

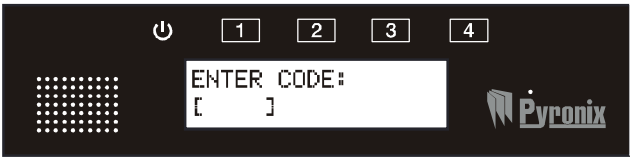



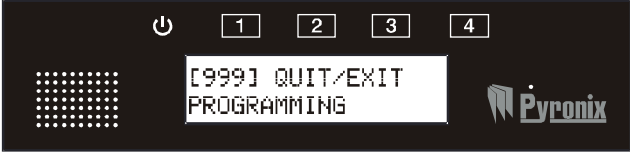
V2 GSM

GSM Speech Dialler with Automation Control



USER MANUAL

EASY START GUIDE

<p>Enter 1 2 3 4</p> <p>This enters the user menu.</p>	
<p>Enter 8 3 1</p> <p>Enter the SMS messages for input 1. Repeat for all other inputs if required [831-844].</p>	
<p>Enter 9 0 1</p> <p>Program telephone number 1. Repeat for all other numbers if required [901-909].</p>	
<p>Enter 9 3 1</p> <p>Program the message types for the telephone numbers. Repeat for all other numbers if required [931-939].</p>	
<p>Enter 9 9 9</p> <p>Press the <input checked="" type="checkbox"/> key to exit the user mode.</p>	

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CHAPTER 2: INTRODUCTION

The V2 GSM is 2 way GSM audio communication and remote automation module.

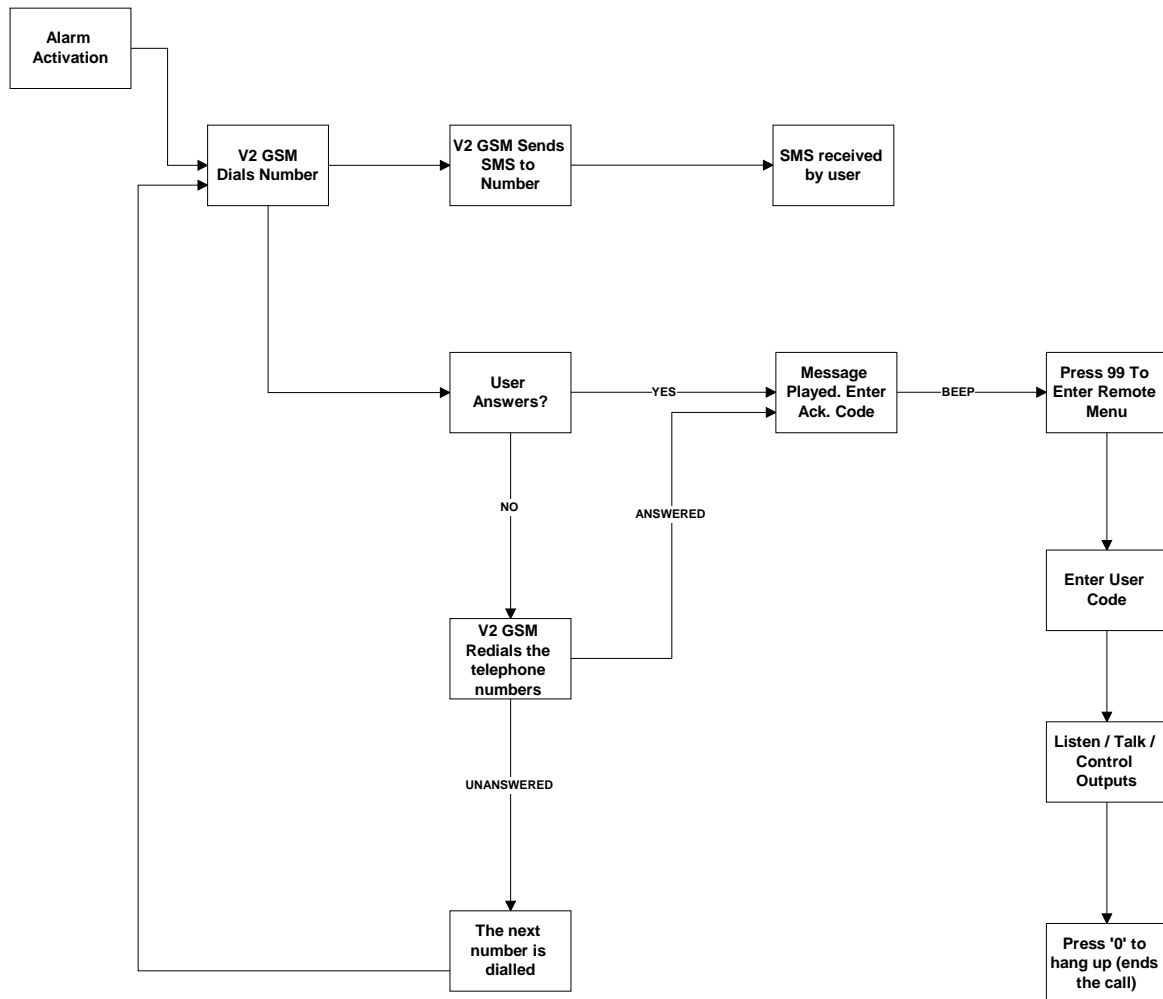
The V2 GSM has the following features:

- Call any telephone number (just like a mobile phone)
- Supports 2 way speech via the built in SPK and microphone
- Activate outputs (to turn on lights, open gates, etc)
 - Locally via the integrated keypad
 - Remotely via SMS or voice menu command
- Program voice messages (Up to 14, 1 for each alarm input)
- Program SMS messages (Up to 14, 1 for each alarm input)
- Send SMS or voice alerts to up to 9 different user phone numbers
- View the V2 event log (256 events, time and date)
- Remotely operate the V2 by phone using the built in voice menu to:
 - Listen in
 - Talk and listen
 - Control output
 - Check the status of an external device that is connected to the V2 (for example system armed or disarmed)
- Remotely by SMS text commands operate the V2:
 - Change telephone number
 - Control outputs
 - Check the status of an external device that is connected to the V2 (for example system armed or disarmed)
 - Check the status of an input

