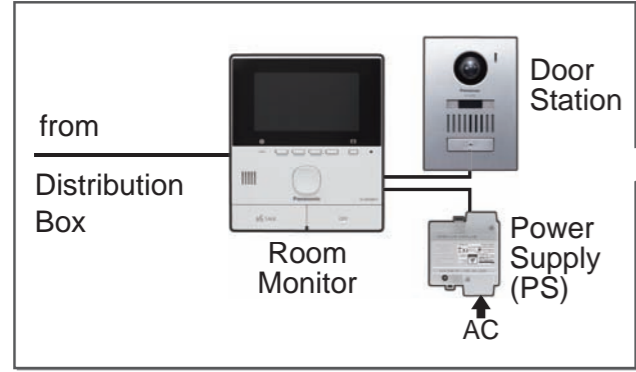
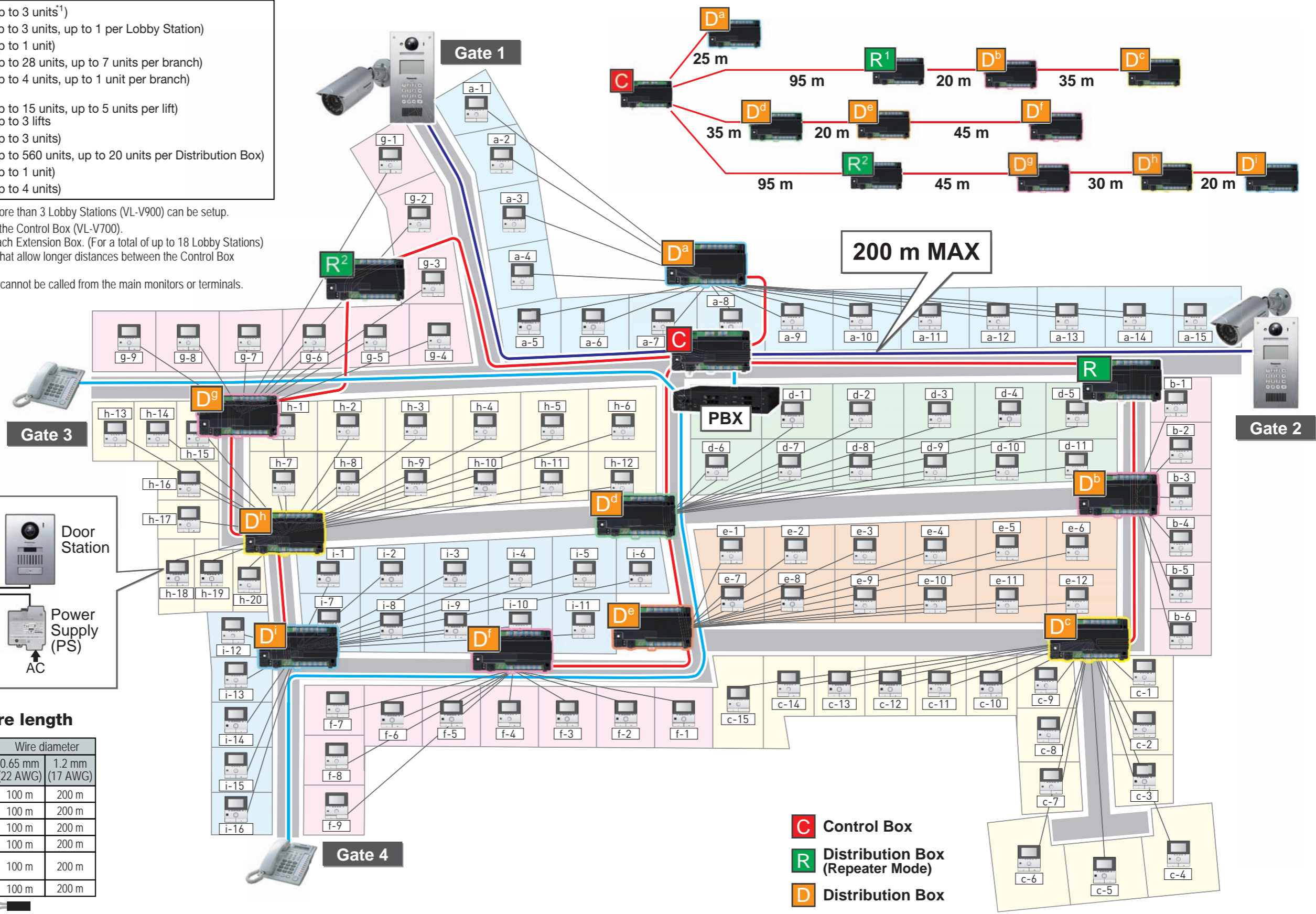


Line Diagram (Villa)

Total System

| | |
|--|--|
| Lobby Station (VL-V900) | 2 units (up to 3 units ^{*1}) |
| Security Camera | 2 units (up to 3 units, up to 1 per Lobby Station) |
| Control Box (VL-V700) | 1 unit (up to 1 unit) |
| Distribution Box (VL-V701) | 9 units (up to 28 units, up to 7 units per branch) |
| Distribution Box (VL-V701) (Repeater mode) | 1 unit (up to 4 units, up to 1 unit per branch) |
| Lift Controller (VL-V702) | 0 unit (up to 15 units, up to 5 units per lift up to 3 lifts) |
| Extension Box (VL-V703) | 0 units (up to 3 units) |
| Room Monitor (VL-SVN511) | 113 units (up to 560 units, up to 20 units per Distribution Box) |
| PBX | 1 unit (up to 1 unit) |
| Terminal | 2 units (up to 4 units) |

- ^{*1} When an Extension Box (VL-V703) is added, more than 3 Lobby Stations (VL-V900) can be setup.
- Up to 3 Extension Boxes can be connected to the Control Box (VL-V700).
 - Up to 6 Lobby Stations can be connected to each Extension Box. (For a total of up to 18 Lobby Stations)
 - Extension Boxes do not operate as repeaters that allow longer distances between the Control Box and Lobby Stations.
 - Lobby Stations connected to Extension Boxes cannot be called from the main monitors or terminals.



Wire type and maximum wire length

| Wiring run | Wire diameter | |
|---|------------------|-----------------|
| | 0.65 mm (22 AWG) | 1.2 mm (17 AWG) |
| Control Box - Lobby Station | 100 m | 200 m |
| Control Box - Distribution Box (Standard Mode) | 100 m | 200 m |
| Distribution Box (Standard Mode) - Main Monitor | 100 m | 200 m |
| Control Box - Distribution Box (Repeater Mode) | 100 m | 200 m |
| Distribution Box - Distribution Box (Repeater Mode) (Standard Mode) | 100 m | 200 m |
| Control Box - the farthest Lift Controller | 100 m | 200 m |

* Use PE (polyethylene)-insulated cables.

- C** Control Box
- R** Distribution Box (Repeater Mode)
- D** Distribution Box