



Prison environment

PROFESSIONAL INTERCOM AND ACCESS CONTROL SYSTEMS



Maylis professional intercommunication



maylis



- **A solution to every requirement**
With hundreds of customer references in the prison environment, CASTEL's experience guarantees a wide range of solution to every requirement (intercoms for security, access, cells, window station and visiting rooms).
- **Fast and powerful communication**
providing a communication system to ensure a secure environment for the personnel and avoid a sense of isolation for the prisoners.
- **Centralisation and total intercommunication**
between the different stations ensuring total security.
- **Graphic user interface**
of all calls, accesses and alarms providing tracking and history of events and real-time reporting on all intercom stations.
- **A wide range specifically adapted to the prison environment**
with vandal-proof stations, frame integration kits for cells and corridors with light validation controls, noise detection call function, discreet listening function, office master station wall mounted or for a desk, etc.
- **Lower costs, easy installation and maintenance**
with different authorised architectures (IP, star, secured and looped bus, and both star and bus cabling) and easy station configuration with user-friendly software.
- **Interoperability and openness**
to other systems (sound, HyperVision, videosurveillance, etc.).



Building supervision and access control over IP

- **Simple to use, modular, scalable and high performance**
VDIP System responds to all issues relating to audio video communication, access control, application diagrams, intrusion detection and time programming over IP.

CASTEL has extensive experience and numerous serious testimonials from the prison system, enabling the company to offer high performance solutions for secure prison management and personnel, prisoner and visitor flow.



A few references:

Prison Centres (Aix-Luynes, Arles, Bapaume, Borgo, Bourg-en-Bresse, Guyane Remire Montjoly, le Havre, Liancourt, Lille Annoeullin, le Mans-Coulaine, Marseille les Beaumettes, Martinique Ducos, Maubeuge, Meaux-Chauconin, Mont-de-Marsan, Nouvelle Calédonie Nouville, Poitiers-Vivonne, Réau Melun, Rennes Vezin le Coquet, Tarascon, Toulon-La Farède, etc.), State Prisons (Arles, Saint-Maur, etc.), Prisons (Aurillac, Aix-Luynes, Bonneville, Clermont-Ferrand, Douai, Evreux, Fontenay-le-Comte, le Havre, Montauban, Mulhouse, Nice, Rodez, Salon de Provence, Tarascon, etc.), Partial release wings (Aix-Luynes, Avignon le Pontet, Bordeaux Gradignan, Caen, Grenoble, etc.), Youth Prisons (Valenciennes-Quievrechain, Lyon-Meyzieu, Marseille, Meaux-Chauconin, Nantes-Orvault, Porcheville, Toulouse-Lavaur, etc.), Detention Centres (Guyane, Lesquin, Rennes, etc.).

- Security intercom systems in different rooms, corridors, lifts, car parks (fire alarms, emergency calls)
- Security intercom systems (intercommunication between different units control stations and central control room)
- Centralised communication from remote control stations
- Cell intercom systems (vandal proof stations, lighting control, luminous call marking, noise detection calls, caller identification, etc.)
- Access and contact intercom systems (building, corridor, airlock access, etc.)
- Visiting room intercom systems (with listening and recording options)
- Counter intercom systems (packet/document window, etc.)
- Application diagram of communication, access and alarm systems, video feedback
- Audio, video and access control management (code, badge or biometric) via IP
- Stations specifically adapted to the prison environment, benefiting from optimal acoustic quality and robustness
- Bus or star network connection, or via IP
- Solutions that meet standards of interoperability and which fit perfectly into centralised management solutions

CASTEL: 6 powerful and scalable ranges



- Telephone intercom systems
- Full IP audio video intercommunication
- Voice, data, image and access control over IP
- Professional intercom systems
- Security intercom systems
- Services