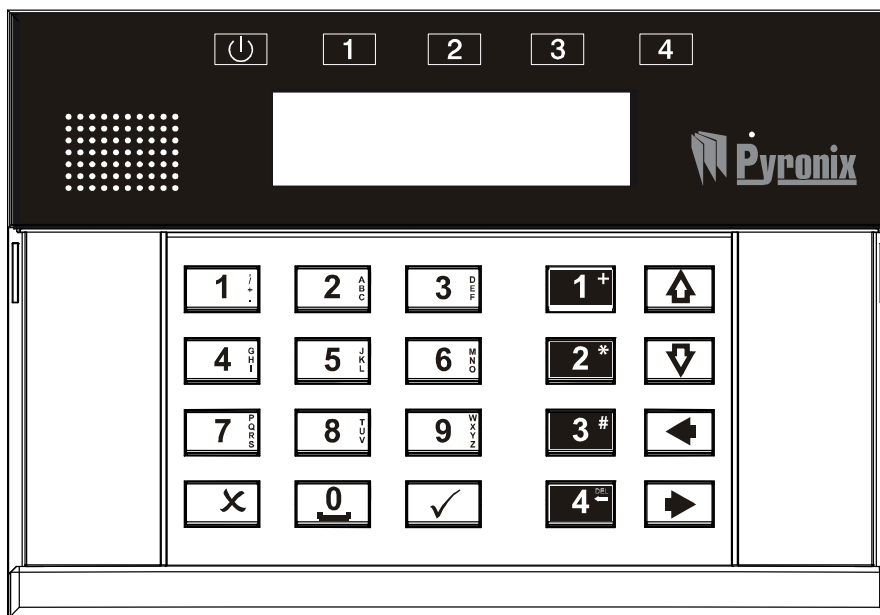
CHAPTER 3: HOW THE V2 GSM WORKS

3.1 THE V2 GSM PROCESS

Below shows a flowchart that is a representation of how the V2 GSM operates, when an alarm activation occurs.



CHAPTER 4: OPERATING THE KEYPAD



The V2 GSM keypad incorporates 4 output status LEDs positioned above the LCD display. They are numbered 1 to 4 and are used to show the status of the 4 inbuilt outputs.

4.1 SCROLLING THROUGH MAIN MENUS

4.1.1 Scrolling through main menu

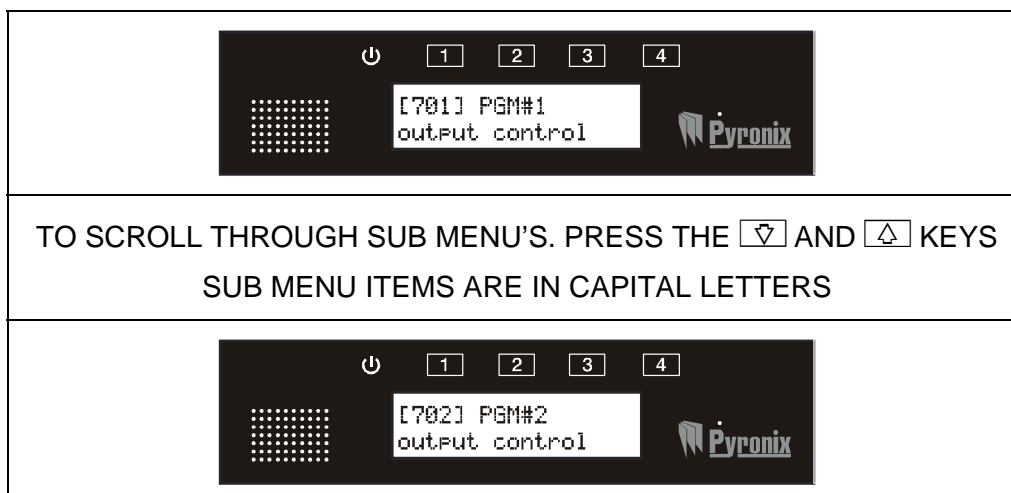
[600] CALL
TELEPHONE NUMBER

TO SCROLL THROUGH MAIN MENU'S. PRESS THE ◀ AND ▶ KEYS
MAIN MENU ITEMS ARE IN CAPITAL LETTERS

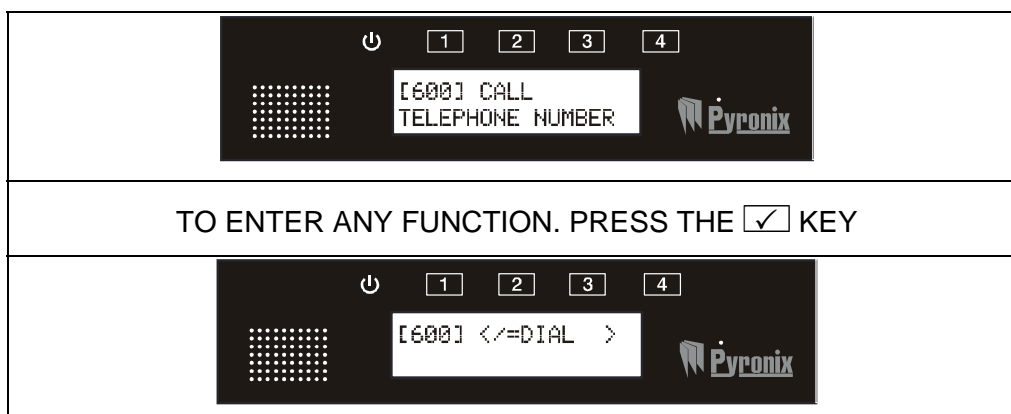
[700] OUTPUT
CONTROL



The diagram illustrates the process of scrolling through the main menu. It shows two states of the keypad's LCD display. In the first state, the display shows '[600] CALL TELEPHONE NUMBER'. In the second state, after pressing the right arrow key, the display shows '[700] OUTPUT CONTROL'. The text between the two states explains that pressing the left and right arrow keys allows scrolling through the menu items, which are displayed in capital letters.

