

Multi Channel GSM Intercom with Access Control

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Model: MCI-3000V1

INSTALLATION INSTRUCTIONS

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

2. The SIM Card

You can use any GSM SIM card which is not locked including *Nest-G*. Insert the SIM card into your phone and make sure that you can make a call. The SIM card must be cleared from any phone numbers prior to use with the unit. YOU MUST call the mobile phone network you are registered with, **and cancel the Message Bank and the answering service on this SIM card. Make sure the power is OFF** and insert the SIM card in to the unit.

Note !

Make sure that you insert or remove the SIM card only when the unit is disconnected from the Power. You must not cut the antenna's cable or shorten it. You must use 12V Dc or AC to power up the unit. No polarity required.

Steps of installation:

1. Insert the SIM card.
2. Connect the GSM antenna. Do not cut or shorten the antenna's cable.
3. Do not install or stick the antenna on to any metal surface or posts. Stick the antenna as high as possible to any brick wall or wooden fence or post.
4. Use 12V Dc or Ac to power the system on terminals PWN1 and PWN2 – no polarity required.
5. Connect the relay's output Com. and N.O. to any control panel's Push Button input to trigger the gate to open or to the electric latch of a pedestrian gate for the system to be able to open the pedestrian gate.
6. Program the system as required according to the manual.

General information:

- On standby, when the # key is pressed, the system will announce:
“Please press the unit number followed by the # key”.
After which, the visitor will press 1 # for house number one or 23 # for house number twenty three etc...etc. Then, the system will dial the first number of the house unit which was entered, for the number of rings as was programmed in the system. If there was no answer or in case line was busy, the system should dial the second and third number accordingly. If there was no answer to any of the three numbers in the system, then will announce:
“Your call was not answered, please try later” and then the system will go to standby mode.
- The unit can be programmed with all the phone numbers and features via the front keypad with out the need of a SIM card.
- Note ! Insert or remove the SIM card ONLY after the power to the unit was turned OFF.
- The system will always make a “long Beep” in REST (when power is applied)
- In program mode, the unit will automatically hang up and exit program mode if there was no response within 1 minute during programming.
- During the programming mode, an invalid command will be indicated by two short beeps.
- The system will activate the out put (according to the function chosen) when a correct four digit pin code is entered. No need to press the # key after entering the 4-digit pin code.
- Pressing the * button twice will cancel the last command or the call made and enter the system to stand by mode.
- The owners can open the gate while they talk to the visitor by pressing on the Hash key (#) on their phone.

Programming Manual

1. Programming the system

The system can be programmed in two ways;

1. Throw the unit's front keypad – to be used by the installer.
2. Or by calling the system with the MASTER phone number and do the programming wirelessly via the phone. The master number must be programmed into the system first, via the keypad.

Entering Program Mode (PM)

Use the keypad to enter **PM** as follows:

- Press and hold the # button for three seconds till your hear long beep (one second Beep).
- Enter installers pin code number. **The factory default installer's pin code is 9 9 9 9.**
- Then you will hear: “*You entered program mode*”
- Or you will hear: “*Wrong command*”, in case of a false attempt. You would need to **repeat** the steps for entering program mode once again from start.

In Program Mode you can program the following:

(A) Program the phone numbers into the system.

1. **Program the Master Phone Number:** Press: **0 0 0 * [enter master phone number] #**

Then you will hear the announcement: “*The number is*”

Note !

The system will always answer the call made by the MASTER phone number and then enter Program Mode automatically, to allow the “master” to do all the programming wirelessly using his phone's keypad.

