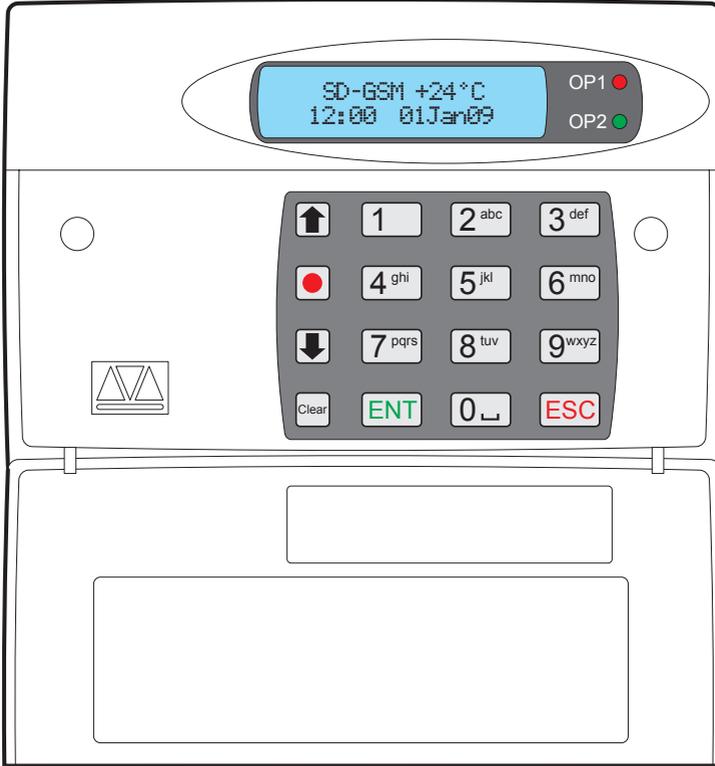


SD-GSM Speech Dialler



Programming and Operation Guide

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Introduction

The SD-GSM Speech Dialler provides a means of communicating information to fixed and mobile telephones. You can either connect the SD-GSM to an alarm control panel (taking advantage of its power supply and battery backup) or use the SD-GSM in a standalone role.

Main features

Triggers

The SD-GSM has eight trigger inputs and you can assign a voice message and/or a text message to each input. The unit can also send a voice message and/or a text message when the triggers have been restored.

For most applications you would normally connect the trigger inputs to the communication outputs (or bell output) of an alarm control panel. However, you can also connect other devices, such as smoke detectors or temperature sensors directly to the trigger inputs. The unit allows you to program the polarity of the trigger inputs as either positive or negative applied/removed.

Contacts

The SD-GSM allows you to store up to 10 contacts: you can assign each one a name, telephone number, message type, and acknowledgement type.

IMPORTANT: DO NOT use the SD-GSM to call the Police via the emergency services phone numbers.

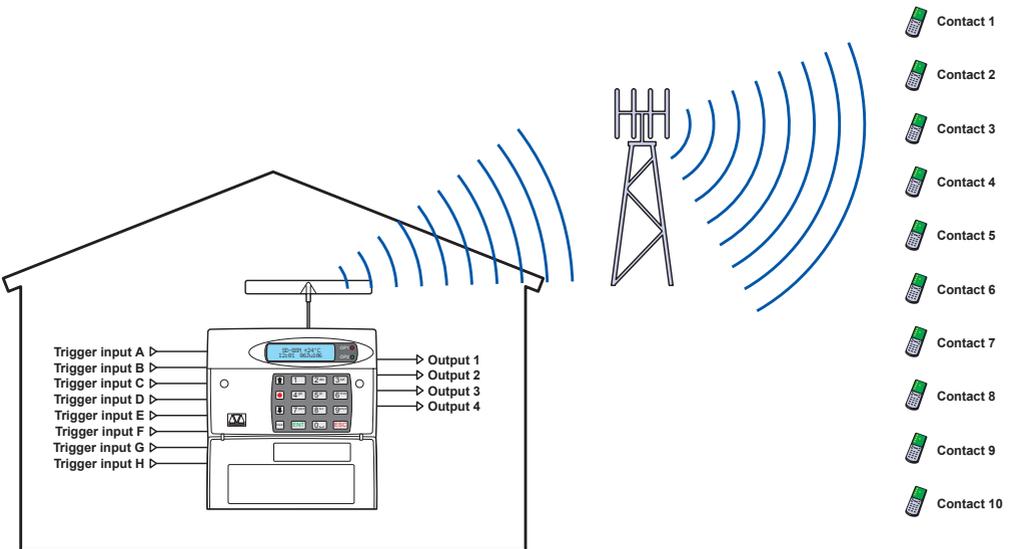
Voice Messages

The SD-GSM has a built-in microphone and speaker to allow you to record and replay audio messages directly from the unit.

The SD-GSM can store up to eight separate alarm messages, eight restore alarm messages (a different message can be sent when the trigger event has been removed) and one common message (normally used to store the name and address of the premises). Each message can be up to 30 seconds in length.

Text Messages

The SD-GSM can also send text messages to mobile telephones using the SMS text service (Short Message Service). The unit can store eight separate 40-character alarm messages, eight 40-character restore alarm messages (a different message can be sent when the



trigger event has been removed) and one common message (normally used to store the name and address of the premises). When the unit sends a text message, it adds the alarm message to the site details message.

Acknowledgement

On receiving a voice message call from the SD-GSM, the contacted person can acknowledge it at any time by pressing **8** on their telephone. If the contact does not acknowledge the voice message then the SD-GSM repeats the message several times, after which the unit abandons the call and dials the next available contact.

Call-Abort

The SD-GSM has several call-abort options, which include restoring the trigger input or entering the user code. When the unit has aborted a call it immediately shuts down and returns to its normal standby mode.

Outputs

The SD-GSM has four programmable outputs that you can use to indicate the status of the unit. You may also program the outputs for remote control. For example, you could use this facility to remotely turn outputs on and off with a touch-tone telephone.

Temperature sensor

The SD-GSM displays the current ambient temperature. You can program temperature high and low alarms, linking them to two corresponding output types.

Time and date

The unit contains an internal clock which can display the current time and date. In addition, the time and date will be added to text messages and trigger events, thus providing a useful audit trail in the log.

Please note that the time and date feature is designed as a guide.

Listen-In Mode

The SD-GSM has a listen-in mode, which switches an internal microphone to the telephone line so that you can hear activity at the protected site.

The contact can activate the listen-in mode at the time of receiving a voice message or by calling into the SD-GSM and using the **Remote Access** feature.

Talkback Mode

The SD-GSM has a talkback mode, which switches the internal loudspeaker to the telephone line so that you can talk to the protected site. The contact can activate the talkback mode at the time of receiving a voice message or by calling into the SD-GSM and using the **Remote Access** feature.

Message

The SD-GSM allows you to record short audio messages, either locally at the unit, or remotely, using a touch-tone telephone. After recording a new message the unit will indicate it on the display and can optionally give a beep. You can also program the message feature to record when a trigger input is activated.