4.1.2 Scrolling through sub menu

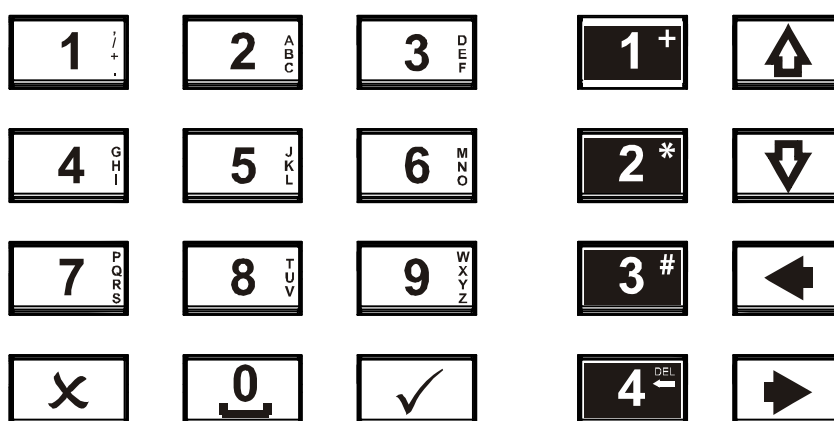





4.1.3 Entering a sub menu/main menu function


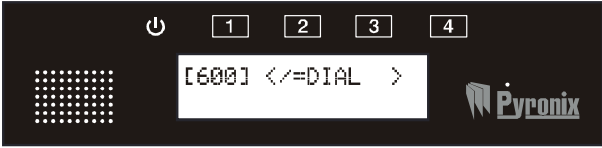

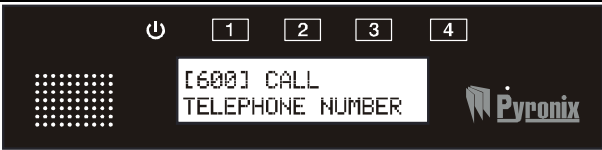

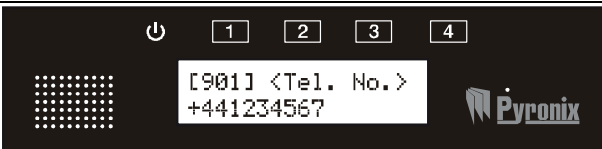

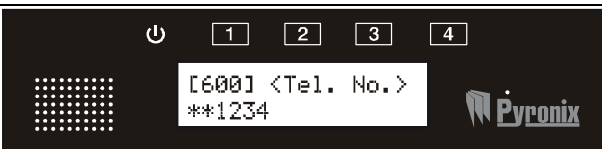



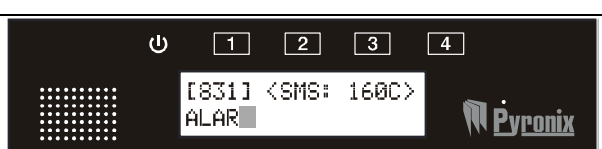

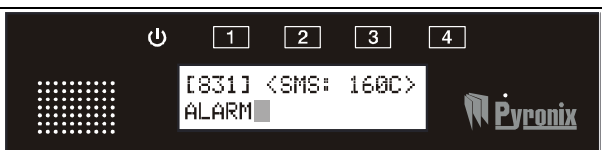

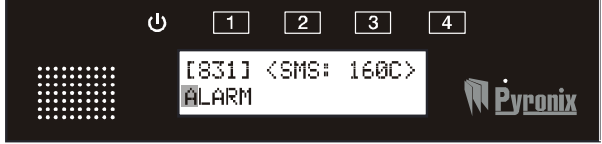

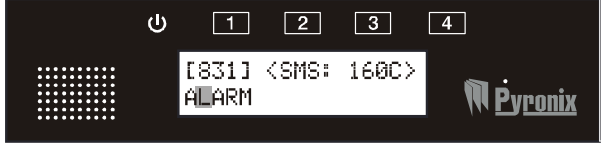

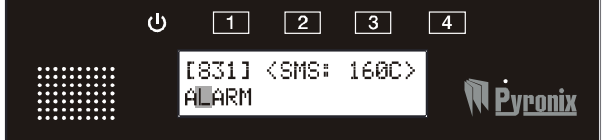


Press  to exit a sub-menu and press  again to return to a main menu function (displayed in capital letters). Function numbers can also be entered to jump to a particular menu. For example to leave the V2 GSM from any main menu or sub-menu digit [999] that will bring you to the main menu item: 'QUIT/EXIT PROGRAMMING'.

4.2 ENTERING TEXT



The numeric keys above are used to enter the text onto the V2 GSM (for SMS texts). For example to enter the letter 'Q'. The  key needs to be pressed twice, to enter the letter V the  key needs to be pressed three times and so on. The  key is used to enter a space.

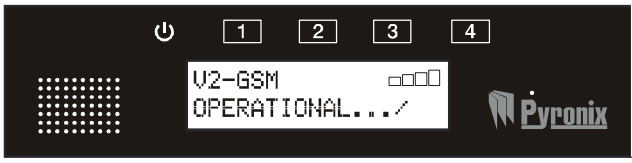

Keys	Operation	Example Display
	Enters a function / starts a command	
	Exits a function / stops a command	
	Activates output 1 Enters a '+' symbol before a telephone number if required.	
	Activates output 2 Enters a '*' symbol when dialling a number if required.	
	Activates output 3 Alternates between capitals and lower case Enters a '#' symbol when dialling a number if required.	
	Activates output 4 Deletes the current character / number that the cursor is on	
	Scrolls between sub-menu items Moves the character cursor to the end of a string	
	Scrolls between sub-menu items Moves the character cursor to the beginning of a string	
	Scrolls between main-menu items Moves the character cursor to the left	
	Scrolls between main-menu items Moves the character cursor to the right	

CHAPTER 5: THE USER MENU

5.1 ENTERING THE USER MENU

Using the keypad enter the user code.


Default = 1234

'[600] CALL TELEPHONE NUMBER' will be displayed which indicates you are in the user menu.

Use the and keys to scroll through the main menus.

Press to enter a function.

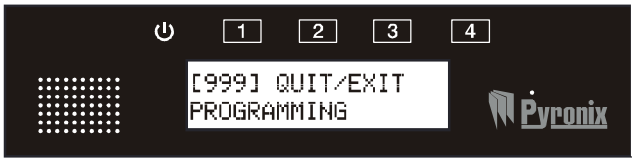



NOTE: If the display shows 'USER PROG. REQ.' in normal mode it means that no telephone numbers or voice/SMS messages have been programmed in the user menu yet.

5.2 EXITING THE USER MENU

To exit the user menu, type in '999' or scroll to "QUIT / EXIT PROGRAMMING"

Press the key.

