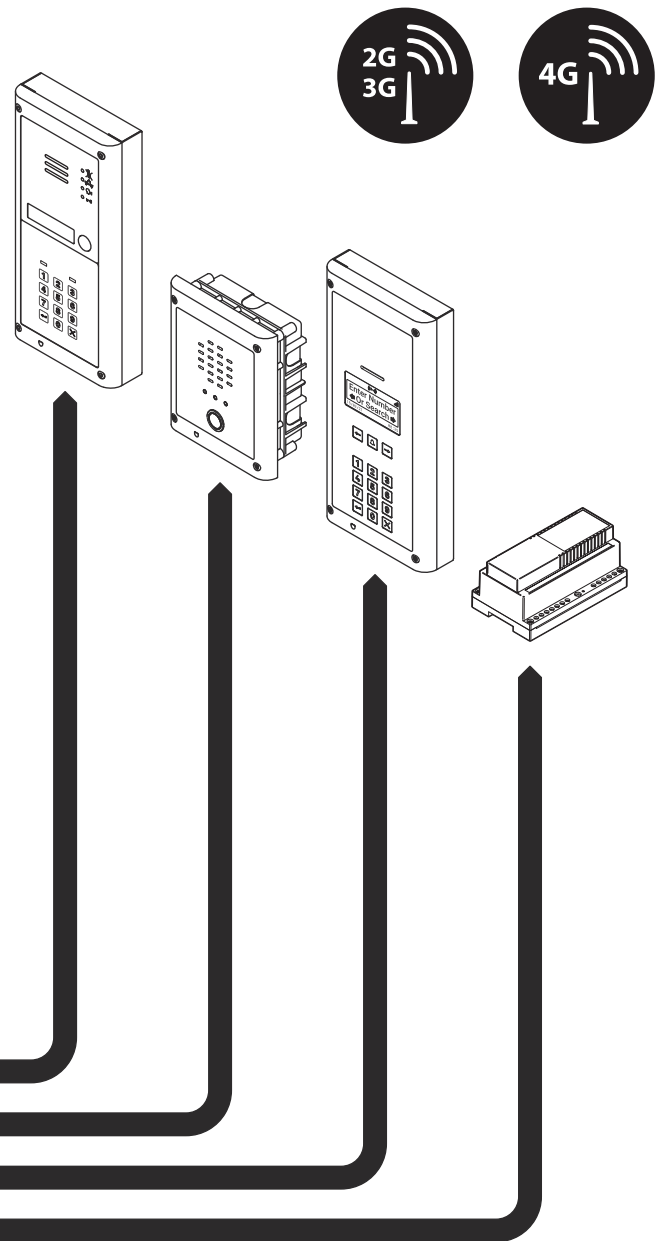
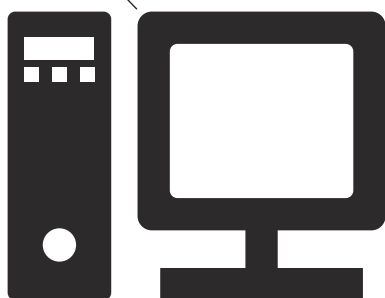


GSMSK

GSM Audio Intercom (GSM4K, GSMVRK, Digital GSM and Art.2270 GSM Interface Module) PC Programming Software



Programming Manual



Minimum PC Requirements



The GSMSK PC software is a Windows based programming software and therefore does not support MAC or Android devices. The minimum PC requirements are as follows: Windows 7 (Service Pack 1) or later and should have the .NET 4 framework installed.

DECLARATION OF RESPONSIBILITY

This technical manual has been written and revised carefully. The guidance and the descriptions which are included in it are in reference to VIDEX parts and are correct at the time of print. However, subsequent VIDEX parts and technical manuals, can be subject to changes without prior notice. **VIDEX Electronics S.P.A.** and **VIDEX Security Ltd. (UK)** cannot be held responsible for damages caused directly or indirectly by errors, omissions or discrepancies between the VIDEX parts and the technical manual.

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Introduction

MANUAL INTRODUCTION

The information in this manual is intended as an introduction and guide to programming a GSM audio intercom system using PC based programming software. The following GSM series intercoms and modules can be programmed using the **GSMSK** software: **GSM4K** and **GSM4KCR** series, **GSMVRK** series, **Digital GSM Series (4812/4812R)** and the **Art.2270 GSM interface module**. The software is compatible with 2G, 3G and 4G network versions of the various GSM series intercoms mentioned above.

This manual should be read carefully before programming commences. For details on installing any of the GSM intercoms mentioned above VIDEX also recommends reading the relevant installation and technical manuals:

- **GSM4KCR_66250754-EN_V1-3 (or later)**
- **GSMVRK_66250675-EN_V2-1 (or later)**
- **DGSM_66251750-EN_V2-0 (or later)**
- **2270_66251245-EN_V2-1 (or later)**
- **GSM4K_66250754-4G-EN_V2-0 (or later)**
- **GSMVRK_66250675-4G-EN_V1-2 (or later)**
- **DGSM_66251750-4G-EN_V2-0 (or later)**
- **2270_66251245-4G-EN_V1-1 (or later)**

Any damage caused to the equipment due to faulty installation where the information in this or other relevant manuals has not been followed is not the responsibility of **VIDEX Electronics S.P.A.** and **VIDEX Security Ltd (UK)**.

IMPORTANT NOTE: It is recommended that any of the GSM audio intercoms mentioned above is installed and programmed by a competent electrician, security or communications engineer.

For UK customers VIDEX run free training courses for engineers who are unfamiliar or who have not installed or programmed this system before. Technical help is also available on tel: **0191 224 3174** during office hours (8:30am - 5:00pm MON to FRI) or via e-mail: **tech@videxuk.com**. For overseas customers technical assistance is available on tel: **+39 0734 631699** or via e-mail: **technical@videx.it**.

A copy of this Technical Manual can also be downloaded from the VIDEX website: **www.videxuk.com**, and for overseas customers: **www.videx.it**.

SOFTWARE INTRODUCTION

As previously mentioned the GSMSK PC software is designed to work with the various GSM audio intercom systems mentioned above. It allows a user to program call button or apartment telephone numbers including divert numbers, additional features and settings relevant to the particular GSM system being installed (also see key features table below), programming of proximity fobs/cards, access codes, access control timebands and download a record of events.

