ENG

GSM-Phone

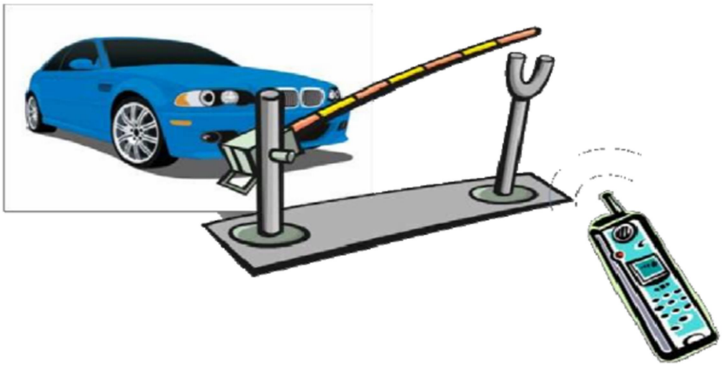
GSM Door Entry System – 4G

Instruction Manual

GSM-Phone

3 Door opening modes:
- 70 Access Codes
- 150 Proximity Card / Rfid
- Gate opener mode

Functions:
- 2 Relay
- Program by SMS / Keypad
- Electric lock mode: No / Nc



Please read this manual carefully before using the product.

1. Overview of the system:

This system should only be installed by a professional automatic gate installer or access control specialist dealer. It is recommended that the system be set up, configured, commissioned and tested on a workshop bench before taken to site for installation.

2. Site Survey:

Installing this system, you need to be sure that there is good mobile GSM cell coverage in the area it is to be installed.

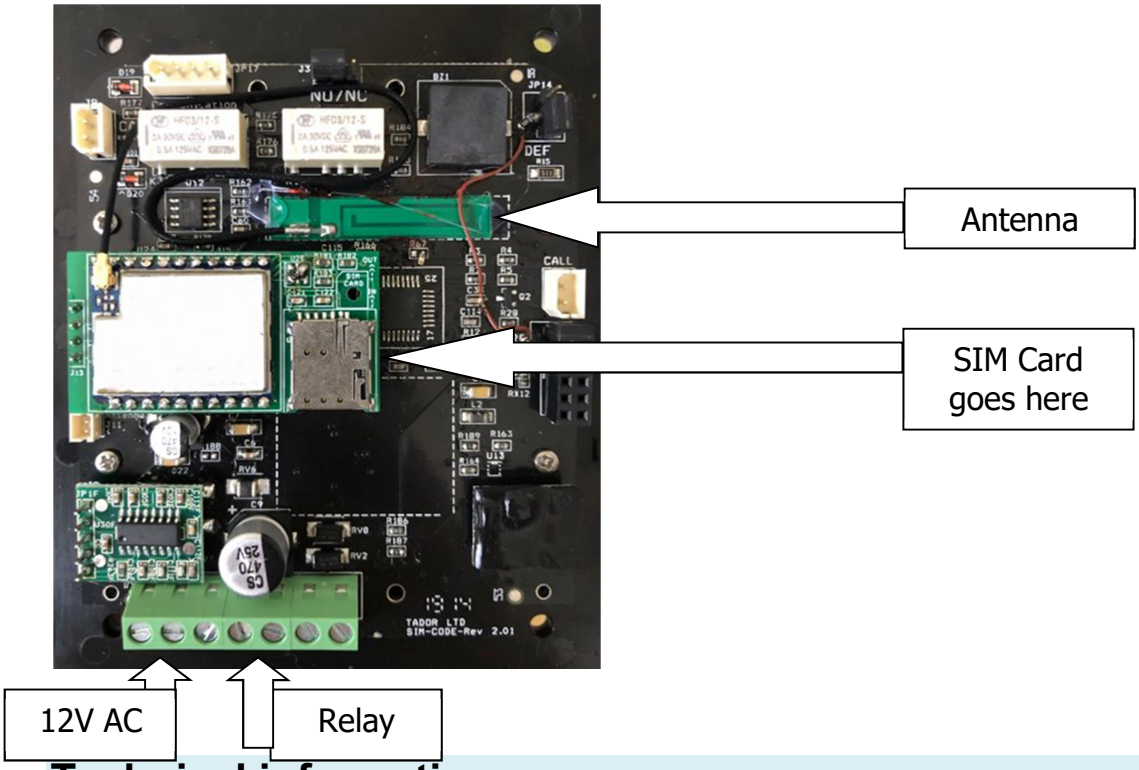
It is recommended that you conduct a site survey, and check reception on the site for a GSM network. If reception is poor in the area, then this system is not recommended.