NOTE: When exiting the V2 GSM user menu, the display may show the following:

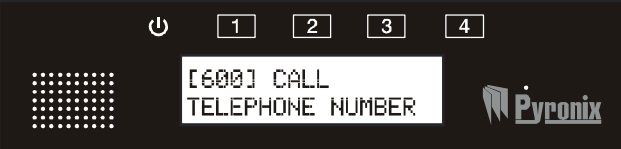
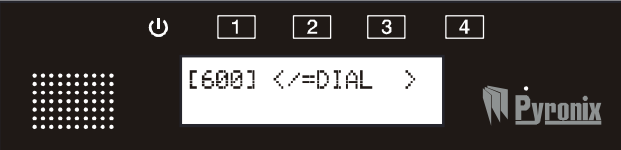




Voice messages and phone numbers will need to be programmed before exiting the user menu.





5.3 CALL TELEPHONE NUMBER [600]

This function allows the user to make an outgoing call as you would normally do with a telephone. Enter the telephone number you would like to call and press the number will be dialled.

<p>Press the <input type="checkbox"/> or <input type="checkbox"/> keys to scroll to 'CALL TELEPHONE NUMBER' or enter '600'. Press <input checked="" type="checkbox"/></p>	
<p>Enter the telephone number to dial and press <input checked="" type="checkbox"/>.</p> <p>Press <input type="checkbox"/> to end the call.</p> <p>During the call you can increase or decrease the volume by using the <input type="checkbox"/> and <input type="checkbox"/> arrow keys.</p> <p>For certain dialling sequences, a 2* for '*' or 3# for a '#' symbol may need to be used.</p>	

5.4 ACTIVATING THE ON BOARD 4 OUTPUTS

To activate the 4 onboard outputs press and hold the required number key for 2 seconds:

<p>Press and hold 1* to activate output 1. The LED 1 output will illuminate when turned on and extinguish when the output has turned off.</p>	
<p>Press and hold 2* to activate output 2. The LED 2 output will illuminate when turned on and extinguish when the output has turned off.</p>	
<p>Press and hold 3# to activate output 3. The LED 3 output will illuminate when turned on and extinguish when the output has turned off.</p>	
<p>Press and hold 4# to activate output 4. The LED 4 output will illuminate when turned on and extinguish when the output has turned off.</p>	

5.5 ADDITIONAL OUTPUT CONTROL [700]

The V2 GSM has 4 outputs already available but these can be expanded if required. The output control feature is used to control the status of the additional V2 GSM programmable outputs (PGMs) whether they need to be ON or OFF. Your engineer should have filled in the appendix on page 26 stating what each output is connected to.

<p>Press the or keys to scroll to 'OUTPUT CONTROL' or enter '[700]'. Press </p>	
<p>Press or to select the PGM number or input the shortcut number: 700-704 for the on board V2 GSM outputs, 751-799 for the expander outputs. Press </p>	
<p>Press or to alternate between ON or OFF or select the number: = Output off (default) = Output on. Press </p>	

5.6 PLAY / RECORD ALARM VOICE MESSAGES [800]

Voice messages can be programmed for each input on the V2 GSM, your engineer should list the different inputs that are connected in the appendix on page: 26. The voice alarm messages can be up to 12 sec long. At default there are no message recordings. If voice messages are to be used, VOICE must be selected as the message type (page: 15)

<p>Press the or keys to scroll to 'PLAY/REC ALARM VOICE MESSAGES' or enter '800'. Press </p>	
<p>Press or to select which input number (or enter the shortcut function number below) and press </p>	
<p>Press: = To play a message = To record = To delete</p>	

Menu Shortcut Numbers:

INPUTS ON BOARD V2 GSM	INPUTS ON EXPANDER MODULE
801: Play/rec msg for input#1	807: Play/rec msg for input#7
802: Play/rec msg for input#2	808: Play/rec msg for input#8
803: Play/rec msg for input#3	809: Play/rec msg for input#9
804: Play/rec msg for input#4	810: Play/rec msg for input#10
805: Play/rec msg for input#5	811: Play/rec msg for input#11
806: Play/rec msg for input#6	812: Play/rec msg for input#12
	813: Play/rec msg for input#13
	814: Play/rec msg for input#14

5.7 PLAY / RECORD COMMON MESSAGE [820]

The common message is played at the end of each alarm voice messages (FUNCTION 800) and is mainly used to describe useful property information like the address for example. The common message can be 20 seconds long. If voice and common messages are to be used, VOICE + COMMON must be selected as the message type (page: 15)

<p>Press the or keys to scroll to 'PLAY/REC COMMON MESSAGE' or enter '820'.</p> <p>Press <input checked="" type="checkbox"/></p>	
<p>Press:</p> <p> = To play a message</p> <p> = To record</p> <p> = To delete</p> <p>Press <input checked="" type="checkbox"/></p>	

5.8 WRITE SMS ALARM MESSAGES [830]

SMS messages can be programmed for each alarm input. If SMS messages are to be used, SMS must be selected as the message type (page: 15). At default there are no pre-programmed messages and each message can be 160 characters long.

<p>Press the or keys to scroll to 'WRITE SMS ALARM MESSAGES' or enter '830'. Press <input checked="" type="checkbox"/></p>	
<p>Press or to select which input number for the SMS message (or enter the shortcut function number see below) Press <input checked="" type="checkbox"/></p>	
<p>Enter the text message using the relevant keys (see page 7 for help on entering text). A maximum of 160 characters may be used. Press <input checked="" type="checkbox"/></p>	

Menu Shortcut Numbers:

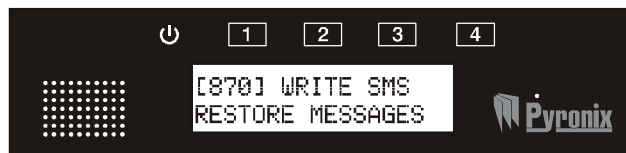
INPUTS ON BOARD V2 GSM	INPUTS ON EXPANDER MODULE
831: SMS msg for input: 1	837: SMS msg for input: 7
832: SMS msg for input: 2	838: SMS msg for input: 8
833: SMS msg for input: 3	839: SMS msg for input: 9
834: SMS msg for input: 4	840: SMS msg for input: 10
835: SMS msg for input: 5	841: SMS msg for input: 11
836: SMS msg for input: 6	842: SMS msg for input: 12
	843: SMS msg for input: 13
	844: SMS msg for input: 14



5.9 WRITE SMS RESTORE MESSAGES [870]

SMS restore messages can be programmed for each alarm event (to see which inputs are connected to what alarm events please see the appendix page 26). If SMS messages are to be used, SMS must be selected as the message type (page: 15). At default there are no pre-programmed messages and each message can be 160 characters long.

