

# INSTALLATION INSTRUCTIONS for GSM-18V3

**Important ! It is a must** to read the instructions before installing and programming the unit.

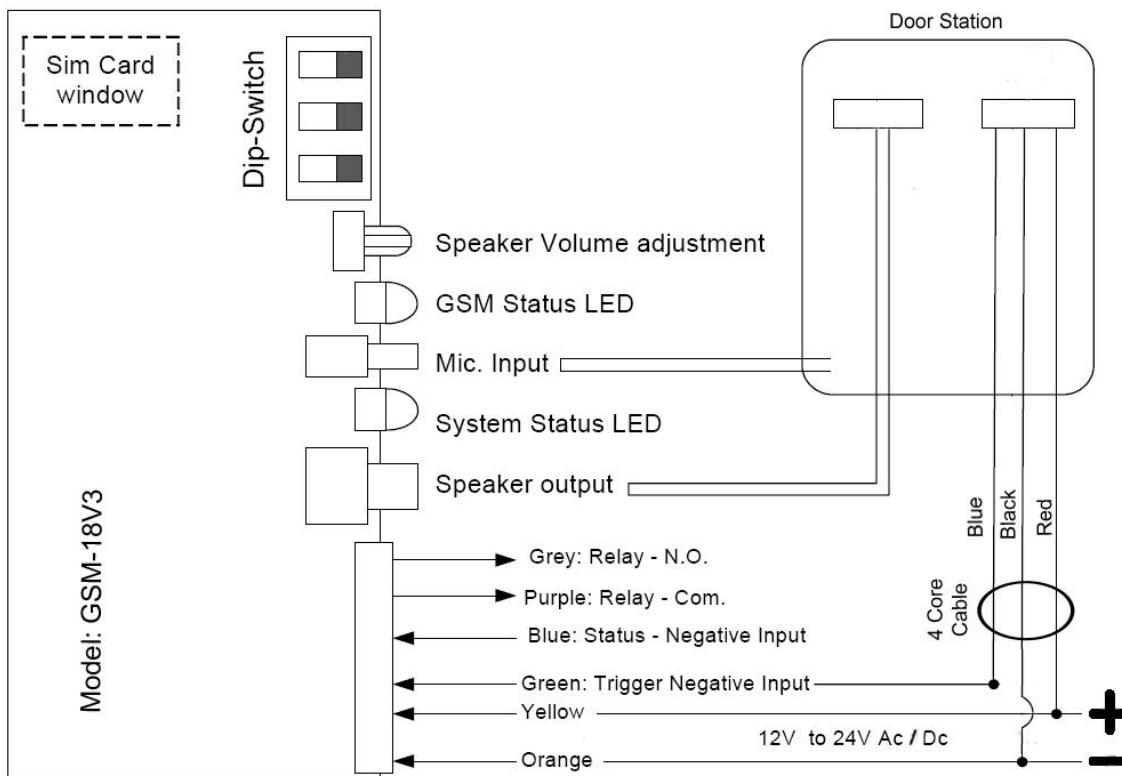
Purchasing a compatible sim card You will need to purchase a standard\_2G gsm Sim card not a Next G card as it will not work in this Gsm unit you will also need to have call waiting message bank and any other service turned off on the card. Also make sure that the Sim card does not have **any data or phone numbers** in its memory if so clear all numbers before installing.

Insert the Sim card by opening the small window on top right corner of the GSM-18 unit.

**Note!**  
**Make sure that you insert or remove the Sim card only when the unit is disconnected from the Power.**

## Installation

First connect the Antenna, Speaker, Microphone and the Push Button's wires according to the diagram below:



DipSwitch	Application	ON	OFF
1	Programming Mode	Enable	Disable
2	Operation Mode	Automatic	Learning Mode
3	Relay Output Operation Function	Latch	Pulse

### Antenna

Make sure you install the GSM antenna as high as possible and do not fold the excessive wire of the antenna.

### Power

The unit can operate with voltage between 12V to 24V AC or DC by the Orange and Yellow wires. If DC power is used, the **yellow** wire is the **Negative** and the **Orange** wire is the **Positive**. **Wait 30seconds** for the unit to set up after connecting the power. The GSM and Status LED will start to flash when the system is ready.

### Output

The Grey and Purple wires of the GSM unit are clean output connections, COM & N.O., that can be used to activate a gate, garage door or electric strike (via a power supply). Use the Grey (Com.) and the Purple (N.O.) wires in the unit to trigger the control panel of the appliance.

### Relay's Function

You can select how the relay responds one out to two functions for the internal relay to activate the external control panel by:

**Dip – Switch # 3: OFF => Pulse function or ON => Latch function**

### Entering PROGRAM MODE:

Set **DIP-SWITCH # 1** to **ON** position to enable entering Program Mode.

Dial the unit's Sim Card phone number from any phone.

After the first ring, the unit will answer the call with a long "Beep" sound and wait for your programming instructions.

First you need to clear the memory of the Sim card from any data and phone numbers.

For **DELETING** all the phone numbers in the unit's memory **except the MASTER phone number;**

Press **\*4\*\*\*# =>** a long beep will be heard to confirm.

