

# GF-NS/A Setup Tool

Software Program to load Data into GF-NS/A Digital Display Module

## - INSTRUCTIONS -

**IMPORTANT! Read these instructions before loading or editing data in the GF-NS/A Digital Name Scrolling Module for the GF series multi-unit entry system.**

This software program allows you to use a computer to load the following information into the GF-NS/A. Note that you will need to use a computer with a serial port along with the supplied connecting cable to plug into the GF-NS/A. If only a USB connection is available, then a USB to serial adapter will be needed.)

1. Select Language for use while programming (5 language options)
2. Change ID Code (4-digit code to get into program mode of unit)
3. Change Access Code (Up to 20 ID codes can be programmed to activate door release via keypad)
4. Resident Information (3- or 4-digit dialing codes and resident names. Max. 250 resident locations.)
5. Set Timer. Operation Timer = length of time until system returns to standby mode after being used.  
Program Timer = length of time unit stays in program mode after last information is entered.
6. Change Greeting (Scrolling message that appears when system is in standby mode. Max. 160 characters.)

## PROGRAM SCREENS:



## MAIN MENU:

### 1. Select Language:

Click radio button of language to be used while programming.



### 2. New ID Code:

Enter \* symbol, then new 4-digit ID code.

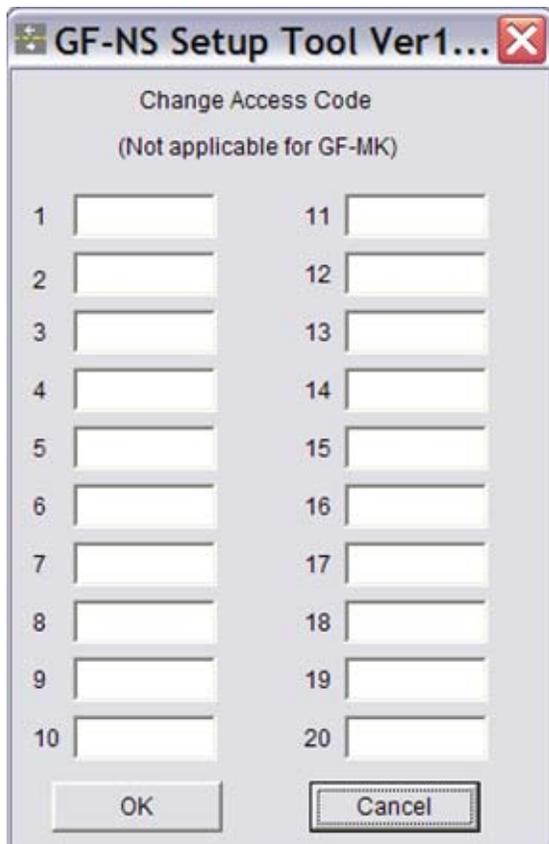


This is a security code and is required in order to make any changes to the GF-NS/A data via the keypad, or when exporting data into the unit.

NOTE: To manually reset code from the GF-NS/A: Move SW1 to ON position for 2 seconds, then turn off again. This will reset code back to \*1111.

### 3. Change Access Code:

4-digit Access Codes for users to activate door release.