KEY PROGRAMMING FEATURES OF THE SOFTWARE

The following table highlights the programming features of the GSMSK software for the relevant GSM model being installed, where "all" indicates the same features for 2G, 3G and 4G versions, "2G/3G" indicates features for the 2G/3G version, "4G" indicates features for the 4G version only and "N/A" indicates feature not applicable/available for a particular model of GSM.

Software Feature ▼	GSM System ►	GSM4K / GSM4KCR (Art.4810)	GSMVRK / GSMVRKC (Art.150)	Digital GSM (Art.4812 - Art.4812R)	Art.2270 GSM Module
Call button or user apartment no. setup including divers		50 buttons - 1 primary no. inc. 3 divers per button - (all).	24 buttons - 1 primary no. inc. 3 divers per button - (all).	500 users (2G/3G), 750 users (4G) - 1 primary no. inc. 3 divers per apt. 1000 users (4G) - 1 primary no. inc. 1 divert per apt.	180 users - 1 primary no. inc. 3 divers per button - (all).
Dial to Open no. setup and enable/disable		1000 numbers (000-999). Inc. access levels (disabled or 0-9). 32 temp DTO's - (all).	1000 numbers (000-999). Inc. access levels (disabled or 0-9) - (all).	(2G/3G) = 2000 numbers (4x 000-499). (4G) = 3000 numbers (4x 000-749). (4G) = 4000 numbers (4x 000-999). DTO setup enable/disable via user apartment no. setup - (all).	(2G/3G) = 3000 numbers (1000 per relay, 000-999). (4G) = 2000 numbers (1000 = RLY1, 000-999, 500 = RLY2 & RLY3, 000-499). Inc. access levels (disabled or 0-9) for RLY1 DTO numbers only - (all).
Temporary Dial to Open no. setup		32 temp DTO's (0-31) for Art.4810 2G, 3G & 4G models. For all other GSM models 4G versions only. In the case of the 4G Art.2270 GSM module the temp DTO's is only applicable for RLY1.			
Proximity fobs/cards programming (onboard reader and Art.4850R)		1000 fobs/cards (000-999). Inc. access levels (disabled or 0-9) - (all).	1000 fobs/cards (000-999). Inc. access levels (disabled or 0-9) when VR4KPPM Wiegand reader installed - (all).	2000 fobs/cards (0000-1999) - (all).	2000 fobs/cards (0000-1999). Inc. access levels (disabled or 0-9) - (4G).

Introduction

Access code programming (Art.4903)	400 codes (000-399) inc. access levels (disabled or 0-9); RLY's 1 and/or 2 - (all) .	N/A	N/A	400 codes (000-399) inc. access levels (disabled or 0-9); RLY's 1 and/or 2 - (4G) .
Temporary access code programming (Art.4903)	32 codes inc. hours active (1-255); RLY's 1 and/or 2 - (all) .	N/A	N/A	32 codes inc. hours active (1-255); RLY's 1 and/or 2 - (4G) .
Access code programming (onboard keypad)	N/A	N/A	(2G/3G) 500 users, (4G) 750 users, (4G) 1000 users - 1 code per apt.	N/A
Event logging download	up to 4000 stored events - (all) .	up to 4000 stored events - (all) .	up to 8000 stored events - (all) .	up to 8000 stored events - (all) .
Automatic Time Correction	This feature is only available for all 4G GSM models. It allows the GSM module's internal clock to: <ul style="list-style-type: none"> to be left alone, i.e. not synchronised with any other clock or, synchronise with the network providers clock setting via NITZ if supported by the network or, if NITZ is not supported by the network to synchronise the GSM with an online clock using the NTP protocol. This allows the GSM to be setup to a specific Time Zone, inc. DST adjustment if required. 			
Time settings	Call; divert; relay; auto dial; AUX1 & AUX2 times - (all) .	Call; divert; relay; auto dial; AUX1 time - (all) .	Call; divert; relay; auto dial; AUX1 time - (all) .	Call; divert; relays 1, 2 & 3 times; auto dial; delay call - (all) .
Mode settings	AUX1 mode settings: 6; D0 function enable/disable; D# function enable/disable; Silent dialing enable/disable; End on last divert enable/disable; Speak 'gate open' enable/disable; Speak 'door open' enable/disable, unlatch protection - (all) .	AUX1 mode settings: 3; D0 function enable/disable; D# function enable/disable; Silent dialing enable/disable; DTO 0-899 by timeband enable, unlatch protection - (all) .	AUX1 mode settings: 3; D0 function enable/disable; Silent dialing enable/disable; D# function enable/disable; Speak 'gate open' enable/disable; Speak 'door open' enable/disable, unlatch protection - (all) .	AUX1 (A1M) mode settings: 6; AUX2 (A2M) mode settings: 6; AUX3 (A3M) mode settings: 6; D0 function enable/disable; D# function enable/disable, unlatch protection - (all) .
Service Interval SMS	Set next service date; Message: 96 characters (max.); Tel No. to SMS: 32 digits (max.) - (all) .			
Enable Events and APN feature	The enable events and APN feature allows the GSM module's events to be monitored in real-time using Videx's web browser events application. These events can then be viewed on any device such as a tablet, smartphone, laptop or PC. Also see notes on page 17 and page 22 for more information. For this feature to work successfully the SIM card used in the GSM module requires a data package included in order to send the events to the server - (all) .			
Server Setup (for "over the air" programming feature)	This feature is specifically for the 4G GSM models only. The server setup feature allows the GSM module to be programmed remotely " over the air " using the GSMSK software, but without the need to physically connect a PC or laptop directly to the GSM module (either via the USB or RS485 connections). For this feature to work the SIM card used in the GSM module requires a data package included. Also in order for the " over the air " feature to work successfully port forwarding needs to be setup on the router where the PC or laptop (running the GSMSK software) connects to, so that the GSM module can forward and receive packets of data from it. Further details on how to setup and configure port forwarding on the router being used can be found in Videx application note: AN0046_RemotelyProgramming4GIntercomsViaPCSoftware .			
Call button Timeband setup	1 programmable timeband inc. days of the week - (all) .	1 programmable timeband inc. days of the week - (all) .	9 programmable timebands (1-9). With default timeband 0 set: ON = 00:00, OFF = 23:59 - (all) .	1 programmable timeband inc. days of the week - (all) .
Access Control Timeband setup	10 programmable access control timebands (0-9) inc. days of the week for prox fobs/cards, access codes and DTO - (all) .	10 programmable access control timebands (0-9) inc. days of the week for prox fobs/cards and DTO numbers only - (all) .	N/A	10 programmable access control timebands (0-9) inc. days of the week for DTO numbers for relay 1 only - (all) .