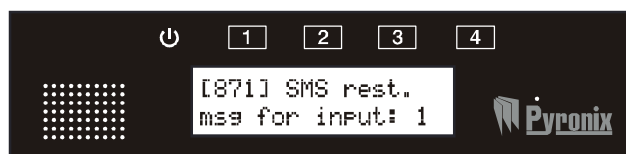
Press the  or  keys to scroll to **'WRITE SMS RESTORE MESSAGES'** or enter '870'.

Press 



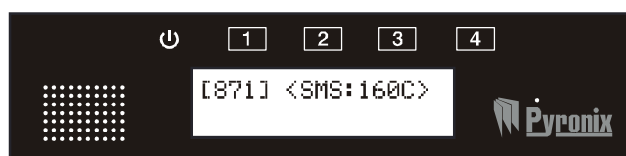
Press  or  to select which input number for the SMS restore message (or enter the shortcut function number see below)

Press 



Enter the text message using the relevant keys (see page 7 for help on entering text). A maximum of 160 characters may be used.

Press 



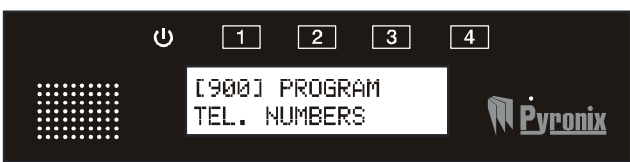



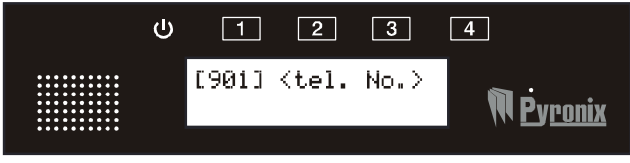



Menu Shortcut Numbers:

INPUTS ON BOARD V2 GSM	INPUTS ON EXPANDER MODULE
871: SMS restore msg for input: 1	877: SMS restore msg for input: 7
872: SMS restore msg for input: 2	878: SMS restore msg for input: 8
873: SMS restore msg for input: 3	879: SMS restore msg for input: 9
874: SMS restore msg for input: 4	880: SMS restore msg for input: 10
875: SMS restore msg for input: 5	881: SMS restore msg for input: 11
876: SMS restore msg for input: 6	882: SMS restore msg for input: 12
	883: SMS restore msg for input: 13
	884: SMS restore msg for input: 14

5.10 PROGRAM TELEPHONE NUMBERS [900]

Up to 9 telephone numbers can be programmed and each number will be assigned to the desired inputs by your engineer. Up to 14 Voice / SMS messages can be programmed; one for each input.

<p>Press the  or  keys to scroll to 'PROGRAM TELEPHONE NUMBERS' or enter '900'.</p>	
<p>Press <input checked="" type="checkbox"/></p>	
<p>Press  or  to select which telephone number to be programmed (or enter the shortcut function number shown below).</p>	
<p>Press <input checked="" type="checkbox"/></p>	
<p>Enter the telephone number and press <input checked="" type="checkbox"/></p>	
<p>If dialling abroad, use the  key to enter a '+' symbol.</p>	

Menu Shortcut Numbers:

901: telephone number #1
902: telephone number #2
903: telephone number #3
904: telephone number #4
905: telephone number #5
906: telephone number #6
907: telephone number #7
908: telephone number #8
909: telephone number #9









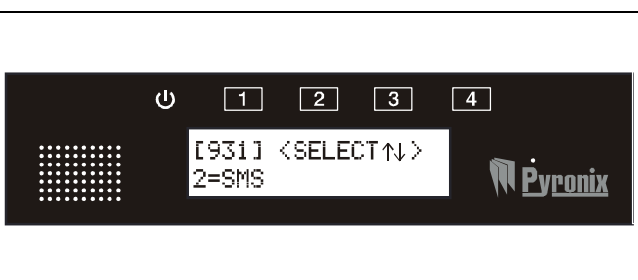
5.11 MESSAGE TYPE [930]

This function allows the choice of what message type is sent for each telephone number. This can be either voice, voice and common, or SMS.

Voice: Sends a voice message only (example: ALARM, ALARM, ALARM).

Voice + Common: Sends a voice message and common message (example: ALARM, ALARM, ALARM. This is Mr and Mrs Jones of West Street).

SMS: Sends an SMS text only (example: Text Message = ALARM, ALARM, ALARM)

<p>Press the  or  keys to scroll to 'MESSAGE TYPE' or enter '930'. Press <input checked="" type="checkbox"/></p>	
<p>Press  or  to select which message type needs to be programmed for which telephone number (or enter the shortcut function number shown below). Press <input checked="" type="checkbox"/></p>	
<p>Press  or  to select which message type or select the number: <input type="checkbox"/> 0 = Voice = Default <input type="checkbox"/> 1 = Voice + common <input type="checkbox"/> 2 = SMS Press <input checked="" type="checkbox"/></p>	

Menu Shortcut Numbers:

931: Message type for tel#1
932: Message type for tel#2
933: Message type for tel#3
934: Message type for tel#4
935: Message type for tel#5
936: Message type for tel#6
937: Message type for tel#7
938: Message type for tel#8
939: Message type for tel#9

5.12 CALL ACKNOWLEDGEMENT CODE [960]

When the V2 GSM calls a programmed telephone number, the relevant assigned messages will be played. At the end of the message the V2 GSM will ask for an acknowledgement code so that it knows the message has been received successfully. If the call is not acknowledged then the V2 GSM will repeat the dialling sequence.

This code is programmable and can be anything from up to 1 to 10 digits long.