3. Sim Card :

You will need a SIM card in order to use this system. It should be a regular voice and SMS text SIM card. Do not use a data only SIM, as this is only for tablets and will not work in the unit.
1) Ensure the SIM has calling credit, and can make and receive calls on a mobile cell phone.
2) Check that the SIM is not locked to a phone and can be used in other devices.
3) Check that the SIM does not have a PIN code request.
4) You are now ready to begin programming.

Inserting the SIM card

Note: This unit is a 2G quad band system, operating on standard 2G network frequencies of
1) put the SIM into a phone to activate and register it with the network.
2) If you are using pay and go, top up the SIM with some credit.
3) Test that the SIM can make and receive calls and can send and receive a SMS.
4) ensure the power is OFF
5) Slide the SIM card holder in the open direction, and carefully open the door.
Do NOT force it.



Technical information

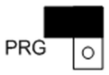
Easy to program and install	
Voltage power	12V , 1500mA
Lock types	Normally Open : Electric lock Normally Close : Magnetic Lock
Amount of relays	2 Relays (Door + Gate)
GSM Network	2G GSM
Amount of access codes	70 Access codes

Unit can open relay by telephone call It will recognize the number hung up and open gate (no additional cost)	20 telephone numbers
Rfid entrance (optional) Programming Type	150 Rfid tag Keypad , SMS

1) Before programming the unit

Make sure "PRG" Jumper#15 is removed.

Make sure "DEF" Jumper #14 is



2) Programming by Keypad – Step 1. (Access Codes)

Enter Basic programming code:

2 2 2 2 2 6 *

Keypad status: Keypad will blink when it is in programming mode.
Press (Asterix) to exit programming mode star #

Enter Master programming code:

1 2 3 4 5 6 *

Keypad status: Keypad will blink when it is in programming mode.
Press (Asterix) to exit programming mode star #

Set a Master phone number:

This phone number will be the one that be able to modify the unit using an SMS / Telephone call
First step when want to access the unit is adding an SMS allowed phone (manager)
TIP, Master Manager can only be programmed via the unit keypad.

programming code	Approval	Cell number	Master telephone number	Approve	Exit
123456	*	77	xxx-xxxx	*	Bell

Set a new opening code:

Cell numbers 1 – 40 are controlling 40 access code each cell will store a code that will open the door when it will be type. Code lengths are between 4 – 6 numbers

programming code	Approval	Cell number	New programing code	Approve	Exit
222222	*	1-40	XXXXXX	*	Bell

Example: setting the opening code 2580 to open the door by storing it in cell number 1:
222222,*, 01, 2580,*,"Bell" (code number 1)
222222,*, 21, 2580,*,"Bell" (code number 21)

- **Note**, when unit is programmed two support to relays :
  Cells number 01-20 will command relay number 1
  Cells number 21-40 will command relay number 2

- **Opening the door:**
  Press the code: 2580*, should make a sound that door is being opened.

Delete an opening code:
If you want to delete an opening code you will need to know in which cell it was stored at for example if the code is store in cell number#1, if you want to delete it you will need to clear cell number 1

programming code	Approval	Cell number	approve	Exit
222222	*	01	*	Bell

Example: deleting the code we have made before (cell number#1)
222222,*, 01,*,"Bell"

Setting the "bell" key calling (Main Number):
If you want to set the "bell" key button to dial a telephone number:

programming code	Approval	Cell number	Telephone number	approve	Exit
222222	*	50	XXX-XXXXXX	*	Bell

Example: setting the unit to dial a telephone Number:
222222,*, 50, 0549020045,*,"bell"
Will set the unit to dial: 0549020045 when "bell" key is pressed

- Telephone number can be up to 15 number key length

Programming the additional buttons: (valid for panels with additional buttons)

Each of the additional keys can be programmed to dial a different telephone number
So for example when pressing button number when it will dial the number that programmed into button number 1

Cell number	Button number	Cell number	Button number
41	1	42	2
43	3	44	4

programming code	Approval	Cell number	Telephone number	approve	Exit
222222	*	41	XXX-XXXXXX	*	Bell

Example: programming below will make the unit to dial the programmed telephone Number when pressing button number 1: 222222,*, 41, 0549020045,*,"bell"
Example: Programming button 2: 222222,*, 42, 0549020046,*,"bell"

Speed dial:
The panel keypad feature 9 keys, each of these keys can be programmed to dial a different telephone number when pressed; cell numbers for programming it are between: 41 – 49

Key number 1 = 41	Key number 2 = 42	Key number 3 = 43
44 Key number = 4	5 Key number = 54	6 Key number = 64
7 Key number = 74	8 Key number = 84	49 Key number = 9

programming code	Approval	Cell number	Telephone number	approve	Exit
222222	*	41	XXX-XXXXXX	*	Bell