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Access Level setup	10 programmable access levels (0-9): access level name; access control timeband assignment (0-9); reader ID assignment (1-8). For proximity fobs/cards, access codes and DTO - (all) .	10 programmable access levels (0-9): access level name; access control timeband assignment (0-9); reader ID assignment (1-8). For proximity fobs/cards and DTO numbers only - (all) .	N/A	10 programmable access levels (0-9): access level name; access control timeband assignment (0-9) for DTO numbers for relay 1 only - (2G/3G) . Same as above inc. access levels for prox fobs/cards, access codes - (4G) .
Free Access Timeband setup (GSM module)	10 programmable free access timebands (0-9) inc. days of the week; AUX1, AUX2 or relay; latch or momentary - (all) .	10 programmable free access timebands (0-9) inc. days of the week; AUX or relay; latch or momentary - (all) .	10 programmable free access timebands (0-9) inc. days of the week; AUX or relay; latch or momentary - (all) .	10 programmable free access timebands (0-9) inc. days of the week; relay 1, 2 or 3; latch or momentary - (all) .
Entrance and Output Names feature	This feature allows the user/installer to assign a name to an entrance and output(s) making it easier for the user/installer to identify a particular event that has occurred at an entrance or output in the events list. This is available for all models of GSM - (all) .			
Search and Find feature: call setup	call setup: find function searches by tel no. (primary or divert no's) or by name - (all) .	call setup: find function searches by tel no. (primary or divert no's) or by name - (all) .	call setup: find function searches by apt. no., by tel no. (primary or divert no's), by name or by access code - (all) .	call setup: find function searches by tel no. (primary or divert no's) or by name - (all) .
Search and Find feature: Dial to Open	DTO: find feature searches by tel no. or by name. Inc. search for temp DTO - (all) .	DTO: find feature searches by tel no. or by name. Inc. search for temp DTO - (all) .	DTO: find feature searches by tel no. or by name. Inc. search for temp DTO - (all) .	DTO 1, 2 and 3: find feature searches by tel no. or by name. Inc. search for temp DTO - (all) .
Search and Find feature: Proximity	Proximity: find feature searches by site and user code or by name - (all) .	Proximity: find feature searches by site and user code or by name - (all) .	Proximity: find feature searches by site and user code or by name - (all) .	Proximity: find feature searches by site and user code or by name - (4G) .
Search and Find feature: Codes	Codes: find feature searches by access code or by name - (all) .	N/A	Access codes can be searched via call setup find feature - (all) .	Codes: find feature searches by access code or by name - (4G) .
General settings	Master code (default '1111'); Balance check string; Master telephone no.; AUX2 message: 32 characters (max.); Speech board volume: 0-99; Speech board mode enable/disable; Speaker volume: 0-9; Microphone volume: 0-9; DTMF tone after answer (button 1 primary only); DTMF tone after answer (button 1 divert only); DTMF tone after answer delay: 1-12; Proximity bytes setting: 2, 3 or 4 bytes; Proximity enable/disable - (all) . Button Offset feature (4G) .	Master code (default '1111'); Balance check string; Master telephone no.; Speaker volume: 0-9; Microphone volume: 0-9; DTMF tone after answer (button 1 primary only); DTMF tone after answer (button 1 divert only); DTMF tone after answer delay: 1-12; Proximity bytes setting: 2, 3 or 4 bytes; Proximity enable/disable - (all) .	Master code (default '1111'); Admin code (default '0000'); Trade code (default '2222'); Balance check string; Master telephone no.; Speech board volume: 0-99; Speech board mode: disabled, individual or combined speech playback; Speaker volume: 0-9; Microphone volume: 0-9; Language: English/Italian/Spanish/Portuguese/French/German/Czech/Croatian/Dutch/Polish/Slovenian/Danish/Norwegian/Hebrew; Proximity bytes setting: 2, 3 or 4 bytes; Display switch time: 0-255; Proximity enable/disable - (all) .	Master code (default '1111'); Balance check string; Master telephone no.; AUX1 message: 32 characters (max.); AUX2 message: 32 characters (max.); AUX3 message: 32 characters (max.); Speaker volume: 0-9; Microphone volume: 0-9; DTMF tone after answer (ID.1 primary only); DTMF tone after answer (ID.1 divert only); DTMF tone after answer delay: 1-12; Start Phone ID: 001-180 (default 150); End Phone ID: 001-180 (default 150); Entrance ID: 1-99 (default 1) - (all) .

Introduction

Edit Screens	N/A	N/A	Only available for the Digital GSM . Import company logos for the 128x64 graphical display. Edit functions also include, draw, erase, reverse icon, justify image (up, down, left and right). Add large or small text. Clear icon, upload and download icon to panel. Horizontal and vertical image adjustment - (all) .	N/A
Integrated bootloader function	Available for all current GSM models for updating the GSM intercom's firmware - (all) .			

OTHER KEY FEATURES OF THE SOFTWARE

Other than the key programming features shown in the table the GSMSK software also allows the user to:

- Check and update the GSM's signal strength and bit error rate (BER);
- Check the GSM's current firmware;
- Check the current balance of the SIM (for pay as you go SIM's only that have been setup correctly);
- Set and check the time and date with the PC;
- Download, display and then save an event log;
- Open a previously saved event log;
- Search for a specific event or events;
- Print an event log;
- Upload/download and edit a company logo (available for the digital GSM only);
- Import and export programmed numbers (calls), dial to open numbers (DTO), proximity fob/cards from and to Excel files;
- Import an old .dat file (containing programming settings, call setup etc. from previous GSM intercom models);
- Print a copy of the GSM settings, call button setup, dial to open (DTO) setup and programmed proximity fob/card numbers.

IMPORTANT NOTE: Before using the PC software the GSM system being programmed MUST first be installed (a registered SIM fitted, GSM antenna connected, 12Vdc power connected and the GSM intercom powered up and initialised, also refer to the notes 'Fitting the SIM & Connecting Power' on page 9) following the installation instructions from the relevant GSM technical manual mentioned on page 4.