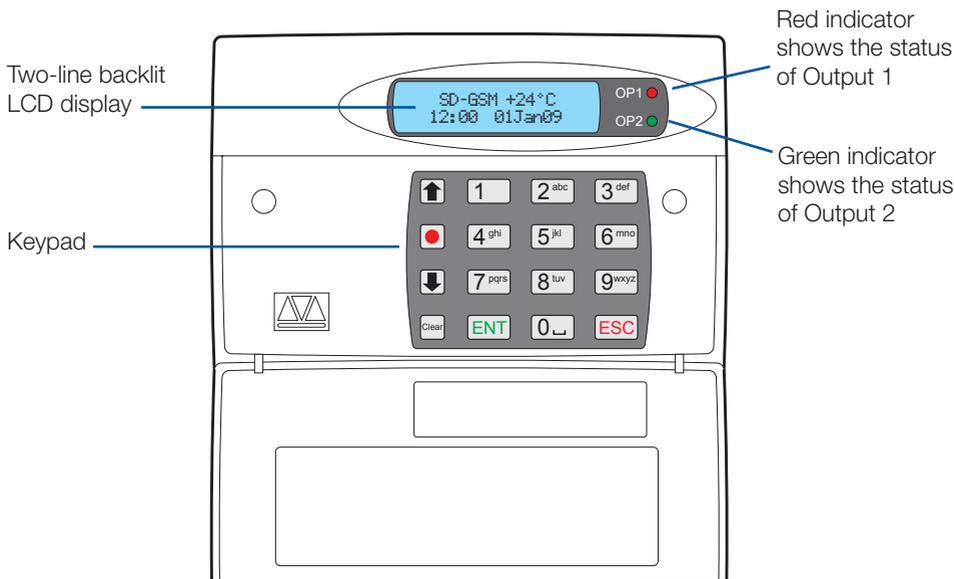
Remote Access

If you enable this feature you can access the SD-GSM remotely by dialling into the unit with a touch-tone telephone. Once connected you can turn on and off the four outputs, activate the listen-in/talkback mode, listen to the message, record a new message, leave a memo, carry out test triggers or record telephone numbers.

SD-GSM panel layout

Keypad function keys

	Scroll up
	Record / special character key
	Scroll down
	Clear display
	Enter / Play
	Escape



Programming

The programming menu allows you to configure most aspects of SD-GSM operation and perform a series of tests to confirm correct operation, or assist with troubleshooting. If you wish to set up the SD-GSM with the minimum of programming, please read the section *Basic Setup* on the next page.

Accessing the programming menu

When the SD-GSM is in standby mode the display shows the temperature, time and date, for example:

```
SD-GSM +29°C
12:00 01Jan09
```

To ACCESS THE PROGRAMMING MENU

1 From standby, enter the user code (the default code is 1234). When the correct code is entered, the bottom line of the display will show the first item from a menu of ten programming options:

```
↑↓ ENT to Select
Contact Details
```

You can scroll up and down through the programming menu by using the scroll keys (↑ or ↓), or jump directly to an option by pressing the relevant hot key. For example, to display the log option press [9wxyz].

The opposite page shows a list of all ten programming options and their hotkeys.

Exiting from the programming menu

When using the programming menu, the SD-GSM's trigger inputs are disabled and therefore the unit will not call out in the event of an alarm.

Note: Please note for correct operation it is necessary to exit the programming in the manner described below.

To EXIT FROM THE PROGRAMMING MENU

1 From within the programming menu, press [ESC] repeatedly until the display shows:

```
Press [ENT]
To Leave Menu
```

2 Press [ENT] to leave the programming menu and return to standby. Alternatively, if you wish to remain within the programming menu, press [ESC].

Basic setup

In the majority of installations you can set up the SD-GSM's basic functions by using only the following programming menu options:

1 **Contact Details** Set up the telephone numbers that you want the SD-GSM to call. Label each number with a contact name.

2 **Messages** Store the text and/or voice messages that the SD-GSM must send to your chosen contacts.

4 **Access Codes** Set up your user and programmer access codes.

8 **Set Date & Time** Key in the date and time so that the log and display are correct.

By default, when something triggers an input, the SD-GSM sends the message(s) for that input to all contacts.

The remaining menu options allow you to program more detailed behaviour.

5 **Ack & Abort** Allows you to edit the dialler's acknowledgement and abort options.

6 **Outputs** Allows you to edit the dialler's four outputs.

7 **Call Routing** Allows you to edit the dialler's message routing options.

9 **View Log** Allows you to view the dialler's time and date-stamped log.

0 **Test Options** Allows you to access the dialler's test features.

The following pages tell you how to use each programming option in more detail. For a detailed list of all options, see the **Programming menu options list**.

The Programming Menu

Contact Details

The SD-GSM can store up to 10 contacts; each contact is assigned the following parameters:

Name

Up to 16 characters can be assigned to the contact name.

Telephone No.

Each contact's telephone number can have up to 24 digits. When programming the contact's

telephone number the **ENT** key can be used to insert the following command characters:

*** Star:** Inserts a * into the telephone number.

Hash: Inserts a # in the telephone number.

Pause: If the unit is connected to an internal telephone system you normally have to dial a number to get an external line, wait a couple of seconds, then dial the actual number. The pause command can be used to insert a 3 second delay, e.g., (9,) 0161 123456.

Contact Type

The contact type can be programmed to one of the following options:

VOICE

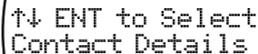
The SD-GSM dials the contact telephone number and plays the common phrase plus the relevant voice message, repeated four times.

TEXT

The SD-GSM dials the SMS service centre and relays the relevant text message to the Contact's telephone number.

To add/change contact details

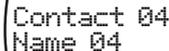
1 From standby, enter the user code, the screen will show the **Contact Details** menu:



```
↑↓ ENT to Select
Contact Details
```

Press **ENT** to select. The screen will show **Contact 01**.

2 Press the scroll keys (or **1**~**0**) to display the required contact, e.g.: **4**:



```
Contact 04
Name 04
```

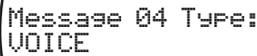
3 Press **ENT** to begin editing the chosen contact. Use the **text editing keys** to enter the contact's name (maximum of 16 characters).

4 Press **ENT** to accept. You can now enter/edit the contact's telephone number:
Contact 04 Tel.>

5 Use the keys **[0-9]** ~ **[9wxyz]** to enter the telephone number.

- The **[*]** key can be used to insert special characters: *****, **#** or **,**
- Don't forget to add a "9" if the unit needs to dial it to get an outside line. However, if sending text messages then make sure you program the "9" into the SMS number and not into this telephone number.
- If a telephone number is already programmed, or a mistake is made during programming you can clear the last digit by pressing the **[Clear]** (Clear) key.

6 Press **[ENT]** to accept the telephone number. The display now shows the contact message type:



```
Message 04 Type:
VOICE
```

This option allows you to determine whether the SD-GSM should send either a voice message or an SMS text message to the chosen contact. *Note: Ensure that relevant voice or text messages are stored for all active inputs. See Messages.*

7 Press the scroll keys (**[↑]** or **[↓]**) to display the required message type: VOICE or TEXT.

8 Press **[ENT]** to accept.

9 Repeat steps 2 – 8 for other contacts or press **[ESC]** to exit this menu.

Messages

The SD-GSM can use either voice or **text** messages to alert your contacts. It can store up to eight different voice and/or text messages which correspond to the eight alarm inputs (A to H). Also, it can store a site voice message and/or site text message which will be played/sent after the alert message to provide general details about the premises. As an additional feature, when an alarm is cancelled, the SD-GSM can also be programmed to send a restore message to inform your contacts. The SD-GSM can store up to eight separate voice and/or text restore messages which relate to the eight alarm inputs (A to H). For

restore messages you must enable *trigger restore* option in the **call routing** menu.