<p>Press the or keys to scroll to 'CALL ACKNOWLEDGE CODE' or enter '960'. Press <input checked="" type="checkbox"/></p>	
<p>Press or to select the call acknowledgement code for the telephone number (or enter the programmed function number). Press <input checked="" type="checkbox"/></p>	
<p>Enter the code. Press <input checked="" type="checkbox"/> Default = 5.</p>	

Menu Shortcut Numbers:

961: Call ack. code for tel:1	966: Call ack. code for tel:6
962: Call ack. code for tel:2	967: Call ack. code for tel:7
963: Call ack. code for tel:3	968: Call ack. code for tel:8
964: Call ack. code for tel:4	969: Call ack. code for tel:9
965: Call ack. code for tel:5	

5.13 COPY ACKNOWLEDGMENT CODE 1 TO ALL [980]

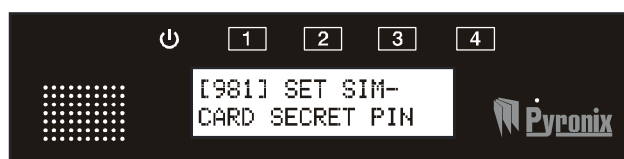
This function supplies a shortcut to copy the acknowledgement code programmed in telephone number 1 (FUNCTION 961) to all 8 other telephone numbers.

<p>Press the or keys to scroll to 'COPY ACK CODE 1 TO ALL' or enter '980'. Press <input checked="" type="checkbox"/></p>	
<p>Press or to select the Yes or No or select the number: 0 = No = Default 1 = Yes Press <input checked="" type="checkbox"/></p>	

5.14 SET SIM-CARD SECRET PIN [981]

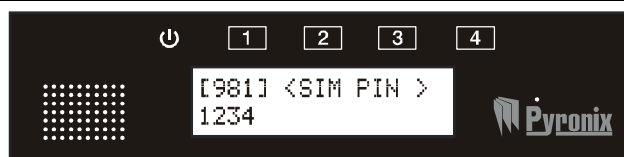
Press the  or  keys to scroll to '**SETSIM-CARD SECRET PIN**' or enter '981'.

Press



Enter a code that will need to be entered before dialling.

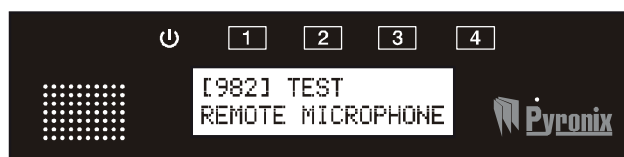
Press



5.15 TEST REMOTE MIC [982]

Press the  or  keys to scroll to '**TEST REMOTE MIC**' or enter '982'.

Press



The V2 GSM will now test a remote microphone if connected, press to stop the test.



5.16 TEST REMOTE SPEAKER [983]

Press the  or  keys to scroll to '**TEST REMOTE SPEAKER**' or enter '983'.

Press





The V2 GSM will now test a remote speaker if connected, press to stop the test.





5.17 ENABLE REMOTE LISTEN-IN [984]

This function will enable 'listening in' to a property via the on board speaker and can be accessed via the remote user menu (see page: 20)

Press the  or  keys to scroll to '**ENABLE REMOTE LISTEN IN**' or enter '984'.

Press

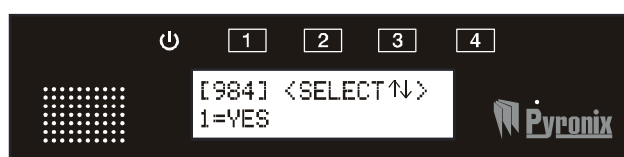


Press  or  to select the Yes or No to select the number below to enable remote listen in:

= No

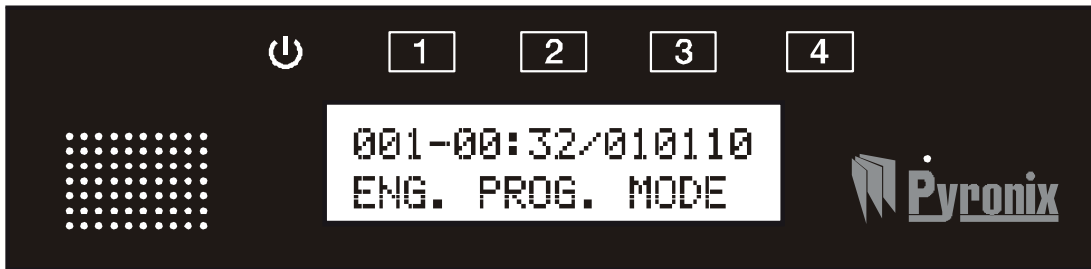
= Yes = **Default**

Press



5.18 VIEW EVENT LOG [985]

All events that occur are recorded in the event log. The V2 GSM display will show all information in order, starting at the most recent event.



The above display shows the following:

- 001 = Event number (up to **256** events can be logged)
- 00:32 = Time
- 010110 = Date (DD:MM:YY)

Press the or keys to scroll to ' VIEW EVENT LOG ' or enter '985'. Press	
Press or to scroll back and forth through the log. Press the key to jump to the last event or press the key to jump to the first event. Press to exit.	

5.19 CHANGE USER CODE [986]

To access the user menu, a 4 digit code is required. At default the code is 1234, but can be changed in this function.

Press the or keys to scroll to ' CHANGE USER CODE ' or enter '986'. Press	
Enter the new user code, press Default user code = 1234	

CHAPTER 6: RECEIVING A CALL FROM THE V2 GSM

After an alarm activation has occurred, the V2 GSM will call one or more of the programmed telephone numbers.

Voice Alarm Transmission:

- V2 GSM dials the programmed telephone number
- The user answers the call
- Voice Alarm Message is played
- V2 GSM will ask for call acknowledgement code
- The user will enter the required acknowledgement code to acknowledge the call
- A long beep is heard and the call will be finished
- At the end of the long beep, If the '9' key is pressed twice (99) a remote control menu is entered (if enabled by the engineer).

SMS Alarm Transmission:

- V2 GSM dials the programmed telephone number
- The user receives the alarm SMS message

CHAPTER 7: REMOTE CONTROL VOICE MENU

The V2 GSM remote control menu can be accessed in two different ways:

Method 1:

After acknowledging an alarm call at the end of the long beep, If the '9' key is pressed twice (99) the remote control menu is entered (if enabled by the engineer).

Method 2:

Call the V2 GSM telephone number. After a pre-programmed number of rings the V2 GSM will answer-

- The V2 GSM voice menu will ask you:

Enter your user code. This is the same code that is used to enter the user menu on the V2 GSM.

