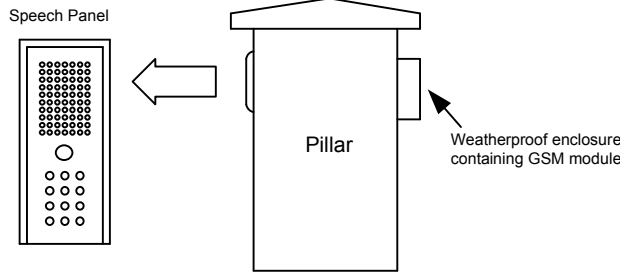


Installation Manual

For SRS
GSM-1000S / SF / SK / SFK GSM Intercom Systems rev 6

Fig 1

- 1) Install call point at suitable height.
- 2) GSM module to be installed in a suitable weatherproof enclosure on rear of pillar as per Fig 1.
- 3) Antenna to be mounted as high as possible for best results.



- 4) Wire call point to module as per Fig 2.
- 5) Connect power cables and wiring, carefully observing polarity.
- 5) Once fully connected, ensure power is off, and then install SIM card.
- 6) Connect power and you should now be ready for programming.

Speech Panel Connections

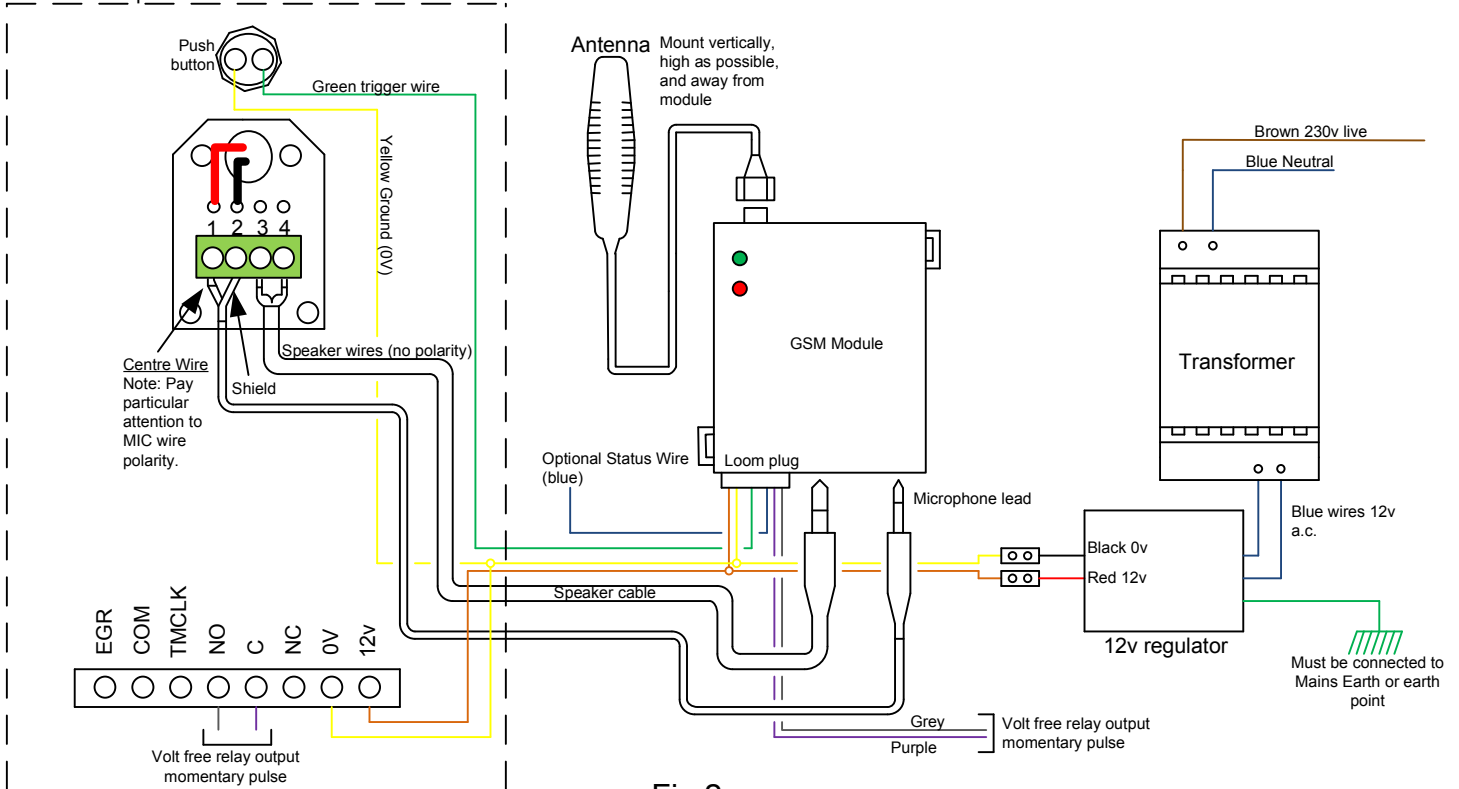


Fig 2

Quick Start Guide to Programming

- 1) Switch ON programming DIP switch 1.
- 2) Ensure DIP switch 2 is ON and for manual programming, ensure DIP switch 3 is OFF for momentary relay operation.
- 3) Ring the mobile number of the SIM card you just installed.
- 4) The unit should answer the call and respond with a long BEEP.
- 5) Clear all numbers from memory by typing the following sequence into your telephone keypad...