Example: programming below will make the unit to dial a telephone Number when pressing "1"+"Bell" on the panel keypad:
222222,*, 41, 0549020045,*,"bell"

- **Note**, keys number 1 – 4 are used for both keypad number 1 – 4 and buttons 1 – 4 Therefore if panel with 4 buttons is being programmed button 1 will be the same as key 1

Call Forward:

Unit has 2 call forward numbers; if the main phone call will not be answered the unit will dial the next number and afterwards the next one:

- It is possible to set call forward for the "bell" key and for the additional buttons when using a Multi Button panels and it will done as below:

Cell number	Button number	Cell number	Button number
50	"bell" key (forward #1)		
51	1 (forward #1)	52	2 (forward #1)
53	3 (forward #1)	54	4 (forward #1)

Cell number	Button number	Cell number	Button number
60	"bell" key (forward #2)		
61	1 (forward #2)	62	2 (forward #2)
63	3 (forward #2)	64	4 (forward #2)

programming code	Approval	Cell number	Telephone number	approve	Exit
222222	*	51	XXX-XXXXXX	*	Bell

Example:

Program "bell" key to dial (0549020046) if first call to (0549020045) hasn't been answered

222222,*, 40, 0549020046,*,"bell" (main number for bell key)
Will set the unit to dial 0549020046 when "bell" key is pressed

- Telephone number can be up to 15 number key length

222222,*, 50, 0549020046,*,"bell" (2nd call forward number for bell key)
Will set the unit to dial 0549020046 when "bell" key is pressed

- Telephone number can be up to 15 number key length

222222,*, 60, 0549020047,*,"bell" (3rd call forward number for bell key)
Will set the unit to dial 0549020046 when "bell" key is pressed

- Telephone number can be up to 15 number key length

Explained: if programming both numbers when visitor will press "bell" key the panel will dial :
1st Telephone: 0549020045 (cell number 40) * Main number
2nd Telephone: 0549020046 (cell number 50)
3rd Telephone: 0549020047 (cell number 60)

Exit program mode

Press "#" / "bell" until green led will turn off

3) Programming by Keypad – Step 3 – Installer mode

Enter Installer program mode code:

Keypad status: Keypad will blink and beep when it is in programming mode.

Press (Asterix)  to exit programming mode star

Changing the main programming code (123456):

Change programming code	programming code	Approval	Cell number	New programing code	Approve	Exit
	123456	*	99	XXXXXX	*	Bell

Example how to set a new programming code (225566) that will enter programming status : ,123456,*,99,225566,*,#

Changing the main Basic Programming code (222222):

Change programming code	programming code	Approval	Cell number	New programing code	Approve	Exit
	123456	*	09	XXXXXX	*	Bell

Example how to set a new programming code (225566) that will enter programming status: 123456,*, 99, 225566,*, #

4) Relay Programming

Set key number to open the door Relay #1 and #2 :

The panel has two relays each of the relay can be opened by pressing a button on the mobile / telephone.

programming code	Approval	Cell number	number that will open relay #1	number that will open relay #2	approve	Exit
123456	*	13	7	9	*	Bell

Note: unit default mode is to work with one relay, if want to set 2nd relay need additional configuration.

Example:

Below example show how to program key number "7" to open relay number 1 and Key number "9" to open relay number 2.

123456*13,79,*,"bell"

Configure Relay #2 :

Panel has two relay below configuration will enable relay number 2

Do only when want to use the secondary relay.

programming code	Approval	Cell number	Code	approve	Exit
123456	*	14	00	*	Bell

Note: when configuring relay number two the unit will automatically set relay codes as below

Cells number 1 – 20 (will open relay number 1)

Cells number 21 – 40 (will open relay number 2)

Relay #1: Opening time

This function let you set the amount of time the relay number 1 will command to open the door.
Default: 5 second.

programming code	Approval	Cell number	Code	approve	Exit
123456	*	02	1-10	*	Bell

Example: set the relay to open the door for 10 seconds
123456,*, 02, 10,*,"bell"

Relay #1: Waiting time

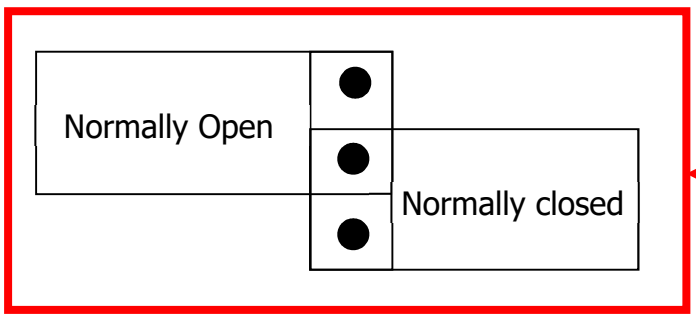
Waiting time is the amount of time that will take for the relay to start opening the door.
Relay waiting time can be modifying between 1 – 10 seconds of waiting time.
Default: 0 second.