Software Installation

INSTALLING THE PC SOFTWARE

The connection to the GSM intercom or module and the PC can be made via the micro USB cable connection between the two units. Alternatively for the **GSM4K series, digital GSM** and the **Art.2270 GSM** module (for all GSM module versions - 2G, 3G and 4G) the RS485 bus connection can be used with the **Art.481** RS485 to USB converter to connect the GSM module to the PC, also refer to the connection diagrams on pages 10 - 13. Before connecting the GSM intercom or module to the PC the software must first be installed with the relevant drivers.

IMPORTANT NOTE: The GSMSK PC software is a windows based software and therefore does not support MAC or Android devices. The minimum PC requirements are: Windows 7 (Service Pack 1) or later and should have the .NET 4 framework installed.

USB DRIVER INSTALLATION

First install the USB drivers for the micro USB cable. Follow the steps below to install the driver:

1. Insert the GSMSK installation CD into the CD-ROM drive of the PC.
2. Select 'RUN' from the start menu.
3. Type in 'D:\CDM21224_Setup.exe' then press the 'OK' button (where D:\ in this example is the CD-ROM drive of the PC being used, please note that this may vary from PC to PC).
4. The relevant driver for the USB cable will be installed.

GSMSK SOFTWARE INSTALLATION - INSTALLING FOR THE FIRST TIME

After the USB driver has been installed follow the steps below to install the PC software:

1. Insert the GSMSK installation CD into the CD-ROM drive of the PC (if it hasn't already been done).
2. Select 'RUN' from the start menu.
3. Type in 'D:\setup.exe' then press the 'OK' button where D:\ is the CD-ROM drive of the PC being used, please note that this may vary from PC to PC).
4. After a brief period the GSMSK setup wizard window will appear, as shown in **Fig.1**.
5. Follow the on screen instructions to complete the software installation.
6. The GSMSK software icon (**VXGSMPro2**) will appear on the PC's desktop.



Fig. 1

GSMSK SOFTWARE INSTALLATION - UPDATING FROM A PREVIOUS VERSION

When updating from an older version of the GSMSK PC software ensure that the PC is connected to the internet. Follow the steps below to update the GSMSK software:

1. Double click on the **VXGSMPro2** desktop icon to open the GSMSK software.
2. As the software starts to load up the GSMSK software update window will appear, **Fig.2**, asking to update to a new version of the software.
3. Click on the 'Yes' button to confirm updating the software. This will automatically re-direct you to the **Videx Services Software** webpage, **Fig.3**, via your PC's web browser.