* 4 * * * #

- 6) If you are a trade professional or installer, you may wish to program a master user number so that changes can be made remotely without needing to visit site. This number is programmed into location 000 and is programmed by typing the following sequence into your telephone keypad..

0 0 0 * N U M B E R #

- 7) The unit will hang up. Redial the unit again. Once it answers, you may program up to 3 telephone numbers which the unit will ring when the call button is pressed. These are programmed in the same way as the master number except the memory locations to be used are 001 to 003.

0 0 1 * N U M B E R #

0 0 2 * N U M B E R #

0 0 3 * N U M B E R #

- 8) The GSM-1000 range have an access control feature built in. This allows any number stored in memory to be able to ring the unit and activate the relay. This is done by number recognition from the incoming call. Memory locations 004 to 999 facilitate this feature. Locations 001 to 003 also have this feature. These numbers are programmed in the same way as above.

0 0 4 * N U M B E R # → 9 9 9 * N U M B E R #

Note: Do NOT duplicate the engineering number in any other memory location. Do not duplicate any number, otherwise the unit may not operate correctly.

9) If there is a voicemail service or answering phone on either the first number or second number, and it picks up the call thus preventing it from dialling the next number, the system has a feature to allow adjustment of the number of rings that are made before it cancels the call and rings the next number. This can be used to avoid voicemail. You may select a value between 1 and 9. Example for 5 rings as follows..

* 8 5 #

10) Once programming is complete, switch DIP switch 1 OFF. This puts the unit into normal operating mode. Note that any further programming additions or changes can be done in 2 ways, either ring the unit from the master telephone number (if there is one stored) or switch DIP switch 1 ON and ring the unit from any number.

11) Press the call button. You should hear a voice announcement "please wait, your call will be answered shortly" and the unit will proceed to dial the first number.

12) Once the user answers the call, you can check if there is 2 way speech. The user can then trigger the relay by pressing # on their telephone keypad.

Advanced Features

* 2 # Lock the system against authorised users 004-999

* 3 # Unlock the system again

* 1 # Check the next free available memory space.

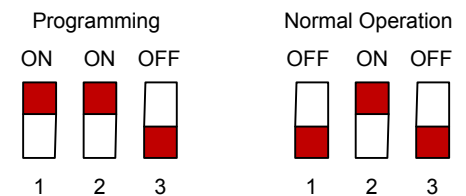
* 5 # Enter this to activate the relay when DIP 1 is on or when calling from the master number

* 6 # Optional feature used in conjunction with the status blue wire. This wire can be connected through a reed switch or limit switch to ground. This allows the user to determine the position of the door or gate when this sequence is entered. 1 bleep will be heard for one position, and 2 bleeps will be heard for the opposite position.

Description of DIP switch features

DIP Switch	ON	OFF
1	Allows programming mode from any number.	Normal operating mode. Programming only possible with engineering number.
2	Manual number storage (normally used default position)	Automatic Programming – stores any number that rings the unit automatically, used for large volumes of numbers
3	Latching relay mode (used for magnetic locks).	Momentary pulse relay mode (used for gate systems or strike locks).

Example for typical automatic gate system



Keypad Programming (only for keypad models SK and SKF)

setting the programmers code

Factory set code is 1234

- 1.1) With the power off press and hold down the x key
- 1.2) Connect power and continuous tone sounds.
- 1.3) When the tone stops release the x key and enter your new 4 digit Programmers Code.
- 1.4) A two second confirmation tone sounds after the 4th digit is entered.

new Programmers Code

entering programming mode

- 2.1) Press x and then enter the 4 digit Programmer Code.
- 2.2) When the correct Programmer Code is entered then the sounder & LED will pulse and the lock relay will change state.
- 2.3) To exit Programming Mode press the x key.

setting the lock time

Factory set time is 05 seconds

- 3.1) Enter Programming Mode.
- 3.2) Enter 00 (this selects special location 00).
- 3.3) Enter the desired lock/relay operation time in a two digit format (01 to 99 seconds).
- 3.4) The code lock will return to the Programming Mode Base Level.
- 3.5) Press x to exit Programming Mode.

adding user codes

Factory set code in location 01 is 6789

- 4.1) Enter Programming Mode.
- 4.2) Enter the location 01 to 41 (31-40 are the latching code locations). If a series of bleeps are heard at this point then the location has a code stored, you may proceed as this is only a warning tone.
- 4.3) Enter the desired 4 Digit User Code, If the code lock returns immediately to the Programming Mode Base Level then the code is not permitted as it already exists elsewhere in another location. If the code is permitted then a 2 second confirmation tone will be heard.
- 4.4) Return to Step 2 to enter more User Codes or press x to exit Programming Mode.

deleting user codes

- 5.1) Enter Programming Mode.
- 5.2) Enter the desired location (01 to 40), If a series of bleeps are heard at this point then the location already has a code stored, you may however proceed as this is only a warning tone.
- 5.3) Press the # key to delete the code from the location, a 2 second confirmation tone will be heard.
- 5.4) Return to step 2 to delete more codes or press x to exit Programming Mode.