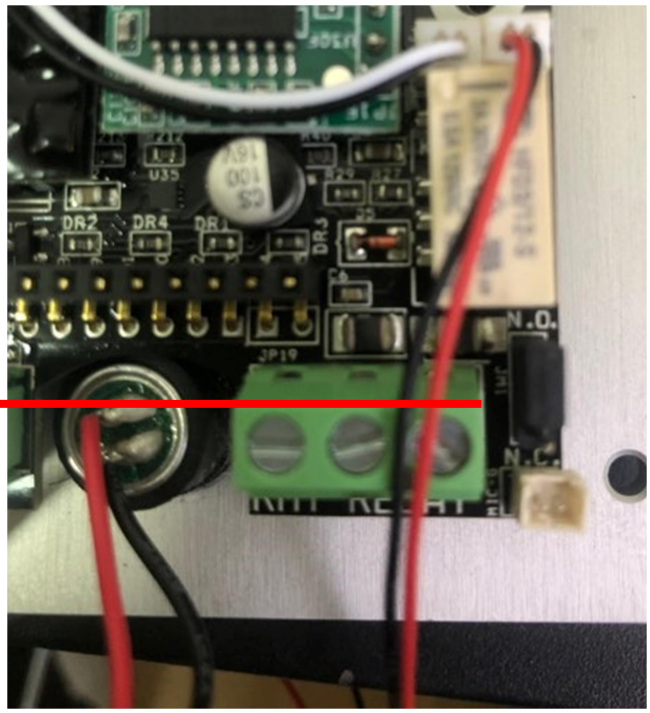
programming code	Approval	Cell number	Code	approve	Exit
123456	*	08	1-10	*	Bell

Example: setting the relay to open only 10 seconds after code has been type:
123456,*, 08, 10,*,"bell"

Change 1st relay to NO (Normally open) / NC (Normally close)

Default mode is normally open, if need to change this relay to normally closed (magnetic lock) it needs to be done from the **PCB of the unit** , see picture below





Relay #2: Opening time

This function let you set the amount of time the relay number 1 will command to open the door.
Default: 0 second.

programming code	Approval	Cell number	Code	approve	Exit
123456	*	03	1-10	*	Bell

Example: set the relay to open the door for 10 seconds
123456,*, 02, 10,*,"bell"

Relay #2: Waiting time

Waiting time is the amount of time that will take for the relay to start opening the door.
Relay waiting time can be modifying between 1 – 10 seconds of waiting time.
Default: 5 second.

programming code	Approval	Cell number	Code	approve	Exit
123456	*	03	1-10	*	Bell

Example: setting the relay to open only 10 seconds after code has been type:
123456,*, 00, 10,*,"bell"

Change 2nd relay to NO (Normally open) / NC (Normally close) לבדוק

Unit has two relays, it is possible to choose for each of the relay how to open the door normally open or normally closed, depends on the electric lock in the buildings / house
Default: 0 (normally open)

programming code	Approval	Cell number	Code	approve	Exit
123456	*	02	NO = 0 NC = 1	*	Bell

Example:
123456,*, 02, 0,*,"bell" (normally open)
123456,*, 02, 1,*,"bell" (normally close)

Talking time:
This function let you choose the amount of time during conversation
Default: 30 second.

programming code	Approval	Cell number	Code	approve	Exit
123456	*	11	1-30	*	Bell

Example: setting the talking time to 5 seconds after calling button have been pressed:
123456,*, 11, 05,*,"bell"
Example: setting the talking time to 20 seconds after calling button have been pressed:
123456,*, 11, 20,*,"bell"

Set a toggle relay
When set a toggle relay, if want to open the door you will need to use the predefined opening door key to open the door and then to close the door for example :
First time press "7" will open the door
Second time pressing "7" will close the door.
Default: No toggle relay

programming code	Approval	Cell number	Code	approve	Exit
123456	*	02/03	00	*	Bell

Example:
123456,*, 02, 00,*,"bell" (will program relay number to be a toggle relay)
123456,*, 03, 00,*,"bell" (will program relay number to be a toggle relay)

- **Relay number # 1 code : 02**
- **Relay number # 2 code : 03**

Note:
If you programmed "7" to open the 1st relay this tone will also close the 1st relay.
If you programmed "5" to open the 2nd relay this tone will also close the 2nd relay.