Voice messages

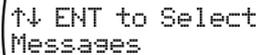
Each voice message can be up to 30 seconds long (in long play mode). The unit has an internal microphone and loudspeaker, which are used to record and playback the voice messages. Messages should be recorded to reflect the type of alarm that is being triggered, e.g., if 'trigger input A' is connected to a smoke alarm then 'message A' should state that there is a fire alarm at the premises.

Note: It is recommended that you record "Press 8 on your telephone to accept this call" at the end of your message.

When calling some mobile phone networks you may find that the network takes a long time to connect to the mobile unit, causing the SD-GSM to drop the call and move on the next telephone number. We recommend that you make the recording time of the site message and trigger message to be no less than eight seconds each when calling a mobile phone.

TO RECORD A VOICE MESSAGE

1 From standby, enter the user code, then use the scroll keys (**[↑]** or **[↓]**) or **[2abc]** to display the Messages menu:



```
↑↓ ENT to Select
Messages
```

Press **[ENT]** to select. The screen will show: **Voice Message**.

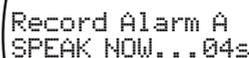
2 Press **[ENT]** to select. The screen will show:



```
Voice Alarm A
▶=Play, ●=Record
```

3 Press the scroll keys (**[↑]** or **[↓]**) or **[1]** ~ **[8xyz]** to select the required voice message (A to H).

4 Press **[*]** to start recording and speak clearly into the unit. The display will show how much time has elapsed:



```
Record Alarm A
SPEAK NOW...04s
```

- 5 Press **[RECORD]** to stop recording.
- 6 To play back the message press **[ENT]** key. The message will be played back through the internal speaker.

*Note: If you wish to re-record or delete a message press the **[CLEAR]** (Clear) key.*

- 7 Repeat steps 3 – 6 for other voice messages.
- 8 Optionally record other messages:
 - Record a site message. As per step 3, use the scroll keys to locate the **Voice Site** entry and record a common message that gives details about the site (i.e. address, contact details, etc), as required.

- Record restore messages. For each alarm input, you can record a restore message that will be played to your contacts when the alarm situation is cleared. As per step 3, use the scroll keys to locate the eight **Voice Restore** entries and record suitable messages.

- 9 Press **[ESC]** to exit this menu.

Text messages

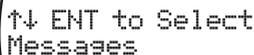
The SD-GSM can send text messages to mobile telephones using the standard SMS (Short Message Service) messaging. The unit can store up to eight alarm messages, each with up to 40-characters.

When the unit sends a text message, it adds the “site message” with a time and date stamp (see **Set date and time**).

Site Messages should normally hold the name or details of the location being protected.

TO EDIT TEXT MESSAGES

- 1 From standby, enter the user code, then use the scroll keys (**[UP]** or **[DOWN]**) or **[2 ABC]** to display the **Messages** menu:

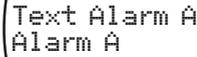


↑↓ ENT to Select
Messages

Press **[ENT]** to select. The screen will show: **Voice Message**.

- 2 Use the scroll keys to display: **Text Message**.

- 3 Press **[ENT]** to select. The screen will show:



Text Alarm A
Alarm A

- 4 Press the scroll keys (**[UP]** or **[DOWN]**) or press **[1]** – **[8 UV]** to select the required alarm message (A to H).
- 5 Press **[ENT]** to edit. Use the text editing keys to enter the text message.
- 6 Press **[ENT]** to accept.
- 7 Repeat steps 4 – 6 for other alarm text messages.
- 8 Optionally create other text messages:

- **Create a site message.** As per step 4, use the scroll keys to locate the **Text Site** entry and enter a common message that gives details about the site (i.e. address, contact details, etc), as required.

- **Create restore messages.** For each alarm input, you can create a restore message that will be sent to your contacts when the alarm situation is cleared. As per step 4, use the scroll keys to locate the eight **Text Restore** entries and create suitable messages.

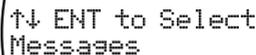
- 9 Press **[ESC]** to exit this menu.

Inbox

The SD-GSM can receive text messages. These would normally be reminders from your service provider that your credit is running low (if you are using a pay as you go SIM card).

TO VIEW INCOMING TEXT MESSAGES

- 1 From standby, enter the user code, then use the scroll keys (**[UP]** or **[DOWN]**) or **[2 ABC]** to display the **Messages** menu:



↑↓ ENT to Select
Messages

Press **[ENT]** to select. The screen will show: **Voice Message**.

- 2 Use the scroll keys to display: **Inbox**.

3 Press **[ENT]** to select. The screen will show:

```
↑↓ ENT to Select
View Messages
```

4 Press **[ENT]** once more. The screen shows the text of the message.

(If there are no messages the screen will show **Inbox Empty**.)

5 Press **[ESC]** to exit this menu.

TO DELETE INCOMING TEXT MESSAGES

The SD-GSM has limited storage space for incoming text messages. Once you have read a message you should delete it:

1 From standby, enter the user code, then use the scroll keys (**↑** or **↓**) or **[2abc]** to display the **Messages** menu:

```
↑↓ ENT to Select
Messages
```

Press **[ENT]** to select. The screen will show: **Voice Message**.

2 Use the scroll keys to display: **Inbox**.

3 Press **[ENT]** to select. The screen will show:

```
↑↓ ENT to Select
View Messages
```

4 Use the scroll keys to display: **Delete Inbox**.

5 Press **[ENT]** to select. The screen will show:

```
Delete Inbox
[ENT] or [ESC]
```

6 Press **[ENT]** to confirm. The screen will briefly show **Wait** followed by **View Messages**.

(If you do not wish to delete the messages press **[ESC]**.)

7 Press **[ESC]** to exit this menu.

TO FORWARD AN INCOMING TEXT MESSAGE

You may not wish to visit the SD-GSM frequently in order to check that there are incoming text messages. The SD-GSM can forward

text messages it receives to one or more of its programmed contact numbers. See **Call Routine - Text Forward**.

System Options

The system options menu contains an assortment of options relating to various aspects of operation.

TO USE THE SYSTEM OPTIONS MENU

1 From standby, enter the user code, then use the scroll keys (**↑** or **↓**) or **[3def]** to display the **System Options** menu:

```
↑↓ ENT to Select
System Options
```

Press **[ENT]** to select. The screen will show the first option: **Trigger Polarity**.

2 Use the scroll keys (**↑** or **↓**) or press **[1]** – **[7pqrs]**, and then **[ENT]**, to select any of the following options:

- | | |
|---------------------------------------|--------------------------------------------------------------|
| [1] Trigger Polarity | Determines the polarity of trigger inputs |
| [2abc] Remote Options | Items related to accessing the SD-GSM from a remote location |
| [3def] Display Options | Items related to the use of the SD-GSM display screen. |
| [4ghi] Alarm Levels | Internal alarm triggers: temperature and power supply. |
| [5jkl] Record Options | Items related to voice recordings. |
| [6mno] Report Options | Items related to activity log reporting. |
| [7pqrs] Change Language | Change language used on display. |

Trigger Polarity

The SD-GSM can be configured to use either a negative applied trigger (default) or positive applied trigger (+). This setting should reflect the wiring of the inputs, see **Control panel connections** within the Installation chapter.

Note: All inputs must use the same trigger polarities.

Remote Options

REMOTE ACCESS

If enabled (**ON**), the SD-GSM will allow remote access through the telephone network. (See **Using the remote access feature**).