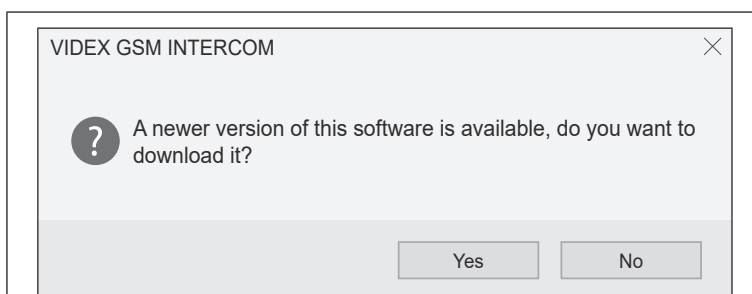


Fig. 2

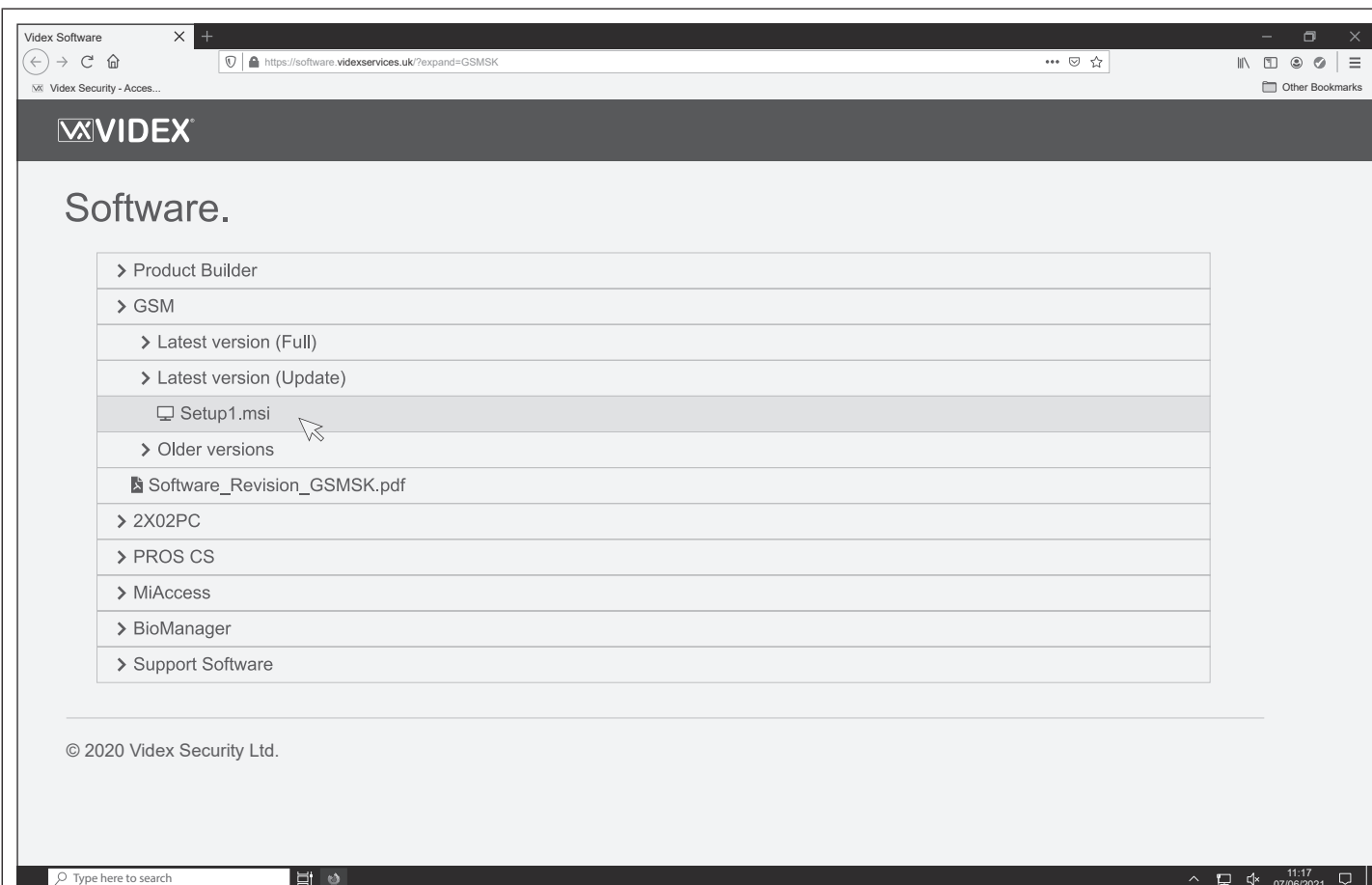


Fig. 3

4. Under the GSM list of options select '**Latest version (Update)**' and then click on the file '**Setup1.msi**', the opening setup1 window will appear, **Fig.4**.
5. Click on the '**Save File**' button and this will save the file to your PC's default downloads folder.
6. Open your PC's download folder then locate and double click on the '**Setup1.msi**' file, the GSMSK setup wizard window will appear, as shown in **Fig.1**.
7. Follow the on screen instructions to complete the GSMSK software update.

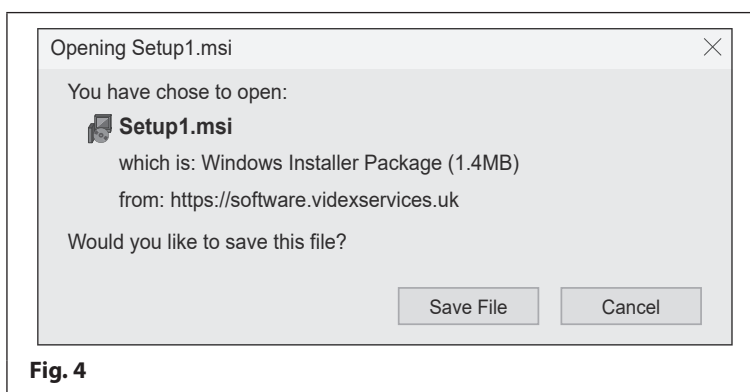


Fig. 4

FITTING THE SIM CARD AND CONNECTING THE POWER TO THE GSM MODULE

Before connecting the GSM module to the PC and loading up the GSMSK software the GSM antenna must be connected to the GSM module, a registered SIM card inserted into the SIM holder and 12Vdc power connected. Follow the relevant steps '**Fitting the SIM & Connecting Power**' from the relevant GSM installation manual:

- GSM4KCR_66250754-EN_V1-3 (or later)
- GSMVRK_66250675-EN_V2-1 (or later)
- DGSM_66251750-EN_V2-0 (or later)
- 2270_66251245-EN_V2-1 (or later)
- GSM4K_66250754-4G-EN_V2-0 (or later)
- GSMVRK_66250675-4G-EN_V1-2 (or later)
- DGSM_66251750-4G-EN_V2-0 (or later)
- 2270_66251245-4G-EN_V1-1 (or later)

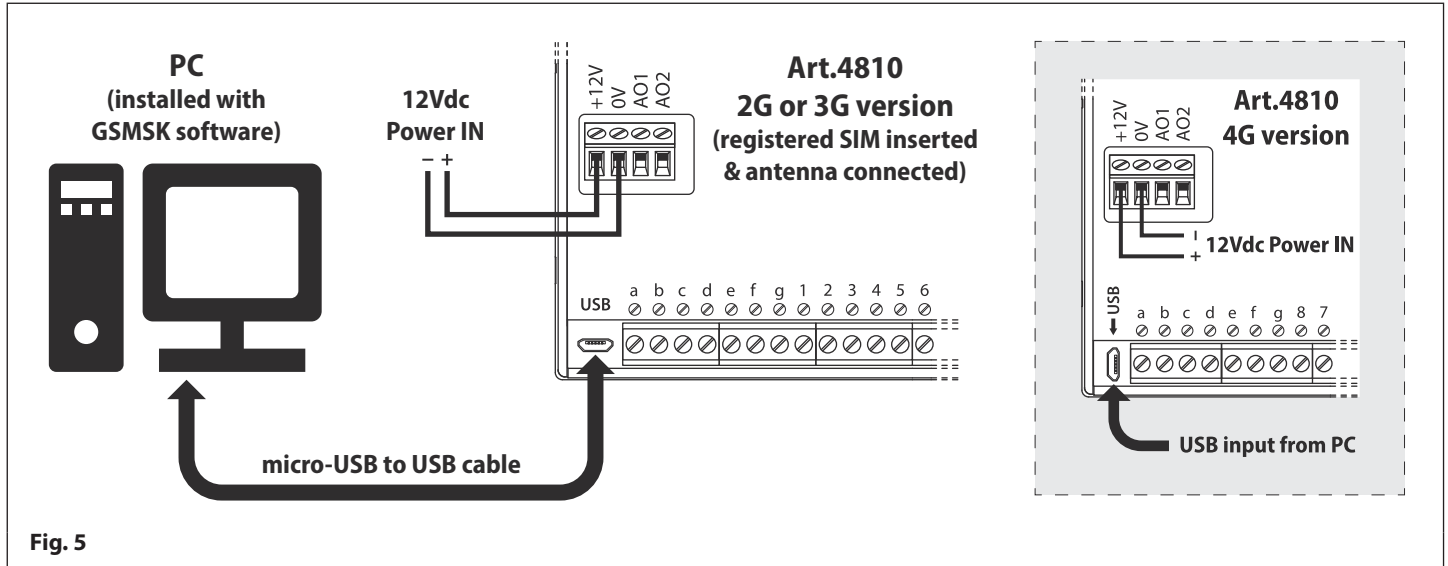
Connecting the GSM Intercom to the PC

CONNECTING THE GSM4K SERIES TO A PC

For the **GSM4K series** modules (2G, 3G and 4G versions) there are two options for connecting to a PC: via a USB connection or via an RS485 connection. Both methods of connection are to allow for ease of programming and monitoring using the software.