Set a voice command volume
Voice command voice determines the volume of the panel when it talks voice commands.
Default: 4 volumes,
Maximum: 4 volumes

programming code	Approval	Cell number	Code	approve	Exit
123456	*	73	8	*	Bell

Example:
123456,*, 73,8,*,"bell" (will set the speaker volume for voice command to maximum)
123456,*, 73,0,*,"bell" (will set the speaker volume for voice command to lowest)

Deleting all Access codes / users:

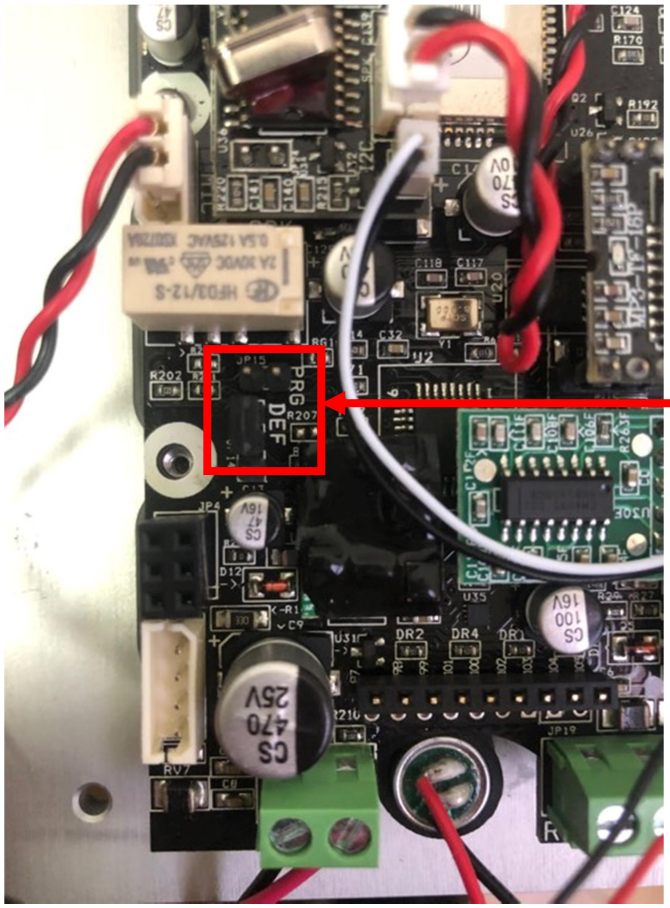
programming code	Approval	Cell number	Code	approve	Exit
123456	*	97	0000	*	Bell

Deleting all Rfid / users:

programming code	Approval	Cell number	Code	approve	Exit
123456	*	97	5555	*	Bell

Deleting all Gate numbers / users:

programming code	Approval	Cell number	Code	approve	Exit
123456	*	97	7777	*	Bell



In order to delete:Access Codes / Proximity / Gate Numbers.
Jumper needs to be positioned on "DEF" back of the panel pcb

5) Rfid / Proximity Tag Settings – Step 2.

The GSM-Key, have proximity tag reader module inside the system which allow users to open the door via keyfob / Rfid Tag.
Unit has memory that allo 150 proximity rfid tag / Keyfob.

Adding a Rfid Tag / Keyfob user:

programming code	Approval	Cell number	approve	Exit
123456	*	88	*	Bell

- Each proximity Key fob that will represent to the unit will be automatically inserted into the unit memory.
- It will be insert in sequence first proximity tag will be stored in Cell number 1 until the unit will reach last cell number 150.
- When entering proximity programming mode unit will start beep every second (this mean that the unit is listening and waiting for you to represent the needed keyfob to program)

Replace a lost Rfid Tag / Keyfob with a new Keyfob / Rfid Tag:

programming code	Approval	Cell number	approve	Cell number	Approve	Exit
123456	*	88	*	001	*	Bell

- Doing above sequence will replace Keyfob#1 with new Keyfob#1 means that the old Key fob will not work anymore.
- **Note :** you will need to know in which cell the key fob that need to be replaced is stored.

Deleting all Rfid Tag / Keyfob users:

programming code	Approval	Cell number	approve	Exit
123456	*	975555	*	Bell

6) Programming by SMS – Step 1. (Master phone)

Enter basic programming code:

Keypad status: Keypad will blink when it is in programming mode.