- After entering a valid user code the V2 GSM voice menu will say:

Enter your command number or press '9' for help. The command numbers available on the V2 GSM are as follow:

Press 1 = listen

Press 2 = talk and listen full duplex

Press 3 = control output

Press 4 = system status

Press 5 = talk and listen via remote speaker and microphone*

Press 0 = to hang up.

- If you press 9 for help the following messages will be played:

Press 1 to listen, 2 to talk and listen, 3 to control output, 4 for system status or press 0 to hang up.

- If you decided to control an output, press 3. The voice menu on V2 GSM will say:

Enter the output number. Enter the output that you wish to operate. 1 to 4 for the build in outputs and 51 to 99 for the external outputs if installed (see the output appendix on page 26).

- After choosing an output to control the voice menu on V2 GSM will say:

Press '1' to turn on, '0' to turn off. This turns on and off the chosen output.

- If you decided to check the external system status, press "4" key. The V2 GSM will say:

Armed or Disarmed. This function needs to be enabled by the Engineer.

- To exit the V2 GSM voice menu press "0" key. The voice menu will say:

'Goodbye'

**no voice prompt*

CHAPTER 8: SMS REMOTE TEXT COMMANDS

SMS text commands can be sent to the V2 GSM to initiate certain commands.

8.1 CHANGING A TELEPHONE NUMBER VIA SMS

- To change a telephone number on the V2 GSM, send the following SMS text command:

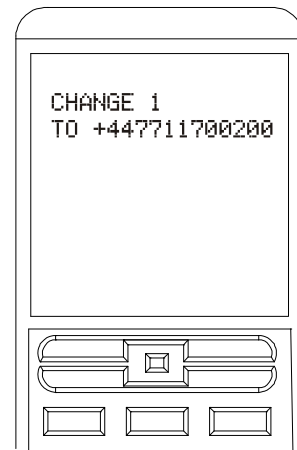
SMS Text Example: CHANGE 1 TO +447711700200

This means that telephone "1" will change to the following number: "+447711700200".

The V2 GSM will then send an SMS back to your mobile phone showing the new phone number in the following format:

Example Feedback: V2-GSM: TEL#1: +447711700200

NOTE: If your phone number isn't programmed into the V2 GSM in Function 901, you must send the following SMS text command: CODE 1234 CHANGE 1 TO +447711700200



PLEASE NOTE IT IS ONLY POSSIBLE TO CHANGE A TELEPHONE NUMBER IF IT ALREADY EXISTS. TELEPHONE NUMBERS CANNOT BE ADDED.

8.2 READING AN EXTERNAL SYSTEM STATUS VIA SMS

- To read an external system status connected to V2 GSM (example: check if an alarm panel is armed or disarmed) send the following SMS text command:

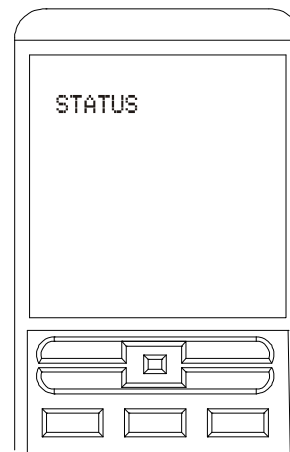
SMS Text Example: STATUS

The V2 will then send an SMS back to your mobile phone automatically with the status of the control panel (**ARMED** or **DISARMED**).

Example Feedback: V2-GSM: DISARMED

Please note this feature will only operate if it has been enabled by the Engineer.

NOTE: If your phone number isn't programmed into the V2 GSM in Function 901, you must send the following SMS text command: CODE 1234 STATUS

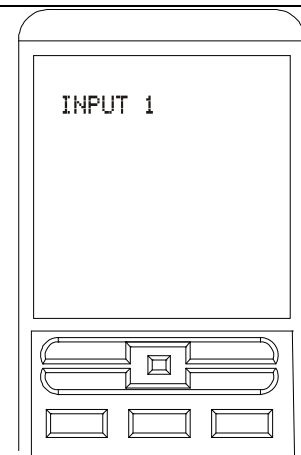


8.3 READING THE INPUT STATUS VIA SMS

- To read what status an input is in, send the following SMS text command:

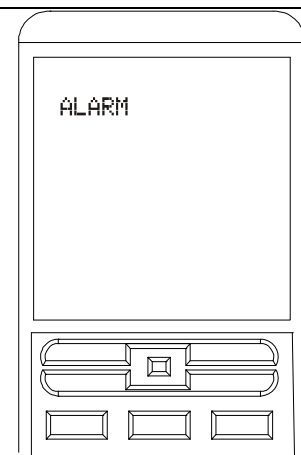
SMS Text Example: INPUT 1

NOTE: If your phone number isn't programmed into the V2 GSM in Function 901, you must send the following SMS text command: CODE 1234 INPUT 1



The V2 will then send an SMS back to your mobile phone automatically with the status of the input panel (**ALARM** or **RESTORE**).

Example Feedback: ALARM



8.4 ACTIVATING / DEACTIVATING AN OUTPUT VIA SMS

ONBOARD OUTPUTS 1-4

1) To activate an output remotely send the following SMS text command:

SMS Text Example: PGM 3 ON

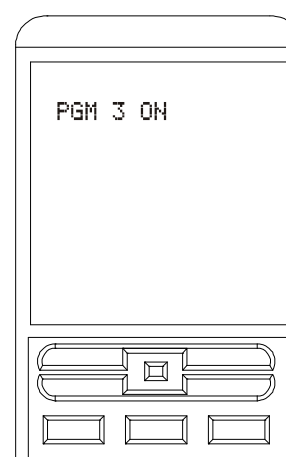
2) To deactivate an output remotely send the following SMS text command:

SMS Text Example: PGM 3 OFF

The V2 GSM will then send an SMS back to your mobile phone showing the new change of the PGM 3 status.

Example Feedback: V2-GSM: PGM#3 = ON

NOTE: If your phone number isn't programmed into the V2 GSM in Function 901, you must send the following SMS text command: CODE 1234 PGM 3 ON **or** CODE 1234 PGM 3 OFF



EXPANDER OUTPUTS 51-98 (5-52)

To activate or deactivate the outputs on the output expanders, please refer to the SMS text mapping below.

SMS Text Example: PGM 5 ON

This will activate output 51 on expander 1.