OPTION 1: USB CONNECTION

The **GSM4K series** module can be connected using a standard micro-USB to USB cable, **Fig.5** - 2G and 3G version and **Fig.5** inset - 4G version. This method of connection is primarily used for programming and setup of the GSM module.

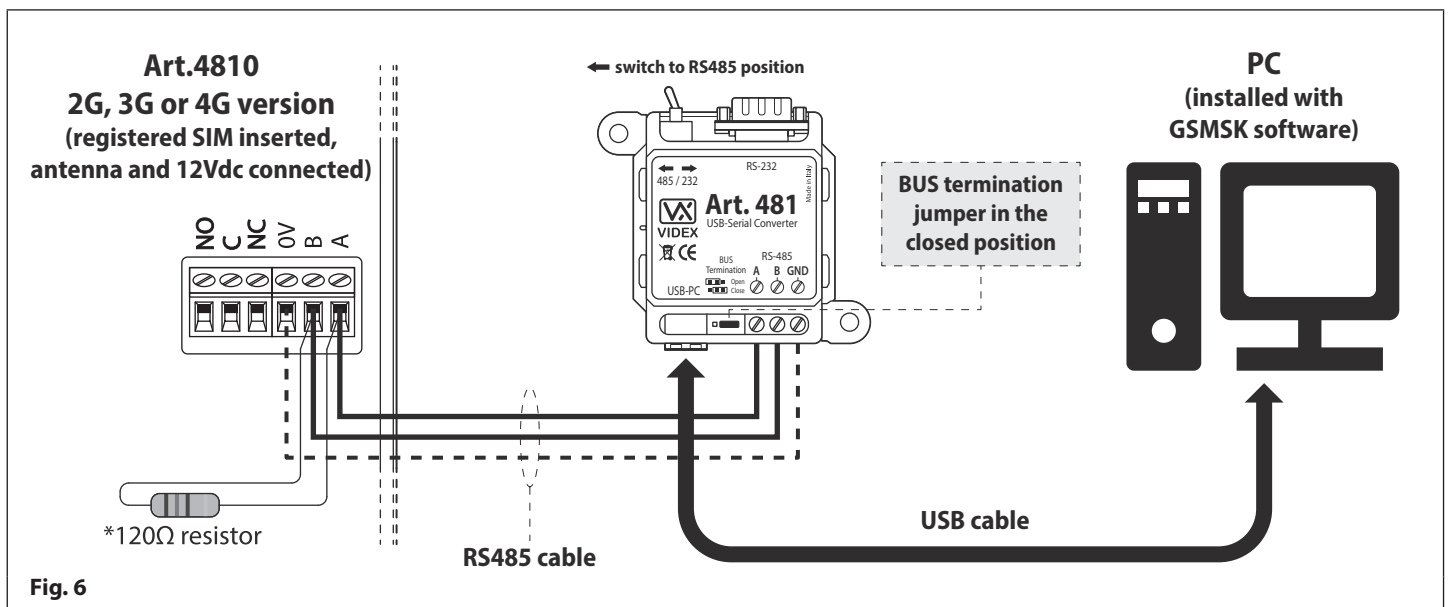


OPTION 2: RS485 CONNECTION

The **GSM4K series** modules (2G, 3G and 4G versions) can also be connected using the RS485 bus connection via an **Art.481** RS485 to USB converter, shown in **Fig.6**.

This method of connection, like option 1, can be used for programming and setup of the GSM module, but can also be used in instances where a permanent connection to a PC is required for monitoring purposes and downloading event logs.

IMPORTANT NOTE: When connected in this way the GSM module can only be connected as a 'one-to-one' bus connection to the PC, another GSM intercom cannot be connected on the same RS485 bus to the PC.

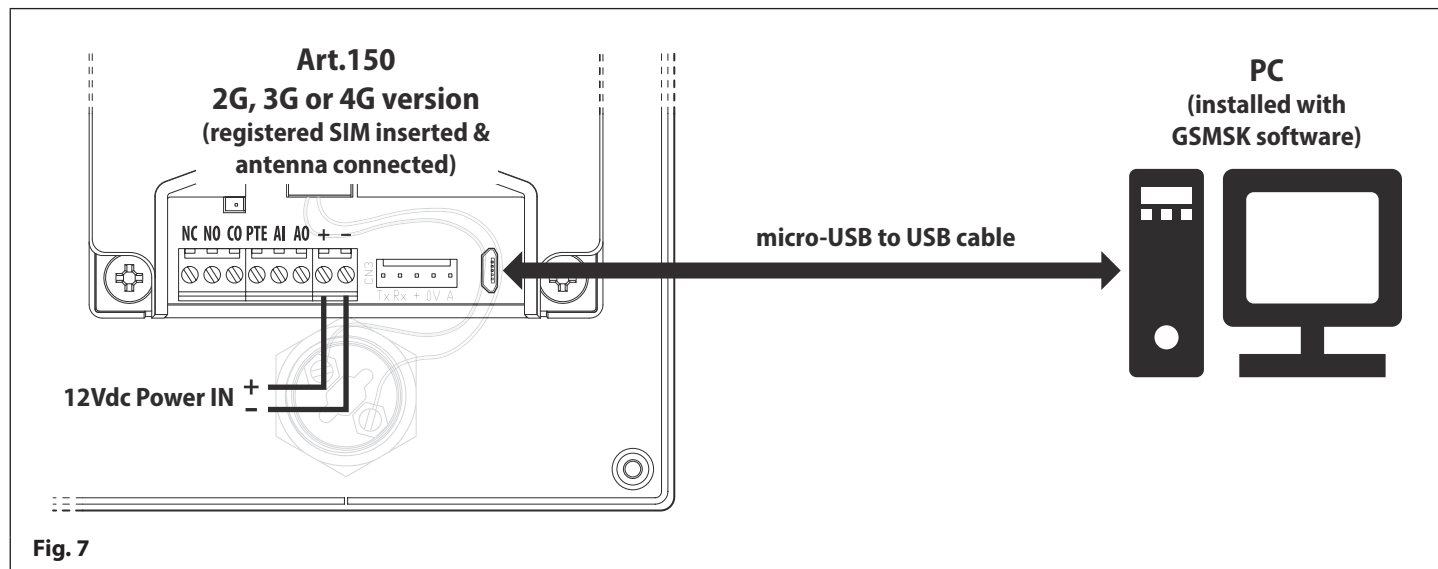


*For end of line termination a 120Ω resistor must be fitted across the RS485 terminals A and B, as shown in **Fig.6** above, but only if the GSM intercom (2G, 3G or 4G) is the last device in line and over a great distance (500m max.). Over shorter distances (up to 100m) the 120Ω resistor is not required and the bus termination jumper on the **Art.481** can be set to the **OPEN** position.