Press (Asterix) 

to exit programming mode star

Set a Master phone number:

This phone number will be the one that be able to modify the unit using an SMS / Telephone call

First step when want to access the unit is adding an SMS allowed phone (manager)

TIP, Master Manager can only be programmed via the unit keypad.

programming code	Approval	Cell number	Master telephone number	Approve	Exit
123456	*	77	xxx-xxxx	*	Bell

7) Adding a Semi Manager

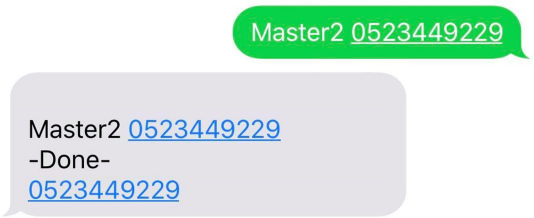
The GSM-Key has 3 cell phone numbers that are used for managers.
Each of the managers will be able to make modification for the unit.

TIP, Semi manager can be programmed by the master manager by SMS

In order to start programming the unit by SMS, we will first need to program a cell phone number that will be a manager.

Add a Semi Manager

SMS txt		
master2	space	Telephone number
master3	space	Telephone number



The GSM-Key will send approval massage that number has been added successfully

8) Unit Status

You can check the unit status at any given time by doing below :

SMS txt		
Read	space	Status

Unit will reply with the status of the panel :

Phone Learn Start ;

Number of use Phones00 :

will state how many phone number to open the gate are currently in the unit memory

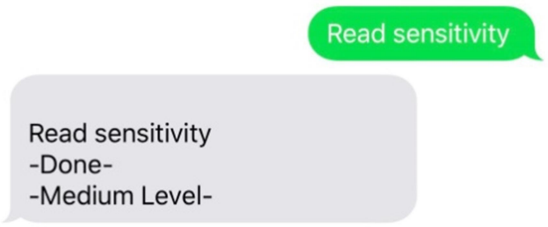
- Lock codes Off / On : if the codes are set to open the door or not.

Checking reception of the unit by SMS

Before programming

We advise you first to check the reception level of the unit before programming by sending below SMS to the unit :

Read	Space	Sensitivity



In most cases Medium Level should be OK

TIP: If reception levels are low, take action now! Either increase the height of the antenna to improve reception or request a higher gain antenna from your distributor or change to another network which may have better coverage.

SMS Confirmation:

The unit can be programmed to send a confirmation of actions by SMS or not sending confirmation

Default: No SMS.

cell	code	Cell number	Code	approve	Exit
74	0	11	1-30	*	Bell

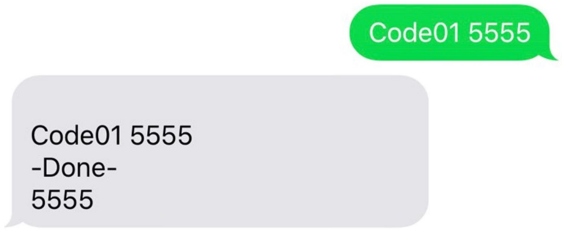
Example: setting the talking time to 5 seconds after calling button have been pressed: 123456,*, 11, 05,*,"bell"

9) Add / modify / delete an Access Codes By SMS

Add a access code to open the door

+ Each of the access code can include between 1 – 6 numbers
+ Possible to add up to 70 access codes

SMS txt		
code01	space	Access code number 1
code02	space	Access code number 2
code03	space	Access code number 3



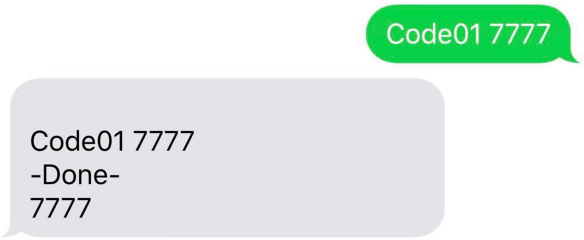
Example: code01(space)5555

TIP, it is important to keep a list of the codes and cell number that has been programmed.

Modifying / change an access code to open the door

By sending a message with the new code to the same cell number it will just replace the old programmed code

SMS txt		
code01	space	New access code 1
code02	space	New access code 2
code03	space	New access code 3

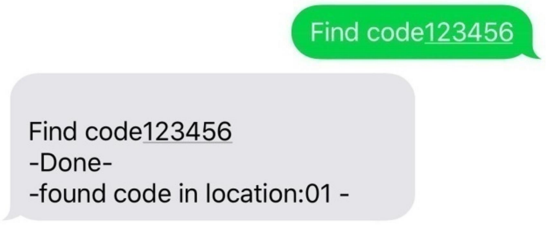


Example: code01(space)7777

Finding a code cell number

This function will find in which cell the code is being stored in the unit memory