If disabled (**OFF**), the SD-GSM will not allow remote access (default).

RINGS TO ANSWER

This option allows remote accessibility to the SD-GSM (See **Using the remote access feature**) by answering all incoming calls after the number of predetermined rings (defaulted to 5 rings). The range is from 'Never' (Remote access option disabled) to 20 rings.

Display Options

FLASH ON MESSAGE

- If enabled (**ON**), the SD-GSM will flash the display backlight on and off when a memo message is waiting (default). Listening to the memo message stops the backlight flashing.
- If disabled (**OFF**), the SD-GSM will not flash the display backlight.

BEEP ON MESSAGE

- If enabled (**ON**), the SD-GSM will beep every minute when a memo message is waiting. Listening to the message cancels the beep.
- If disabled (**OFF**), the SD-GSM will not beep (default).

TEMP DISPLAY

- If enabled (**ON**), the SD-GSM's display will show the current ambient temperature in degrees centigrade, (default).
- If disabled (**OFF**), the SD-GSM's display will not show the ambient temperature.

Alarm Levels

TEMPERATURE HIGH

This option allows you to set the temperature at which the temperature high alarm output will activate (see also **Outputs**). Working range of 0°C to 50°C (default 40°C).

TEMPERATURE LOW

This option allows you to set the temperature at which the temperature low alarm output will activate (see also **Outputs**). Working range of 0°C to 50°C (default 5°C).

SUPPLY LOW

This option allows you to set a supply voltage level, below which an alarm output is activated (see also **Outputs**). A **SUPPLY LOW** message will also appear in the event log.

SIGNAL LOW

This option allows you to set a signal level. If the GSM signal level drops below the level set here an output is activated (see also **Outputs**). A **GSM Sig. Low** message will also appear in the event log.

Record Options

LONG PLAY

- If enabled (**ON**), the recordable messages have a maximum record time of 30 seconds.
- If disabled (**OFF**), the recordable messages have a maximum record time of 15 seconds; also the speech is of a higher quality, (default).

AUTO RECORD

- If enabled (**ON**), the SD-GSM will automatically switch the microphone on and start recording for up to 15 or 30 seconds (depending on the 'Long Play' option setting) when any trigger input is present. The recording is then stored in the 'Memo feature'. The recording can then be accessed either using the remote access feature (see **Using the remote access feature**) or via the memo playback feature via the keypad (see **Recording and playing a memo locally**). The **Message Waiting** output option can also be used with this feature.
- If disabled (**OFF**), the SD-GSM will not automatically record a message (default).

Report Options

Note: Use this option to prevent network providers shutting down a Pay As You Go account that does not get used for long periods of time.

AUTO REPORTING

If enabled (**ON**), the SD-GSM will automatically call any programmed numbers in the 'Call Routing > Auto Report > Route Auto Rep.' menu. (See **Call Routing**) and send the site message. The report time and day, and the interval between reports, can be adjusted as required. See *Report Time* below. (This option defaults to **OFF**).

Note: The auto reporting messages require acknowledgement. Without acknowledgement the messages will repeat a number of times.

REPORT TIME

This option sets the time and frequency with which the SD-GSM transmits the **Auto Reporting** message. You can choose any hour on any day of the week, and then set an interval between one and twelve weeks. The SD-GSM will report on the selected day and hour, and then repeat the message after the selected interval.

Press the scroll keys to select the required hour. Press **[ENT]** to confirm the hour.

The display shows **Mon**.

Press the scroll keys to select the required day. Press **[ENT]** to confirm the day.

The display shows **Interval**.

Press the scroll keys to select the desired interval in weeks. The smallest interval is one week, the longest 12 weeks. Press **[ENT]** to confirm the interval.

Change Language

Use this option to change the display languages without performing a factory reset.

From within the SystemOption menu press **[7th]** **[ENT]** to display:

```
↑↓ ENT to Select  
English
```

Use the **[↑]** or **[↓]** scroll keys to select the language you want to use.

Press **[ENT]** to select. The display changes to the selected language.

Access Codes

The SD-GSM operation is protected by two main codes:

- **The user code** A 4-digit code which is required, when using the unit locally, to gain access to the programming menus. The user code is also used for aborting calls. The default user code is '1234'.
- **The remote code** A 4-digit code that is used, when dialling into the unit from a remote location, to gain access to the remote

access menu (see **Using the remote access feature**). The default remote code is '5678'.

TO CHANGE THE USER CODE

1 From standby, enter the user code, then use the scroll keys (**[↑]** or **[↓]**) or **[4th]** to display the **Access Codes** menu:

```
↑↓ ENT to Select  
Access Codes
```

Press **[ENT]** to select. The screen will show: **Edit User Code**.

2 Press **[ENT]** to select. The screen will show:

```
New User Code ?  
****
```

3 Enter a new four-digit user code and press **[ENT]** to accept.

4 Press **[ESC]** to exit this menu.

TO CHANGE THE REMOTE CODE

1 From standby, enter the user code, then use the scroll keys (**[↑]** or **[↓]**) or **[4th]** to display the **Access Codes** menu:

```
↑↓ ENT to Select  
Access Codes
```

Press **[ENT]** to select. The screen will show: **Edit User Code**.

2 Use the scroll key (**[↓]**) or **[2^{abc}]** to display: **Edit Remote Code**.

3 Press **[ENT]** to select. The screen will show:

```
New Remote Code ?  
****
```

4 Enter a new four-digit remote code and press **[ENT]** to accept.

5 Press **[ESC]** to exit this menu.

Acknowledgement and Abort Options

Abort Options

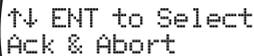
Occasionally, the SD-GSM may be triggered accidentally, causing it to send an unwanted

call. The various 'Abort Options' allow you to determine how false alarm conditions can be cancelled. When a call is aborted the SD-GSM immediately hangs-up and returns to its normal standby mode.

Note: The initial alert text message cannot be aborted as it is sent almost instantly when an alarm trigger occurs.

TO SELECT AN ABORT OPTION

1 From standby, enter the user code, then use the scroll keys (↑ or ↓) or [5^{INT}] to display the **Ack & Abort** menu:



↑↓ ENT to Select
Ack & Abort

Press [ENT] to select. The screen will show: **Abort Options**.

2 Press [ENT] to select. The screen will show the currently selected option: **None (default)**.

3 Use the scroll keys (↑ or ↓) and then [ENT], to select any of the following options:

None Trigger inputs cannot be aborted, (default).

Passcode Only The selected trigger input can only be aborted by entering the user code into the SD-GSM.

Code or Restore The selected trigger input can be aborted by either entering the user code into the SD-GSM or by restoring the trigger input to its normal healthy condition.

Restore Only The selected trigger input can only be aborted by restoring the trigger input to its normal healthy condition.

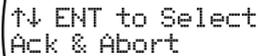
Clear by Options

Once the SD-GSM has made its call and delivered its message it requires a signal, from the contacted person, to say that the message has been successfully received and accepted. To accept a call, the recipient must press the number **8** button on their telephone at any time during the call. If a call is not accepted, the SD-GSM will dial the next programmed contact number.

The 'Clear By Options' allow you to determine whether the SD-GSM should cease calling your contacts after the first acknowledgement or continue calling all contacts.

TO SELECT A CLEAR BY OPTION

1 From standby, enter the user code, then use the scroll keys (↑ or ↓) or [5^{INT}] to display the **Ack & Abort** menu:



↑↓ ENT to Select
Ack & Abort

Press [ENT] to select. The screen will show: **Abort Options**.