2. **Programming the users' phone numbers:**

The following letters and configuration, represent the programming sequence for users' phone numbers:

U U U N * P P P . . . P P P * R #

- The first three digit (**U U U**) represent the house number. From 001 to 333.
- The 4th digit (**N**) represents the 1st or the 2nd or the 3rd phone number for the house.
- (*** P P P P P P ***) the letters P represent the phone number entered.
- (**R**) represent the number of **Rings** (from 1 to 9 rings) that the unit would wait for an answer, before it would hang up and dial the next phone number in the memory.
Recommended number of rings is: 5 rings (about 15 seconds).
- (**#**) to enter the information into the system. The system will announce the phone number as a confirmation: “ *The number is ...*”

The examples below show the programming of the three phone numbers for **house** No.1

Example (I) :

0	0	1	1	✕	9	5	7	2	0	5	3	5	✕	5	#
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Example (II) :

0	0	1	2	✕	5	5	5	2	1	3	1	1	✕	9	#
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Example (III) :

0	0	1	3	✕	#
---	---	---	---	---	---

Example (I) 0 0 1 => house number one.
 1 => indicating the first phone number to be stored for house one
 95720535 => the phone number stored as a first number is: 95720535
 5 => number of ring tones the system should wait before hanging up
 # => command to save the programming.
 The system will confirm the programming by announcing:
 “The number is: Nine five seven two zero five three five”

Example (II) 0 0 1 => house number one.
 2 => the second phone number
 55521311 => the phone number entered is: 5521311
 9 => the system will wait 9 ring tones before hanging up and dialing the 3rd phone number.
 # => command to save the programming.
 The system will confirm the programming by announcing:
 “ The number is: five five five two one three one one ”

Example (III) 0 0 1 => house number one.
 3 => the 3rd phone number
 * # => no number is stored as a 3rd phone number and the phone number is DELETED from this memory location.

The system will confirm this command by announcing: “The phone number was deleted” .

3. Deleting the user’s phone number

There are three ways to delete the user’s phone number from the system:

1. by entering a new phone number into the same memory location of the user.
2. by clearing (deleting) the memory location of the user.
3. by using the user’s phone number to delete it from the system.
4. or by deleting all the phone numbers in the system

1. To delete a user’s phone number by entering a new phone number: do as instructions above.
2. Deleting the user’s phone number by knowing the memory location of the user’s phone number:
 With the following command:

U	U	U	N	✕	#
---	---	---	---	---	---

 => The system will announce: “The phone number was deleted”.

3. Using the user’s phone number for deleting it from the system:

✕	✕	P	P	...	P	P	✕	#
---	---	---	---	-----	---	---	---	---

ONLY if the user’s phone number was in the memory, then the system will delete it and announce:
 “The phone number was deleted” .

If the phone number was not in the memory, then the system will announce: “Wrong Number”.

4. How to DELETE all the users’ phone numbers

In program mode enter * 0 0 7 * and then press and hold the hash key (#) for three seconds, till you hear a long “Beep” and then the installer must enter * 0 0 7 * # to confirm within 10 seconds; otherwise, the system will disregard this command. After the installer confirmed the command by * 0 0 7 * # then the system will announce: “ Deleted “.

(B) Setting the Keypad Access Control

The keypad can store up to 999 different pin codes for up to 999 users.

The pin codes can be set for each user in **Program Mode (PM)**.

1. How to set the pin code for each user

You can program the pin codes by the keypad or by calling the system with the MASTER phone number. Enter program mode by the keypad (see above) or you can do that wirelessly by calling the unit's SIM card with the MASTER phone number for programming the pin codes via the phone.

The following letters and configuration represent the sequence for programming the pin code numbers:

U U U * N * C C C C #

- The first three digits (U U U) represent the unit number. From 001 to 999.
- (N) represents (1, 2, or 3) the first, the second or the third user of the unit.
- (* C C C C) the pin code number entered for this specific user.
- (#) Enter the information into the system.

The system will announce the pin code as a confirmation: “ *The pin code is ...* ”

Note: The system allows the same pin code for many users.

i.e., user No.1 and user No.8 can have the same pin code.