SMS txt			
Find	space	Code	Code number

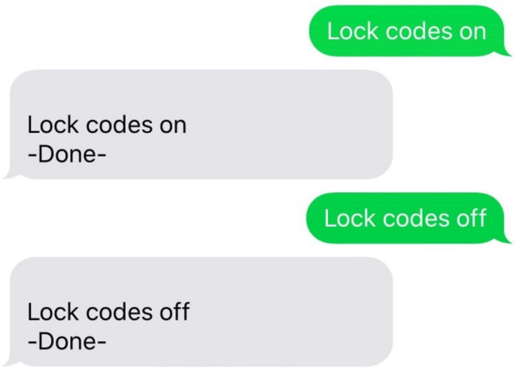


Unit will return cell number that the specific code is stored at.
Example: find(space)code12345 * will find what cell the code 12345 is stored at.

Lock Codes command

This command will put on disable / enable the unit from accessing by code

SMS txt				
lock	space	Codes	space	On/off



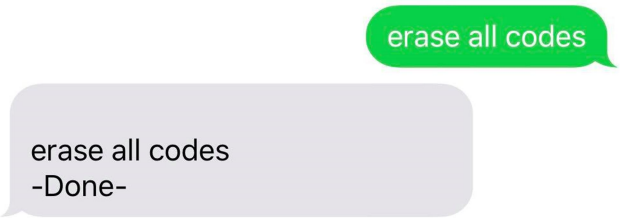
Example: lock(space)codes(space)on :
Turn on lock function , no one can enter by codes

Example: lock(space)codes(space)off :
Turn off lock function , everyone can enter by codes

Delete all access codes from the unit

By doing below step you will erase all of the access codes that has been programmed into the unit.

SMS txt				
erase	space	all	space	codes



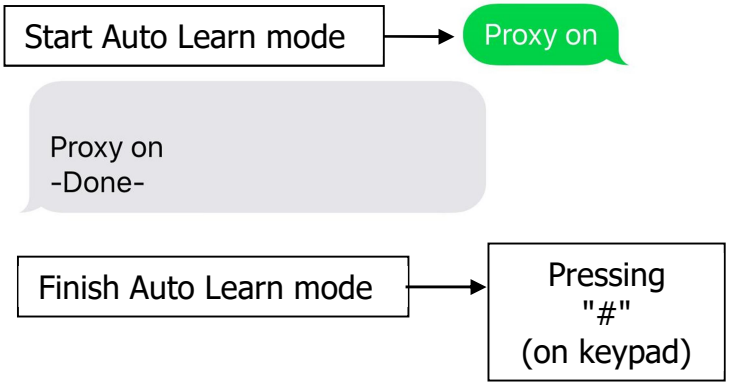
10) Add / modify / delete an Rfid / Proximity card

Auto learn mode :
This will turn the unit into auto learn mode mean every rfid / proxy tag that will be showed to the unit will automatically stored in the memory as an opening card.

- While in auto learn mode the unit will beep every second ("beep" "beep")
- This means that the unit is listening and waiting for you to represent the needed key fob to program.
- It will be insert in sequence first proximity tag will be stored in Cell number 1 until the unit will reach last cell number 150.
- Once finish with the process press on keypad "#" to finish and the unit will reply with : Proxy on
  -Done-

SMS txt		
proxy	space	on

Video explanation



Replace last proximity / Rfid Card with new one :
if want to replace the last proximity card that shown to the unit

- This function mostly be used for places such as Airbnb / limited renting when tenant will move out of the building it is possible to replace the last tenant proximity card with new one when shown to the unit

SMS txt				
replace	space	last	space	proxy

Example: replace(space)last(space)proxy

Video Explanation

Delete all Proximity / Rfid Tags from the unit
NOT YET AVILABLE
By doing below step you will erase all of the Rfid tags / Proximity that has been programmed into the unit.

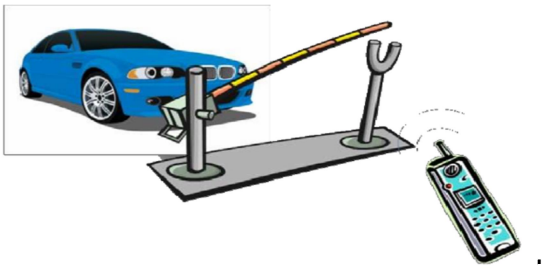
SMS txt				
erase	space	all	space	proxy

Example: erase(space)all(space)proxy

11) Gate opener mode

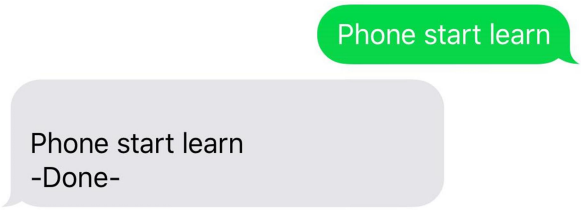
The GSM-Key can be programmed to be complete solution for cellular gate / door / garage door.
The unit stores list of authorized users when a number in the list will call the GSM-Key the GSM-Key will hang- up the call, check if the caller ID exists in the list.
if it does, a pulse generated by internal relay, command the gate\door to open.
No call cost for the user.