2 Press the scroll key (↓) to display: **Clear By Options**.

3 Press [ENT] to select. The screen will show the currently selected option: **Anyone (default)**.

4 Use the scroll keys (↑ or ↓) and then [ENT], to select either of the following options:
Anyone When the SD-GSM has been acknowledged, it will shut down until it is triggered again.

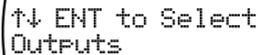
No One The SD-GSM will contact all programmed contact numbers.

Outputs

The SD-GSM has four programmable outputs (OP1 to OP4) that can be accessed remotely and used for a wide variety of functions (for example: switching on lighting or heating/ventilation systems).

TO PROGRAM AN OUTPUT

1 From standby, enter the user code, then use the scroll keys (↑ or ↓) or [6^{INT}] to display the **Outputs** menu:



↑↓ ENT to Select
Outputs

Press [ENT] to select. The screen will show: **Output 1**.

2 If necessary, select the required output port (**Output 1** to **Output 4**) using the scroll keys (↑ or ↓) and then press [ENT] to select. The screen will show the currently selected option: **OFF (default)**.

3 Use the scroll keys (↑ or ↓) and then **ENT**, to select any of the following options:

OFF The output remains off at all times.

Message Waiting This output type activates when the SD-GSM has a Message waiting and de-activates once the Message has been played.

Remote Access This output activates when the SD-GSM is being accessed remotely with a touch-tone telephone. The output de-activates when call has finished.

Temperature High This output activates when the Temperature High setting has been reached. The output de-activates once the temperature falls below the preset temperature (see **Alarm Levels**).

Temperature Low This output activates when the Temperature Low setting has been reached. The output de-activates once the temperature rises above the preset temperature (see **Alarm Levels**).

Listen Active This output type activates when the SD-GSM is using the *Listen In* feature (see **Listen-in & talkback mode**).

Speech Active This output type activates when the SD-GSM is using the *Talk Back* feature (see **Listen-in & talkback mode**).

GSM In Use This output type activates when the SD-GSM is using the mobile telephone link.

Call Active This output type activates when the SD-GSM is active, i.e. after the unit has been triggered. The output de-activates once the unit has dialled all its contacts or the call is aborted.

Call Successful This output type activates when the SD-GSM has delivered its message successfully. The output de-activates when the unit is next triggered.

Call Failed This output type activates when the SD-GSM fails to deliver its message. The output de-activates when the unit is next triggered.

Remote Control 1-4 These output types can be remotely turned on and off by a touchtone telephone. e.g., switching on lighting or heating/ventilation systems.

Supply Volts Low This output type activates when the SD-GSM supply voltage drops below 10.5 Volts. (see **Alarm Levels**).

GSM Signal Low This output type activates when the GSM signal level falls below the level set in the Signal Low option. (see **Alarm Levels**).

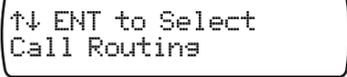
Call Routing Options

Call routing options allow you to determine which contacts should receive certain (voice or text) messages. For instance, you may require alarm message A to be sent to contacts 1, 3 and 5, while alarm message B should go only to contacts 2,6, 7 and 8. Similarly, the optional Auto Report can be sent to one or more chosen contacts. There are four call routing options and each is configured in a similar manner:

- **Trigger Alarm** Determines which contacts (1 to 10) should be called when a particular alarm is triggered.
- **Trigger Restore** Determines which contacts (1 to 10) should be called when a particular alarm returns to its normal state (for example when the alarm system has been reset after an alarm activation).
- **Auto Report** Determines which contacts will be notified by the **Auto Reporting** facility.
- **Text Forward** Determines which contact will receive any text messages that have arrived at the SD-GSM (see **Messages - Inbox**).

TO PROGRAM CALL ROUTING OPTIONS

1 From standby, enter the user code, then use the scroll keys (↑ or ↓) or **7 pages** to display the **Call Routing** menu:



↑↓ ENT to Select
Call Routing

Press **ENT** to select. The screen will show: **Trigger Alarm**. If necessary, use the scroll keys (↑ or ↓) to select the **Trigger Restore** or **Auto Report** or **Text Forwarding** options.

2 Press **ENT** to select. The screen will show:

```
Route A Alarm
To 1234567890
```

Note: Trigger restore mode will show Route A Restore, Auto Report mode will show: Route Auto Rep. and Text Forwarding will show Text Forward.

3 Each number represents a contact (1 to 10). Use the numeric keys (1 to 0) to include or exclude a contact from the chosen message. If a contact is included, its number will be shown, whereas, if a contact is excluded, its number will be replaced by an asterisk (*). In the screen shown below, contacts 2, 5 and 8 have been excluded from receiving alarm message A.

```
Route A Alarm
To 1*34*67*90
```

4 To change to a different alarm message, use the scroll keys (↑ or ↓).

5 When all settings have been made, press **ENT** to store and exit. Then press **ESC** to exit from the Call Routine menu.

Set Date and Time

This option allows you to adjust the SD-GSM's date and time. The clock is in 24-hour format and is used for providing the date and time stamp for the event log, text messaging and for the standby display.

Note: The clock is intended as a guide only.

TO ADJUST THE DATE AND TIME

1 From standby, enter the user code, then use the scroll keys (↑ or ↓) or **8^{uv}** to display the Date & Time menu:

```
↑↓ ENT to Select
Date & Time
```

Press **ENT** to select. The screen will show the current date setting.

2 Use the numeric keys to enter the date (in the form: dd/mm/yy) and then press **ENT**. The screen will now show the current time.

3 Use the numeric keys to enter the time (in 24-hour format) and then press **ENT**.

4 Press **ESC** to exit.

View Log

The SD-GSM has a time and date-stamped event log that records a range of detected occurrences, such as power failures, date changes, trigger inputs and the recipients contacted. The log has capacity for 256 entries and retains all information when power is removed.

TO VIEW THE EVENT LOG

1 From standby, enter the user code, then use the scroll keys (↑ or ↓) or **9^{wxyz}** to display the View Log menu:

```
↑↓ ENT to Select
View Log
```

Press **ENT** to select. The screen will show the most recent log entry:

2 Use the scroll keys (↓ or ↑) to move down/up through the list of entries.

3 Press **ESC** to exit.

Log entry number

Event time and date

```
000>12:00:36 07Jul06
GSM Sig. Low
```

Type of event (see opposite for explanations)

Log event codes

Tris A Alarm	A trigger on input A to H has been sensed.
Tris A Clear	Trigger A to H has returned to its normal non-alarm state.
Call 1	A call has been made to Contact 1 to 10 (the contact's name will be displayed if programmed).
Call GSM	Alarm call made via mobile communication.
Call Fail	Alarm call attempt failed.
Ack> Contact 8	The call was acknowledged by contact 1 to 10.
No Ack 8	No acknowledgement received from contact.
Abt> Contact 8	Alarm aborted (remotely by contact).
User Abort	Alarm aborted (at SD-GSM panel).
Time (Date) Changed	The time (or date) has been changed.
Temp High Alarm	The pre-set temperature high has been exceeded.
Temp Low Alarm	The pre-set temperature low has been exceeded.
Temp High (Low) Clear	The temperature high (low) has returned within pre-set.
Remote Access	The remote access was carried out.
Remote Start	Remote call started
Remote Clear	Remote call ended
Memo Left	A memo was left.
Memo Cleared	The memo was cleared.
GSM Sig. Low	When the GSM signal level falls below the level set in the Signal Low option.
GSM Sig. OK	Mobile network signal detected.
Supply OK	Power supply level is within limits.
Supply Low	The power level has previously fallen below the minimum required for operation.
Sys Restart	The unit has been switched On.
Log Cleared	The event log contents have been cleared.
Auto Report	An automatic call has been made.