In program mode you can set the pin code for each of the users as follows:

Enter the unit's number followed the star key then enter the user's number followed by the star key and the pin code for this user followed by the hash key. The system will confirm by repeating the pin code number “ *The Pin Code is ...* ”

The following examples show programming the pin code **9572** for user **No.1 in unit 1** and the pin code **5552** for user **No. 2 in unit 22**. The system will announce the new pin code; “*The pin code is*”

0 0 1 * 1 * 9 5 7 2 #
0 2 2 * 2 * 5 5 5 2 #

2. How to DELETE the pin code of a certain specific user

There are three ways to delete the user's pin code from the system:

- I. By entering a new pin code for the same user.
- II. By deleting the pin code using the user's location number in the memory.
- III. Or using the user's pin code to delete it from the system.

Note: Since the system allows the same pin code for many users, all the users' with the same pin code will have their pin code deleted in case this pin code was deleted from the system.

(I) Deleting the Pin Code by entering a new pin code for a user;

That can be done as by instructions above. In this case the system will announce the new pin code to replace the old one in the memory.

(II) Deleting the Pin Code of a certain known user;

Enter the unit number followed by the user number of the unit and then star and hash.

U U U * N * #

In this case the system will announce: “*The pin code was deleted* “

The following example shows how the pin code of the 3rd user in unit 875 was deleted.

8 7 5 * 3 * #

The system will announce: “*The pin code was deleted* “

(III) Deleting a certain Pin Code from the system;

You can delete a certain **known pin code** from the system without the need of the users' numbers.

* * C C C C * # The system will announce: “*The pin code was deleted* “

Note! The system will delete this pin code for all the users that had such a pin code.

3. How to DELETE all pin codes of all the users

Enter **0 0 0** followed by the star (*) key then press and hold the hash key (#) for three seconds, till you hear the announcement : “ Deleted “

Press and hold

4. How to change the installer's pin code

The factory default of the installer's pin code is **9 9 9 9**

In Program Mode, you can change the installer's pin code for security reasons, as follows:

Press: * 0 0 0 * and then #

5. How to Exit Program Mode.

The system will exit program mode automatically if no command was received within 1 minute, or by the following command:

Press * => 0 => # you will hear a long beep and the unit will exit Program Mode and hang up if the programming was made by dialing in.

(C) choosing and setting Functions in Program Mode

6. How to set the Pulse Time of the relay

The factory default setting of the relay's function is **MOMENTARY** pulse of **3** seconds.

The pulse time of the relay can be set from ½ second to 10 seconds as follows:

Enter: => for ½ second pulse time.

Enter: => for 1 second pulse time.

Enter: => for 2 second pulse time.

Enter the **T**ime required here 

Enter: => for **10** second pulse time.

Enter: => for **15** second pulse time.

The system will confirm **the set time** by a **Beep sound** as long as the chosen **Time**.
i.e., if the time was set for 7 seconds then the buzzer will “Beep” for 7 seconds.

7. How to choose the relay's function

The factory default function of the relay is **MOMENTARY** (pulse 3Sec.).

There are two functions to choose from: **Momentary** or **Latch** function.

For **Latch** function: then you will hear one beep to confirm.

For **Momentary** function: then you will hear two beeps to confirm.

8. How to set the system to the factory default settings

The system can be set to the factory's default settings as follows:

⇒ You will hear one long Beep and then the installer must repeat the same command again to confirm within 10 seconds; otherwise, the system will disregard this command.

9. In program mode you can lock and unlock the system as follows:

To LOCK the system * 0 0 4 * 1 # => **one long Beep** to confirm.

To UNLOCK the system * 0 0 4 * 2 # => one long Beep to confirm.

In LOCK mode, the system will not function or make any calls or activate the output.

In lock mode the system will announce “wrong command” for any attempt to make a call or activate the output relay by the key pad.

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

* 0 0 5 * #

11. In program mode you can program to limit the “ talking time “ of the visitor as follows:

* 0 0 6 * T #

- The letter “ T ” represents the Time chosen (in minuets) and it can be between 1 to 9 minutes.
- The deflate setting of “Talking Time” Must be 1 minute.
- The system must end up each call (after the chosen “Talking Time”) by a long BEEP.
- In future productions the system must end up each call by an announcement: “ END OF CALL” .

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