### Master Phone Number

Program-in the **Master Phone Number (MPN)** that will enable you to make all the programming features (from this phone number only) without the need of accessing the unit in the future.

#### **Please Note!**

The **MPN** can enter Program Mode without setting Dipswitch #1 on in the unit. The unit will always answer the Master phone number and automatically enter programming mode, **even if the Dip Switch No. 1 is OFF.**

For programming the **MASTER Phone Number:**

Press **000 \* phone number # =>** a long beep to confirm.

The unit will announce the phone number after programming to confirm.

### Programming Users' Phone Numbers (UPN)

Program-in up to 1000 phone numbers (Users' Phone Numbers) to activate the unit's relay with their phones.

For programming the **FIRST Phone Number:**

Press **001 \* phone number #** => a long beep to confirm.

*Note: The unit will announce the phone number after each programming to confirm.*

For programming the **SECOND Phone Number:**

Press **002 \* phone number #** => a long beep to confirm.

For programming the **999<sup>th</sup> Phone Number:**

Press **999 \* phone number #** => a long beep to confirm.

**TO EXIT** Program Mode:

Press **\* 0 #** => the unit will exit Program Mode and hang up.

**Please Note!**

- **The unit will automatically hang up if no response is received within 1 minute during programming.**
- **Do not forget to turn OFF Dipswitch No. 1 after exiting program mode.**
- **During the programming mode, an invalid command will be indicated by two short beeps.**

**In Program Mode you can also:**

**DELETE** a specific *known phone number* from the memory:

Press **\* 4** “The phone number you want to delete” **#** => a long beep to confirm.

**DELETE** all the phone numbers **except the MASTER phone number:**

Press **\* 4 \* \* \* #** => a long beep to confirm.

**Note!** For deleting the MPN you must enter a new Master Phone Number only.

For getting the next available empty memory cell number or the number of UPNs in the unit:

Press **\* 1 #** => The system will announce the next empty cell number by saying individual numbers; i.e.

If the next empty memory cell is Cell Number “026” the system will say: Zero , Two , Six

In program mode you can activate the output relay (according to the Function chosen) by :

Press **\* 5 #** => a long beep to confirm.

**SECURITY LOCK**

The unit will enter program mode automatically when the “master” number calls and allows the user to lock or unlock the unit as follows:

To **LOCK** the system: Press **\* 2 #** => a long beep to confirm

To **UNLOCK** the system: Press **\* 3 #** => a long beep to confirm

**Operation Mode**

The unit can operate in one out of two operation modes: *Automatic* or *Learning Mode* selected by:

**Dip – Switch # 2 : ON => AUTOMATIC MODE or OFF => LEARNING MODE**

### AUTOMATIC MODE:

If Automatic Mode is chosen (by Dip-Sw. # 2 => ON) then:

**The unit will never answer any incoming calls except to the “ MASTER ” phone number.** If the calling phone number is an authorized user (is one of the 1000 phone numbers programmed into the memory) then the unit will operate the relay output in the unit according to the function chosen by the DIP-SWITCH # 3 (Latch or Pulse) and **hang-up on the incoming call without answering it.** If the caller is not a valid phone number, then the unit will reject the call and hang-up on the call immediately.

### LEARNING MODE:

It is inconvenient and time consuming to teach many Users' phone numbers in to the system, therefore, this mode was provided to enable easier way of programming big numbers of UPNs.

If “Learning Mode” is chosen (by Dip-Sw. # 2 => OFF) then:

**The unit will not answer any of the incoming calls and automatically register each of the incoming phone numbers in to the memory of the unit** and activate the relay output in the unit according to the function chosen by the DIP-SWITCH # 3 (Latch or Pulse).

Choose this mode to register all the UNPs in to the system in the first two-three days and then turn off dip switch # 2 and change the operation mode to “Automatic”, so that no other numbers will be automatically register in.

### TRIGGER & STATUS Inputs

The unit has a negative **TRIGGER** input (the Green wire) to activate the microphone and speaker of the unit as an intercom system.

When the unit is triggered, the unit will announce in the speaker:

**“PLEASE WAIT - YOUR CALL WILL BE ANSWERED SHORTLY”**

Then, it will dial the first Phone Number and wait for an answer. If the call is not answered within 45 seconds, the GSM-18 will hang up and dial the second number programmed into the memory. The system will try the third number and then stop. When the call is answered by one of the three first numbers, the user can talk with the caller immediately until he hangs up.

During the time of speaking, the user (the person who answers the call) can activate the output relay by pressing the “ # “ key on there handset. The user can activate the output relay as many times as they wish till they hang up.

In this mode the end user can also check the situation of the gate (open or closed) if the **STATUS** input was connected to the gate by a magnet read switch.

To check the **STATUS** input press the “ \* ” button on the hand set.

When the gate is close (STATUS input is “closed loop” to negative) then the unit will say **“THE GATE IS CLOSED”**, and if this input is “open” the unit will say **“THE GATE IS OPEN”**.

In program mode the STATUS input could be checked (if it is a CLOSE LOOP or an OPEN LOOP) as follows:

Press * 6 # => One long beep to confirm CLOSE and two long beeps to confirm OPEN.
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