Test Options

The SD-GSM has seven test options:

- 1 Test Messages ⇨
- 2abc Test Outputs
- 3def Test Triggers
- 4ghi Test Supply
- 5jkl GSM Phone Utilities
- 6mno Software Version

Test Messages

This menu allows you to test the voice messages. The unit will call the selected contacts and play the selected voice message.

TO TEST MESSAGES

1 From standby, enter the user code, then use the scroll keys (↑ or ↓) or [0_] to display the Test Options menu:

```
↑↓ ENT to Select
Test Options
```

Press [ENT] to select. The screen will show the first option: Test Messages.

2 Press [ENT] to select. The screen will show:

Currently selected alarm

Use [↑] and [↓] to change to a different alarm (or restore) message.

Contacts to whom the message should be sent

At this stage, no contacts are selected.

```
Send Alarm A
To *****
```

3 For the currently selected alarm (use [↑] and [↓] to change), press the numeric keys [1], [2abc], [3def], etc. to include or exclude the respective contacts to whom the message should be sent during the testing phase.

4 Press [ENT] to start the test. To cancel at any time, press [ESC].

5 The screen will indicate each stage of the test, which should be similar to that shown:

```
Idle > Clearing call > Waiting
for dialtone > Dialling number >
Wait for ring > Playing message >
Ack received
```

The final item (Ack received) indicates that the called person has pressed **8** on their phone keypad to acknowledge the alarm call.

6 Repeat steps 3 to 5 for other messages/contacts, if required. Press [ESC] to exit.

Test Outputs

This test menu allows you to test the SD-GSM's outputs by switching them on and off as required.

TO TEST OUTPUTS

1 From standby, enter the user code, then use the scroll keys (↑ or ↓) or [0_] to display the Test Options menu:

```
↑↓ ENT to Select
Test Options
```

Press [ENT] to select. The screen will show the first option: Test Messages.

2 Press [↓] or press [2abc] to show: Test Outputs.

3 Press [ENT] to select. The screen will show:

```
Test Outputs
*/*/*/*
```

4 Press [1], [2abc], [3def] or [4ghi] to switch on/off each individual output, as required. The OP1 and OP2 indicators should illuminate when outputs 1 and 2, respectively, are switched on.

5 Press [ESC] to exit.

Test Triggers

This test menu allows you to view the response to trigger inputs .

TO TEST TRIGGERS

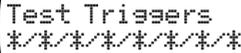
1 From standby, enter the user code, then use the scroll keys (↑ or ↓) or [0_] to display the Test Options menu:

```
↑↓ ENT to Select
Test Options
```

Press **[ENT]** to select. The screen will show the first option: **Test Messages**.

2 Press **[↓]** or press **[3^{def}]** to show: **Test Triggers**.

3 Press **[ENT]** to select. The screen will show:



```
Test Triggers
**/**/**/**
```

2 Activate each trigger input. As a trigger is detected, the screen will show the relevant trigger letter A to H.

Note: No alarm calls will be made during this test.

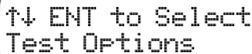
3 Press **[ESC]** to exit.

Test Supply

This test menu allows you to test the SD-GSM's supply voltage.

To TEST THE SUPPLY VOLTAGE

1 From standby, enter the user code, then use the scroll keys (**[↑]** or **[↓]**) or **[0_↵]** to display the **Test Options** menu:



```
↑↓ ENT to Select
Test Options
```

Press **[ENT]** to select. The screen will show the first option: **Test Messages**.

2 Press **[↓]** or press **[4^{opt}]** to show: **Test Supply**.

3 Press **[ENT]** to select. The screen will show the voltage level: e.g. **11.8V**.

Note: The voltage level must be between 10.5V and 28V, however.

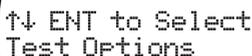
4 Press **[ESC]** to exit.

GSM Phone Utilities

These utilities allow you to check various aspects of GSM operation, when the optional GSM module is fitted.

To USE GSM PHONE UTILITIES

1 From standby, enter the user code, then use the scroll keys (**[↑]** or **[↓]**) or **[0_↵]** to display the **Test Options** menu:



```
↑↓ ENT to Select
Test Options
```

Press **[ENT]** to select. The screen will show the first option: **Test Messages**.

2 Press **[↓]** or press **[5^{int}]** to show: **GSM Phone Utils**.

3 Press **[ENT]** to select. The screen will show the first option: **Make Call**.

4 Use the scroll keys (**[↑]** or **[↓]**) and then **[ENT]**, to select any of the following options:

Make Call Allows you to enter a number and make a call via the GSM link. The SD-GSM will act like a hands free mobile phone.

Signal Strength This is the equivalent to the bars on a mobile phone.

GSM Number This is the telephone number of the SIM card. This feature is not available with all SIMs.

IMEI Number This is the International Mobile Equipment Identity which uniquely identifies the GSM Module.

IMSI Number This is the International Mobile Subscriber Identity which uniquely identifies the SIM.

Module Type This is the type of GSM Module fitted. Cooper Security may supply different GSM Modules.

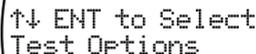
Call Provider This is the service provider, for example Vodafone, Orange, O2 etc.

Software Version

This option displays the current SD-GSM internal software version.

To VIEW THE SOFTWARE VERSION

1 From standby, enter the user code, then use the scroll keys (**[↑]** or **[↓]**) or **[0_↵]** to display the **Test Options** menu:

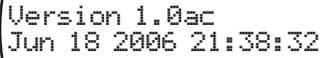


```
↑↓ ENT to Select
Test Options
```

Press **[ENT]** to select. The screen will show the first option: **Test Messages**.

2 Press **[↓]** or press **[6^{mod}]** to show: **Software Version**.

- 3 Press **[ENT]** to select. The screen will show the version and date of the current internal software:



```
Version 1.0ac
Jun 18 2006 21:38:32
```

- 4 Press **[ESC]** to exit.

Operation

How to acknowledge a voice message

The SD-GSM requires a call acknowledgement in order to confirm that the recipient has accepted the call. All contacts must be informed, both in advance and within the voice message, that they must press number **8** on their telephone to accept a call. If a called contact does not acknowledge an alarm call, the SD-GSM will proceed to contact the next programmed number.

TO ACKNOWLEDGE A VOICE MESSAGE

- 1 When the telephone rings, answer the call as normal. Listen to the voice message (which is repeated a number of times).
- 2 When you have understood the message, acknowledge it at any time by pressing the number **8** key on your telephone. You will hear an acknowledgement tone from the SD-GSM and then the unit will hang up.
- 3 Now take the necessary action in response to the alarm.

Aborting an alarm call

If the SD-GSM is accidentally triggered or you want to stop the calling sequence then one of the following methods can be used:

ENTER THE USER CODE

To abort the call sequence, enter your four-digit user code.