SMS Text Example: PGM 5 OFF

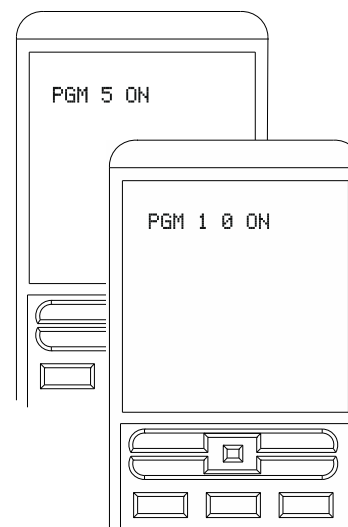
This will deactivate output 51 on expander 1.

SMS Text Example: PGM 1 0 ON

This will activate output 56 on expander 1 (**NOTE: that double digits will require a space inbetween the numbers, e.g. 1 1, 1 2, 1 3 etc.**)

SMS Text Example: PGM 1 0 OFF

This will deactivate output 56 on expander 1.



SMS Text Output Mapping

Output Expander Number	51	52	53	54	55	56	57	58	59	60
SMS Text Mapping Number	5	6	7	8	9	1 0	1 1	1 2	1 3	1 4
Output Expander Number	61	62	63	64	65	66	67	68	69	70
SMS Text Mapping Number	1 5	1 6	1 7	1 8	1 9	2 0	2 1	2 2	2 3	2 4
Output Expander Number	71	72	73	74	75	76	77	78	79	80
SMS Text Mapping Number	2 5	2 6	2 7	2 8	2 9	3 0	3 1	3 2	3 3	3 4
Output Expander Number	81	82	83	84	85	86	87	88	89	90
SMS Text Mapping Number	3 5	3 6	3 7	3 8	3 9	4 0	4 1	4 2	4 3	4 4
Output Expander Number	91	92	93	94	95	96	97	98		
SMS Text Mapping Number	4 5	4 6	4 7	4 8	4 9	5 0	5 1	5 2		

CHAPTER 9: DISCLAIMER

If there are 2 V2 GSM units communicating with each other then, jamming test calls may have been enabled by your engineer, which will send regular test calls at programmed intervals. If these test calls are successful, no charge is made. However, if the test call is unsuccessful a charge will occur (this may be costly depending on how regular the test calls have been programmed and how many times the call has failed to reach its partner V2)

Pyronix Ltd holds no responsibility in any costs that occur due to numerous test calls. If you are concerned by this, please discuss these test calls with your installer.

Pyronix Ltd hold no responsibility for any calls that do not get sent to a telephone number after an alarm due to signal loss, or network failure, this is the responsibility of the network provider.



The symbol shown here and on the product, means that the product is classed as Electrical or Electronic Equipment and should not be disposed of with other household or commercial waste at the end of its working life. The Waste Electrical and Electronic Equipment (WEEE) Directive (2006/96/EC) has been put in place to recycle products using the best available recovery and recycling techniques to minimise the impact on the environment, treat any hazardous substances and avoid the increasing landfill.

CHAPTER 10: SHORTCUT FUNCTION REFERENCE

600 CALL TELEPHONE NUMBER

700 CONTROL OUTPUT

701-704	PGM#1 output control [701]...	- 4 on board outputs
751-798	PGM#48 EXP output control [798]...	- 48 outputs on the output expanders

800 PLAY/REC ALARM VOICE MESSAGES

801-806	Play/rec msg for input #1[801] ...	-6 onboard inputs
807-814	Play/rec msg for input #14 [814]...	-8 inputs on the input expander

820 PLAY/REC COMMON MESSAGES

820	Play/rec common message[820]
-----	------------------------------

830 WRITE SMS ALARM MESSAGES

831-836	SMS msg for input #1[831],...	-6 onboard inputs
837-844	SMS msg for input #14[844]...	-8 inputs on the input expander

870 WRITE SMS RESTORE MESSAGES

871-876	SMS rest. msg for input #1[871]...	-6 onboard inputs
877-884	SMS rest. msg for input #14[884]...	-8 inputs on the input expander

900 PROGRAM TELEPHONE NUMBERS

901-909	Telephone number #1 [901], Telephone number #2 [902] ...
---------	--

930 MESSAGE TYPE

931-939	Message type for tel#1 [931], Message type for tel#2 [932], ...
---------	---

960 CALL ACKNOWLEDGE CODE

961-969	Call ack. code for tel: 1 [961], Call ack. code for tel: 2 [962] ...
---------	--

980 COPY ACKNOWLEDGEMENT CODE 1 TO ALL

981 SET SIM CARD SECRET PIN

982 TEST LISTEN-IN MIC

983 TEST REMOTE SPEAKER

984 ENABLE REMOTE LISTEN-IN

985 VIEW EVENT LOG

986 CHANGE USER CODE

999 QUIT/EXIT PROGRAMMING

CHAPTER 11: INPUTS/OUTPUTS APPENDIX

Please make sure that this section is filled in by your engineer.

11.1 INPUTS

Inputs	Description	Inputs	Description
1 (onboard)		8 (expander)	
2 (onboard)		9 (expander)	
3 (onboard)		10 (expander)	
4 (onboard)		11 (expander)	
5 (onboard)		12 (expander)	
6 (onboard)		13 (expander)	
7 (expander)		14 (expander)	

11.2 OUTPUTS

Outputs	Description	Outputs	Description
1 (onboard)		3 (onboard)	
2 (onboard)		4 (onboard)	
Address 0		Address 2	
51 (expander)		83 (expander)	
52 (expander)		84 (expander)	
53 (expander)		85 (expander)	
54 (expander)		86 (expander)	
55 (expander)		87 (expander)	
56 (expander)		88 (expander)	
57 (expander)		89 (expander)	
58 (expander)		90 (expander)	
59 (expander)		91 (expander)	
60 (expander)		92 (expander)	
61 (expander)		93 (expander)	
62 (expander)		94 (expander)	
63 (expander)		95 (expander)	
64 (expander)		96 (expander)	
65 (expander)		97 (expander)	
66 (expander)		98 (expander)	
Address 1			
67 (expander)			
68 (expander)			
69 (expander)			
70 (expander)			
71 (expander)			
72 (expander)			
73 (expander)			
74 (expander)			
75 (expander)			
76 (expander)			
77 (expander)			
78 (expander)			
79 (expander)			
80 (expander)			
81 (expander)			
82 (expander)			



Secure Holdings
Pyronix House
Braithwell Way
Hellaby
Rotherham
S66 8QY

Website: www.pyronix.com