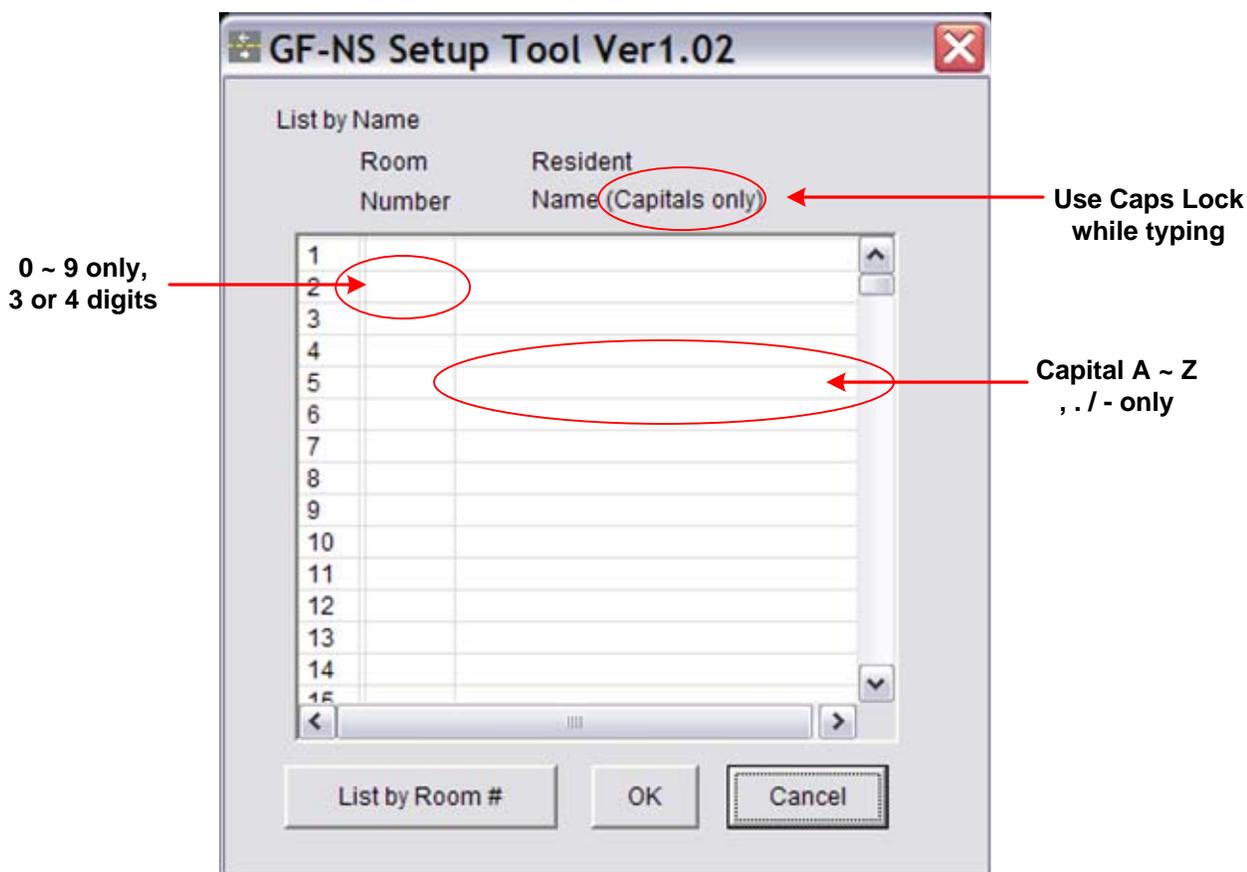
In each box, enter a 4-digit number. The program will not allow any other code length. Once saved and imported into GF-NS/A, any 4-digit number programmed here will activate the door release contact. The contact length can be set on the GF-DA/B module to momentary, or from 0.5 to 20 seconds.

NOTE: "(Not applicable for GF-MK)" means that access codes cannot be programmed into the GF-MK Concierge station and used for access control.

## MAIN MENU (Continued):

### 4. Resident Information:

Program 3- or 4-digit Dialing Code (room number) and Resident Name (optional)



### IMPORTANT!!!

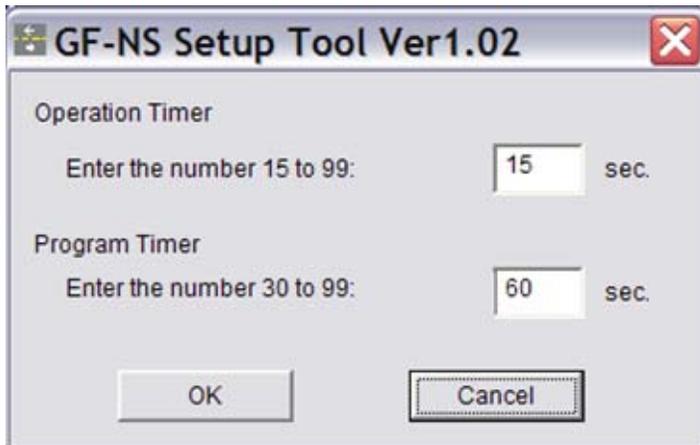
1. This program allows you to use numeric dialing numbers to call each tenant location, either 3 or 4 digits in length.
2. The Resident Name field is optional. When entering into this field, the computer must be in "Caps Lock" mode. The program will not accept entry of lower case letters. This field also allows letters only, not numbers. An alpha-numeric apartment number cannot be entered into this field, for example.
3. **When using this program utility to load data into the GF-NS/A, it is VERY IMPORTANT to save the data file. When any changes are made to the resident information (i.e. name of resident), the existing data file must be edited. A new data file should never be imported into a unit that is already programmed and functional. This will compromise the existing programming.**
4. The Resident Name field accepts up to 16 characters and/or spaces. Symbols allowed are as follows (. , / -).
5. The "List by Room #" button toggles to "List by Name". This simply alters the way the resident information appears in this program utility, and has no bearing on how it is listed in the GF-NS/A. The digital display will always arrange the resident information in alphabetical order if there are names in the resident name field. If there are no names entered, it will list the room numbers in numerical order.