Connecting the GSM Intercom to the PC

CONNECTING THE GSMVRK SERIES TO A PC

The **GSMVRK series** vandal resistant GSM intercom (**Art.150**) also includes a micro-USB connection allowing the module to be connected to a PC for ease of programming and for downloading the event log. Connections for the 2G, 3G and 4G versions are the same, see **Fig.7**.

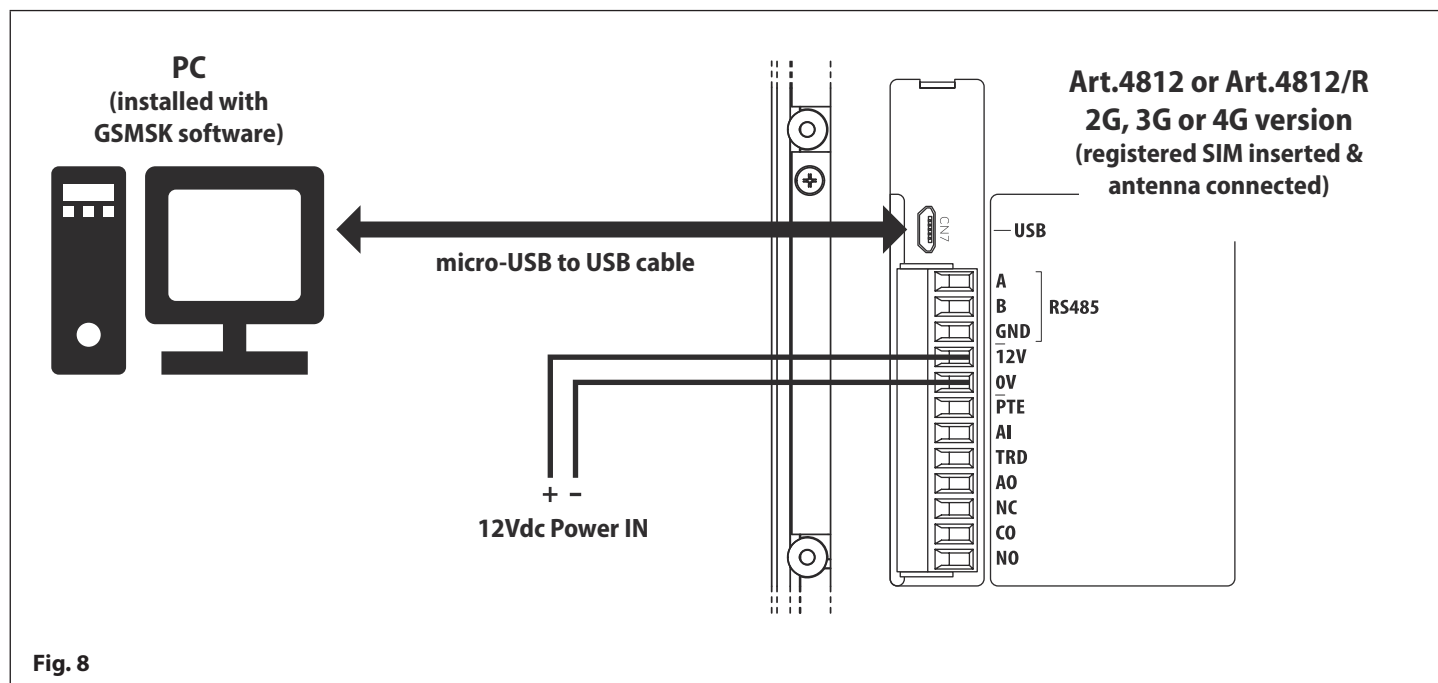


CONNECTING THE DIGITAL GSM TO A PC

The **digital GSM intercom (Art.4812/Art.4812R)** also includes two options for connecting to a PC: via a USB connection or via an RS485 connection. Both methods of connection are to allow for ease of programming and monitoring purposes and downloading event logs.

OPTION 1: USB CONNECTION

The digital GSM can be connected using a standard micro-USB to USB cable as shown in **Fig.8**. This method of connection is primarily used for programming and setup of the **digital GSM panel**.



Connecting the GSM Intercom to the PC

OPTION 2: RS485 CONNECTION

The **digital GSM** intercom can also be connected using an RS485 bus connection via an RS485 to USB converter (**Art.481**) as shown in **Fig.9**. This method of connection, like option 1, can be used for programming and setup of the **digital GSM**, but can also be used in instances where a permanent connection to a PC is required for monitoring purposes and downloading event logs.

When connected in this way the **digital GSM** can only be connected as a 'one-to-one' bus connection to the PC, another GSM module **cannot** be connected on the same RS485 bus to the PC.