Functions:
+ the unit holds up to 20 telephone number
+ Normally open / normally close



Auto learn mode:
every telephone number that will dial the GSM-KEY will aut
Meaning that once the telephone will dial the unit it will open the gate.

SMS txt				
phone	space	start	space	learn

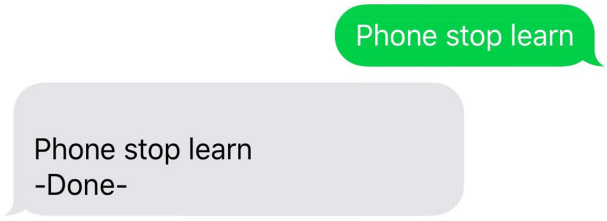


Example: phone(space)start(space)learn

- It will be store in sequence first telephone number will be stored in Cell number 1 until the unit will reach last cell number 99.
- After calling the unit it will disconnect the call, means number is stored in the memory

Stop auto learn mode:
when you finish programming the gate opener mode, below code will end the operation:

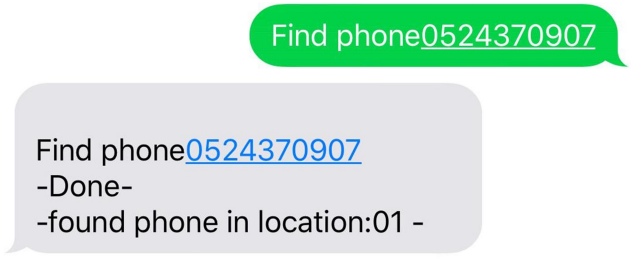
SMS txt				
phone	space	stop	space	learn



Example: phone(space)stop(space)learn

Find in which cell number a phone number is stored:
this function will let you know where a specific telephone number stored in the unit

SMS txt			
find	space	phone	phonenumber



Example: find(space)phone0549020045

- No space is needed between phone and phone

Erase all Phones:

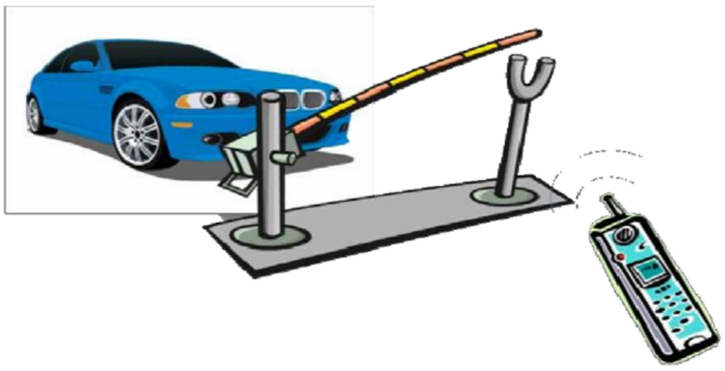
Erase all of the phones that are programmed to open the gate.

SMS txt				
Erase	space	all	space	phones

Example: erase(space)all(space)phones

Cell Number	Code number/Name		Cell Number	Code number/Name
1			36	
2			37	
3			38	
4			39	
5			40	
6			41	
7			42	
8			43	
9			44	
10			45	
11			46	
12			47	
13			48	
14			49	
15			50	
16			51	
17			52	
18			53	
19			54	
20			55	
21			56	
22			57	
23			58	
24			59	
25			60	
26			61	
27			62	
28			63	
29			64	
30			65	
31			67	
32			68	
33			69	
34			70	
35				

Cell Number	Tag number/name		Cell Number	Tag number/name
1			41	
2			42	
3			43	
4			44	
5			45	
6			46	
7			47	
8			48	
9			49	
10			50	
11			51	
12			52	
13			53	
14			54	
15			55	
16			56	
17			57	
18			58	
19			59	
20			60	
21			61	
22			62	
23			63	
24			64	
25			65	
26			67	
27			68	
28			69	
29			70	
30			71	
31			72	
32			73	
33			74	
34			75	
35			76	
36			77	
37			78	
38			79	
39			80	
40			81	



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