*Note: You must program the SD-GSM to be able use this method, see **Acknowledgement and Abort Options**.*

RESTORE THE TRIGGER INPUT

To abort the call sequence, restore the trigger input back to its normal condition. Normally this is a simple matter of resetting the alarm control panel. The abort methods that can be used depend on whether the SD-GSM is programmed to allow you to abort calls in this way. See **Acknowledgement and Abort Options**.

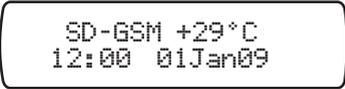
Note: If the SD-GSM is programmed to report alarms using text messages, then the unit sends the first part of the text (the site message) almost immediately. A user will be unlikely to respond quickly enough to abort this message. If a user does abort a text message then the second part of the text (the alarm specific message) not be transmitted.

Recording and playing a memo locally

The SD-GSM has an in-built memo facility to record a voice memo message at the keypad that can be up to sixteen seconds in duration. Once recorded, the display will indicate that there is a memo message waiting.

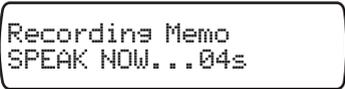
To RECORD A MEMO MESSAGE

1 Ensure the unit is in normal mode and displaying the standby screen:



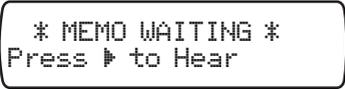
SD-GSM +29°C
12:00 01Jan09

2 Press **[RECORD]** to record the memo. Speak clearly into the unit. The display will show how much time has elapsed:



Recording Memo
SPEAK NOW...04s

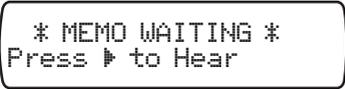
3 Press **[RECORD]** to stop recording. The display will now indicate that there is a memo waiting. The SD-GSM can also be programmed to either flash the display backlight or beep when a memo message is waiting, (see **Display Options**).



* MEMO WAITING *
Press **[RIGHT]** to Hear

To PLAYBACK A MEMO MESSAGE

1 The display will normally indicate that you have a message waiting:



* MEMO WAITING *
Press **[RIGHT]** to Hear

2 Press **[ENT]** to playback the message. Press **[ESC]** to stop playback at any time.

3 To play the memo again press **[ENT]** or press **[CLR]** (Clear) to delete the memo. Once deleted, the display will return to standby.

Using the remote access feature

The remote access feature allows you to achieve a variety of operations via a remote telephone connection. Using remote access, you could: Record messages remotely; listen into the property after an alarm message; toggle outputs to turn on lighting, etc. This facility is accessed by one of the following methods:

Remote access by dialling in

This method requires you to call into the SD-GSM in order to select the **remote access menu**. You will need to enter the **remote code** (by default: 5678). The unit is designed to work on dedicated phone lines, or shared lines by utilising the **One Ring Answer** (answerphone defeat) feature.

Note: The 'Remote Access' option must be set to ON. See 'Programming menu > System Options > Remote Options > Remote Access'.

To DIAL IN FOR REMOTE ACCESS (ONE RING ANSWER OFF):

1 Dial the SD-GSM using a touch-tone telephone.

The SD-GSM will answer your call after the programmed number of rings (see 'Programming menu > System Options > Remote Options > Rings to Answer'). You will hear a series of high-pitched beeps.

2 At this point enter the four-digit **remote code** on your telephone; if the code is correct, you will hear an acceptance tone. The **remote access menu** is now selected, see over for menu options.

To DIAL IN FOR REMOTE ACCESS (ONE RING ANSWER ON)

Note: To enable this feature see 'Programming menu > System Options > Remote Options > One Ring Answer'.

1 Dial the SD-GSM using a touch-tone telephone.

- 2 Allow the telephone line to ring two or three times then hang up the call.
- 3 Wait approximately 10 seconds then redial the SD-GSM. The SD-GSM will now answer your call after the first ring and you will hear a series of high-pitched beeps.
- 4 At this point enter the four-digit **remote code** on your telephone; if the code is correct, you will hear an acceptance tone. The **remote access menu** is now selected, see over for menu options.

Remote access via an alarm call

If an alarm has been triggered, when the SD-GSM makes its alarm calls, it is possible for a called contact to acknowledge the call and then select the 'Remote Access' mode in order to perform tasks.

Note: The 'Remote Access' option must be set to ON. See 'Programming menu > System Options > Remote Options > Remote Access'.

TO ACKNOWLEDGE A CALL AND SELECT REMOTE ACCESS MODE

- 1 When the telephone rings, answer the call as normal.
- 2 Listen to the voice message which is repeated a number of times.
- 3 When you have understood the message, you can either:
 - Press the ***** key to both accept the call and enter remote access, or
 - Press the **8** key, as usual, to merely accept and end the call.
- 4 You will hear a series of high-pitched beeps. Enter the **remote code** on your telephone, you will hear an acceptance tone. The **remote access menu** is now selected, see over for menu options.

The remote access menu

The following commands can be selected from the remote access menu using the keypad of your touch-tone phone:

Function	Phone key sequence
Toggle output 1	*11
Toggle output 2	*12
Toggle output 3	*13
Toggle output 4	*14
Listen-in/talk-back mode	*3 then subsequently 3 to change between listen-in and talkbackmodes. 0 to quit listen-in/talk back modes.
Play alarm voice messages 1 to 8	4 followed by 1 to 8
Record alarm voice messages 1 to 8	*4 followed by 1 to 8 (0 to stop)
Play restore messages 1 to 8	5 followed by 1 to 8
Record restore messages 1 to 8	*5 followed by 1 to 8 (0 to stop)
Enter contact phone numbers 1 to 10	*7 followed by 1 to 0 (0 = 10) and then enter the appropriate phone number twice, each time followed by #. Note: If number is entered incorrectly, the error beep will be heard.
Test alarm messages 1 to 10 after remote access mode is terminated	*8 followed by 1 to 0 (0 = 10).
Playback memo	0
Record memo	*0 then subsequently 0 or any key to stop recording and playback.
Quit remote access menu and hang-up	#

Notes:

The 'Remote Access' option must be set to ON. See 'Programming menu > System Options > Remote Options > Remote Access'.

If after 60 seconds no command has been selected then SD-GSM will hang-up the call. Once a command has been selected, the unit remains online for 5 minutes or until the quit remote access command is used (#).

Toggle outputs

The remote access menu allows you to change (toggle) the on/off state of the SD-GSM outputs 1 to 4.

Note: The 'Remote Access' option must be set to ON. See 'Programming menu > System Options > Remote Options > Remote Access'.

TO TOGGLE OUTPUTS

1 Establish a remote access connection with the SD-GSM, as discussed earlier within this section.

2 Press the keys on your telephone to affect the outputs, as follows:

SD-GSM output will hear	Press	You
Toggle output 1 high-pitch beep, Off: 1 low-pitch beep	*11	On: 1
Toggle output 2 high-pitch beeps, Off: 2 low-pitch beeps	*12	On: 2
Toggle output 3 high-pitch beeps, Off: 3 low-pitch beeps	*13	On: 3
Toggle output 4 high-pitch beeps, Off: 4 low-pitch beeps	*14	On: 4

3 Use your telephone to select other remote access commands or press # to hang-up the connection with the SD-GSM.

Listen-in & talkback mode

The remote access menu allows you to listen-in and talk to the remote site using your telephone handset.

Note: The 'Remote Access' option must be set to ON. See 'Programming menu > System Options > Remote Options > Remote Access'.