## MAIN MENU (Continued):

### 5. Set Timer:

Operation Timer (15 to 99 seconds)

Program Timer (30 to 99 seconds)



The screenshot shows a dialog box titled "GF-NS Setup Tool Ver1.02". It has two sections: "Operation Timer" and "Program Timer". Under "Operation Timer", there is a label "Enter the number 15 to 99:" followed by a text input field containing "15" and the unit "sec.". Under "Program Timer", there is a label "Enter the number 30 to 99:" followed by a text input field containing "60" and the unit "sec.". At the bottom of the dialog, there are two buttons: "OK" and "Cancel".

1. Enter the desired length of time in seconds for the operation timer.
2. Enter the desired length of time in seconds for the program timer.
3. Click OK.

Operation Timer sets the length of time from when the last button is pressed on the keypad until the system resets to standby mode, displaying the scrolling welcome message.

For example, if someone is scrolling through the names, then stops without pressing the “bell” button, and if the operation timer is set to 15 seconds, the welcome message will reappear in 15 seconds.

Program Timer sets the length of time the GF-NS/A will stay in program mode while manually entering data. If the timer is set for 60 seconds, it will automatically return to the welcome message if no buttons are pressed on the keypad for 60 seconds. This protects the system from being left in program mode accidentally.

### 6. Change Greeting

Text that scrolls on LCD display while system is not in use (standby mode)



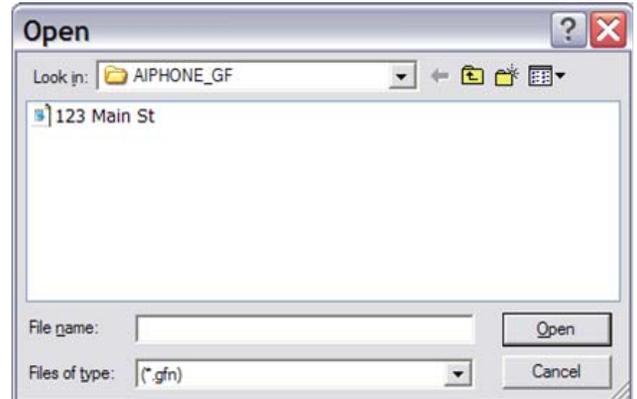
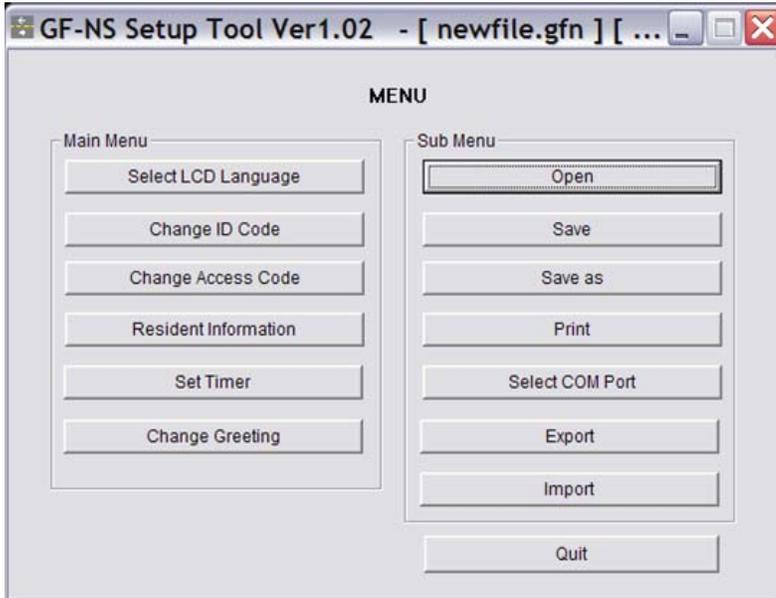
The screenshot shows a dialog box titled "GF-NS Setup Tool Ver1.02". It has a section "Change Greeting (Capitals only)" with a "Remaining Letters" indicator showing "160". Below this, there is a note "(Capitals only, Not applicable for GF-MK)". A large empty text input field is provided for entering the greeting. At the bottom of the dialog, there are two buttons: "OK" and "Cancel".