TO SELECT LISTEN-IN/TALKBACK MODE

1 Establish a remote access connection with the SD-GSM, as discussed earlier within this section.

2 Press *3 on your telephone. You can now listen into the premises.

3 Press 3 on your telephone to switch between the listen-in and talkback modes. The listen-in/talkback modes can also be toggled at site by pressing [ENT].

4 When finished press 0 on your telephone to cancel talkback mode.

5 Use your telephone to select other remote access commands or press # to hang-up the connection with the SD-GSM.

Testing triggers remotely

You can test the SD-GSM unit's response to any of the eight triggers remotely via a telephone link.

1 Establish a **remote access connection** to the SD-GSM unit.

2 Press *8 followed by 1 to 8 on your phone (depending on which trigger is to be tested).

3 The unit will terminate your remote access call and dial the selected trigger number.

Entering contact numbers remotely

Command *7 allows you to enter/change the contact phone numbers.

1 Establish a **remote access connection** to the SD-GSM unit.

2 Press *7 followed by 1 to 0 (depending on which contact number is to be entered [0 = 10]) and enter the phone number twice, each time followed by #.

Example:

Enter the phone number 01235891745 and assign it to contact 3.

***73 01235891745#01235891745#**

If the two entered sets of numbers are identical there will be a successful beep (high pitch tone), otherwise there will be an error beep (low pitch tone).

Remotely recording and playing messages

Alarm voice and restore messages

The remote access menu allows you to record and playback alarm (and restore) voice messages 1 - 8 (plus site message) through your telephone handset. These are the messages that are sent to registered contacts when alarm conditions occur.

Note: The 'Remote Access' option must be set to ON. See 'Programming menu > System Options > Remote Options > Remote Access'.

TO RECORD/PLAY A VOICE ALARM/RESTORE MESSAGE

- 1 Establish a remote access connection with the SD-GSM, as discussed earlier within this section.
- 2 Select the required options, as follows:
 - **To record an alarm voice message:** Press ***4** followed by the voice message number **1** to **8** on your telephone. You will hear a short beep. Talk clearly into your telephone handset. Press **0** to stop recording.
 - **To play an alarm voice message:** Press **4** followed by the voice message number **1** to **8** on your telephone. The selected message will be played back through your telephone handset. If necessary, press **0** to stop playback.
 - **To record an alarm restore message:** Press ***5** followed by the restore message number **1** to **8** on your telephone. You will hear a short beep. Talk clearly into your telephone handset. Press **0** to stop recording.
 - **To play an alarm restore message:** Press **5** followed by the restore message number **1** to **8** on your telephone. The selected message will be played back through your telephone handset. If necessary, press **0** to stop playback.
- 3 Use your telephone to select other remote access commands or press **#** to hang-up the connection with the SD-GSM.

Memo messages

The remote access menu allows you to record and playback a memo message through your

telephone handset. The memo message can then be re-played by another remote user or directly from the SD-GSM unit.

Note: The 'Remote Access' option must be set to ON. See 'Programming menu > System Options > Remote Options > Remote Access'.

TO RECORD/PLAYBACK A MEMO

- 1 Establish a remote access connection with the SD-GSM, as discussed earlier within this section.
- 2 Select the required options, as follows:
 - **To record a new memo:** Press ***0** on your telephone. You will hear a short beep. Talk clearly into your telephone handset. Press **0** to stop recording.
 - **To playback the memo:** Press **0** on your telephone. The memo message will be played back through your telephone handset. If necessary, press **0** to stop playback.
- 3 Use your telephone to select other remote access commands or press **#** to hang-up the connection with the SD-GSM.

Text Editing Keys

Text is programmed in a similar way to mobile phones. Characters are selected by pressing the corresponding key the appropriate number of times (to select a character on the same key, wait for the cursor to automatically advance). The table below shows the keys to use and the characters that are assigned to them:

KeyCharacters

1	, . ? ! 1 @ " ' - & ' "
2 abc	a b c 2 A B C
3 def	d e f 3 D E F
4 ghi	g h i 4 G H I
5 jkl	j k l 5 J K L
6 mno	m n o 6 M N O
7 pqrs	p q r s 7 P Q R S
8 tuv	t u v 8 T U V
9 wxyz	w x y z 9 W X Y Z
0 _	0 , # *
↑ ↓	Move cursor left and right
Clear	Delete a character
ENT	Accept text

Programming menu options list

1 Contact Details

- 1 Contact 01 Name
- 2^{abc} Contact 02 Name
- ...
- 0 Contact 10 Name

2^{abc} Messages

1 Voice Message

- 1 Voice Alarm A
- ...
- 8^{tuv} Voice Alarm H
- 9^{wxyz} Voice Restore A
- 0 Contact B
- ...
- Voice Restore H
- Voice Site

2^{abc} Text Message

- 1 Text Alarm A
- ...
- 8^{tuv} Text Alarm H
- 9^{wxyz} Text Restore A
- ...
- Text Restore H
- Text Site

3^{def} Inbox

- 1 View Messages
- 2^{abc} Delete Inbox

3^{def} System Options

1 Trigger Polarity

- 1 Negative
- 2^{abc} Positive

2^{abc} Remote Options

- 1 Remote Access
- 2^{abc} Rings to Answer

3^{def} Display Options

- 1 Flash on Message
- 2^{abc} Beep on Message
- 3^{def} Temp Display

4^{ghi} Alarm Levels

- 1 Temperature High
- 2^{abc} Temperature Low
- 3^{def} Supply Low
- 4^{ghi} Signal Low

5^{jkl} Record Options

- 1 Long Play
- 2^{abc} Auto Record

6^{mno} Report Options

- 1 Auto Reporting
- 2^{abc} Report Time
- Time
- Day
- Interval

7^{pqr} Change Language?

- English
- Francais
- Deutsch
- Italiano
- Nederlands

4^{ghi} Access Codes

- 1 Edit User Code
- 2^{abc} Edit Remote Code

5^{jkl} Ack & Abort

- 1 Abort Options
- None
- Passcode Only
- Code or Restore
- Restore Only
- 2^{abc} Clear by Options
- Anyone
- No One

6^{mnc} Outputs

Output 1

OFF

Message Waiting

Remote Access

Temperature High

Temperature Low

Listen Active

Speech Active

GSM In Use

Call Active

Call Successful

Call Failed

Remote Control 1

Remote Control 2

Remote Control 3

Remote Control 4

Supply Volts Low

GSM Signal Low

Output 2 *as for Output 1*

Output 3 *as for Output 1*

Output 4 *as for Output 1*

7^{pqrs} Call Routing

1 Trigger Alarm

Route A Alarm To

Route B Alarm To

...

Route H Alarm To

2 Trigger Restore

Route A Restore To

Route B Restore To

...

Route H Restore To

3 Auto Report

Route Auto Rep. To

4 Text Forward

Route Text Forward To

8^{tuv} Date & Time

Enter New Date

Enter New Time

9^{wxyz} View Log

(↑ for newer, ↓ for older)

0^{_} Test Options

1 Test Messages

Send Alarm A To

...

Send Alarm H To

Send Restore A To

...

Send Restore H To

2 Test Outputs

(press 1 to 4 to activate outputs)

3 Test Triggers

(activate each input in turn)

4 Test Supply

5 GSM Phone Utils

1 Make Call

2 Signal Strength

3 GSM Number

4 IMEI Number

5 IMSI Number

6 Module Type

7 Call Provider

6 Software Version