1. Typing in “Caps Lock” mode, enter the text that you would like to have appear on the LCD screen while the system is in standby mode.
2. Capital alphabetical characters only are allowed in this field, not numbers. Symbols allowed are as follows (, . / -)
3. A maximum of 160 characters, including spaces are allowed. If the content is longer than 16 characters, the text will scroll on the top line of the LCD display.
4. The scroll rate of the welcome message is not adjustable.

## SUB MENU:

### 1. Open:

Command to open a previously saved GF data file



1. When new information has not yet been entered into the program, a dialog box will appear.
2. Browse to the location on your computer where the .gfn files are saved.
3. Select the file name you wish to open.
4. Click "Open".

If data has been entered into the GF program but not saved yet, when you click "Open", this dialog box will appear.



1. By clicking OK, you will lose any unsaved information you have entered.
2. Click "Cancel" and save the data (if you want to keep it).
3. When you click OK, the browser dialog box will appear as seen above.

### 2. Save:

Command to save data.

1. If the data hasn't been saved yet, a dialog box will appear. Enter a file name for the data you wish to save. (It is recommended to use a name that identifies the building or system.)
2. When additional data is entered into the program, and before you export the data, click "Save" again.

### 3. Save As:

Command to rename the data file to a new name.

1. Click "Save As", then enter a new file name in the dialog box, then click "Save".

## SUB MENU (Continued):

### 4. Print:

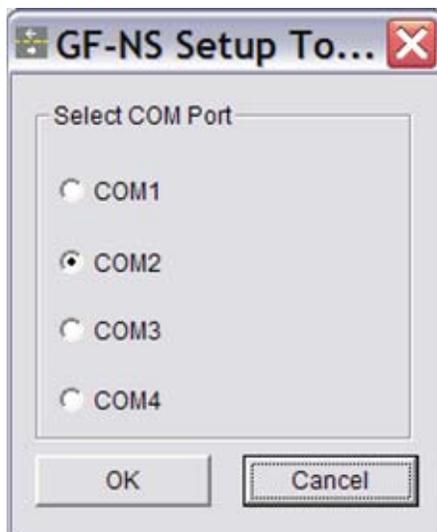
Command to print a hard copy of the information entered into the program.



1. This dialog box appears when clicking the "Print" button. Default elements to be printed are already checked.
2. If you wish to change any information to be printed, simply check or uncheck the appropriate box.
3. Click "Print", and a hard copy of the programmed information will be printed.
4. Save the record with the job information for future reference.

### 5. Select COM Port:

COM port on your computer corresponding to the serial connection output to the GF-NS/A.



1. Select the COM Port of your computer that will be used to export the data to the GF-NS/A module. (COM2 is the default setting.)
2. Click OK to continue.

## SUB MENU (Continued):

### 6. Export:

Export Data to GF-NS/A



#### NOTE:

Use Serial Cable supplied with GF-NS/A to transfer data to and from the unit. Plug 3.5mm jack into module, located below the LCD display, right side. Plug serial connector into computer or USB adaptor, then to computer.

### 7. Import:

Import Data from GF-NS/A to computer



### 8. Quit:

Quit the program



### IMPORTANT!!!

1. When exporting data from the computer into the GF-NS/A, it will REPLACE any program data already in the unit, whether it had been programmed manually via the keypad or exported previously from the computer. If the GF entrance panel has already been programmed to call the tenant stations, you must edit the ORIGINAL program data in the GF-NS/A. **DO NOT REPLACE the original data with new data, as could cause the system to not retain the proper memory locations for each tenant location.**
2. To edit the original program, first IMPORT the data from the GF-NS/A into the GF Setup tool, edit it, then EXPORT it back into the unit.
3. If the data in the GF-NS/A matches the saved data file (*name.gfn*) you wish to export (meaning that no one has manually edited the information in the GF-NS/A since the last export), you can edit the original data file and EXPORT again into the unit.

To use the computer to change resident names, access codes, or any other programmed data in the GF-NS/A module, you must first IMPORT the data from the unit into the GF Setup tool.

1. Open the GF Setup tool, but do not enter any data. This will give you a "blank" file in which to import the data.
2. Click OK at this screen. Since this will delete any previously entered data, it is important that you not have any data entered in the program when importing.
3. The data will be transferred from the GF-NS/A into the GF Setup tool on the computer.



1. To close out of the GF Setup tool program, simply select QUIT, then click OK.
2. If any data has been entered but not saved, you will be prompted with the above popup. Choose whether to save last inputted data.