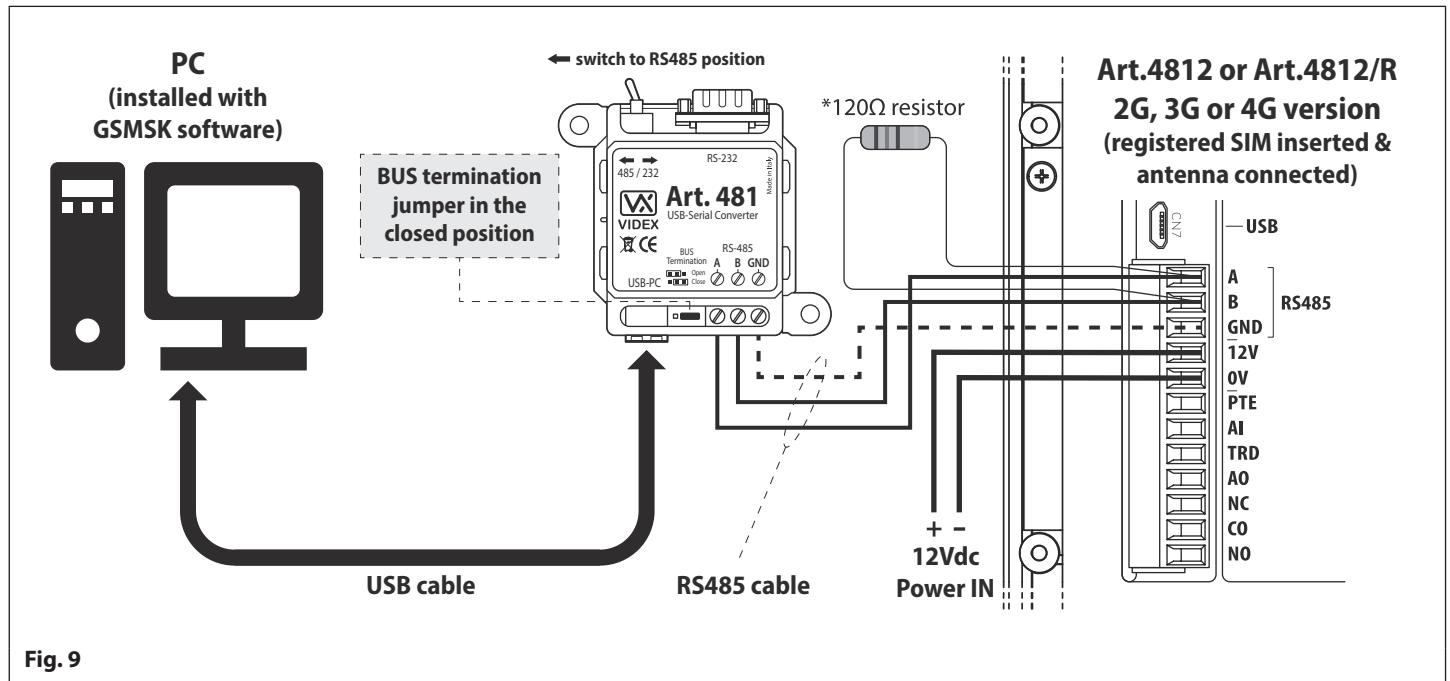


Fig. 9

*For end of line termination a 120Ω resistor must be fitted across the RS485 terminals A and B, as shown in **Fig.9** above, but only if the **digital GSM** (2G, 3G or 4G) is the last device in line and over a great distance (500m max.). Over shorter distances (up to 100m) the 120Ω resistor is not required and the bus termination jumper on the **Art.481** can be set to the **OPEN** position.

CONNECTING THE ART.2270 GSM MODULE TO A PC

The **Art.2270 GSM** module (2G, 3G and 4G versions), like both the **GSM4K series** and **digital GSM intercom**, includes two options for connecting to a PC: via a USB connection or via an RS485 connection.

Both methods of connection are to allow for ease of programming and monitoring using the software.

OPTION 1: USB CONNECTION

The **Art.2270 GSM** module can be connected using a standard micro-USB to USB cable as shown in **Fig.10**. This method of connection is primarily used for programming and setup of the GSM module.

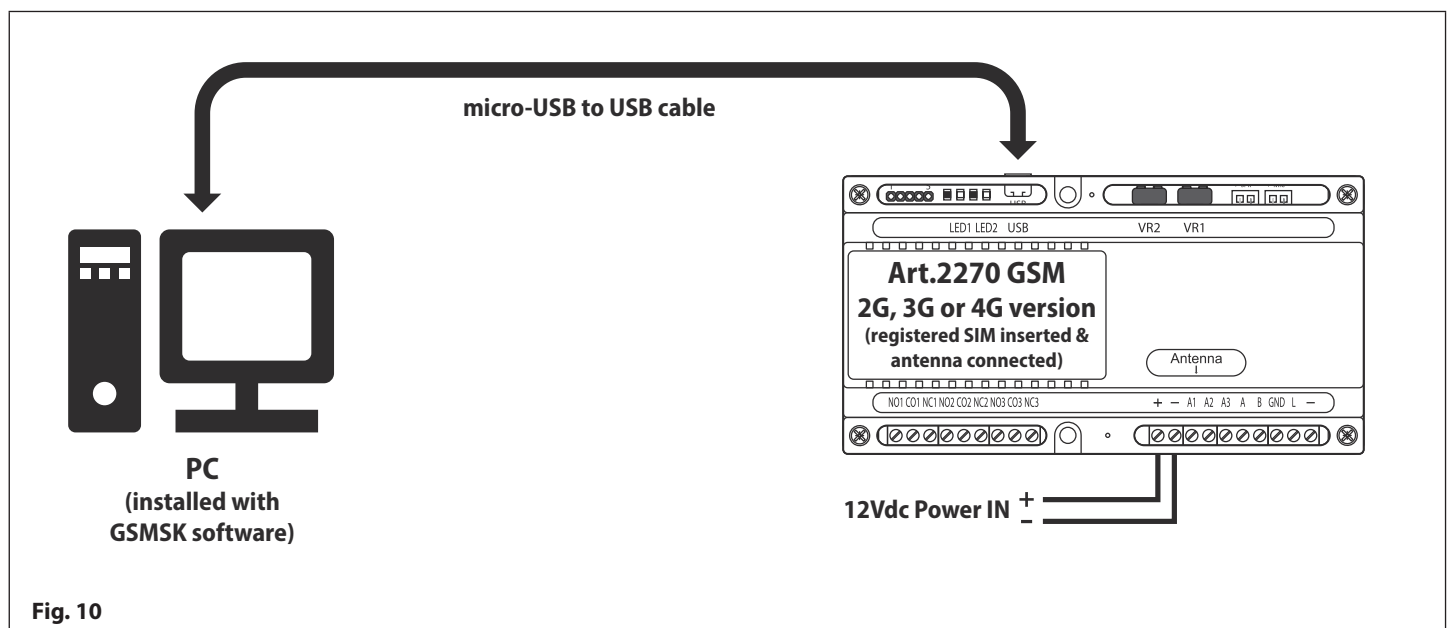


Fig. 10

Connecting the GSM Intercom to the PC

OPTION 2: RS485 CONNECTION

The **Art.2270 GSM** module can also be connected using an RS485 bus connection via an RS485 to USB converter (**Art.481**) with a standard USB cable then connected directly to the PC, as shown in **Fig.11**.

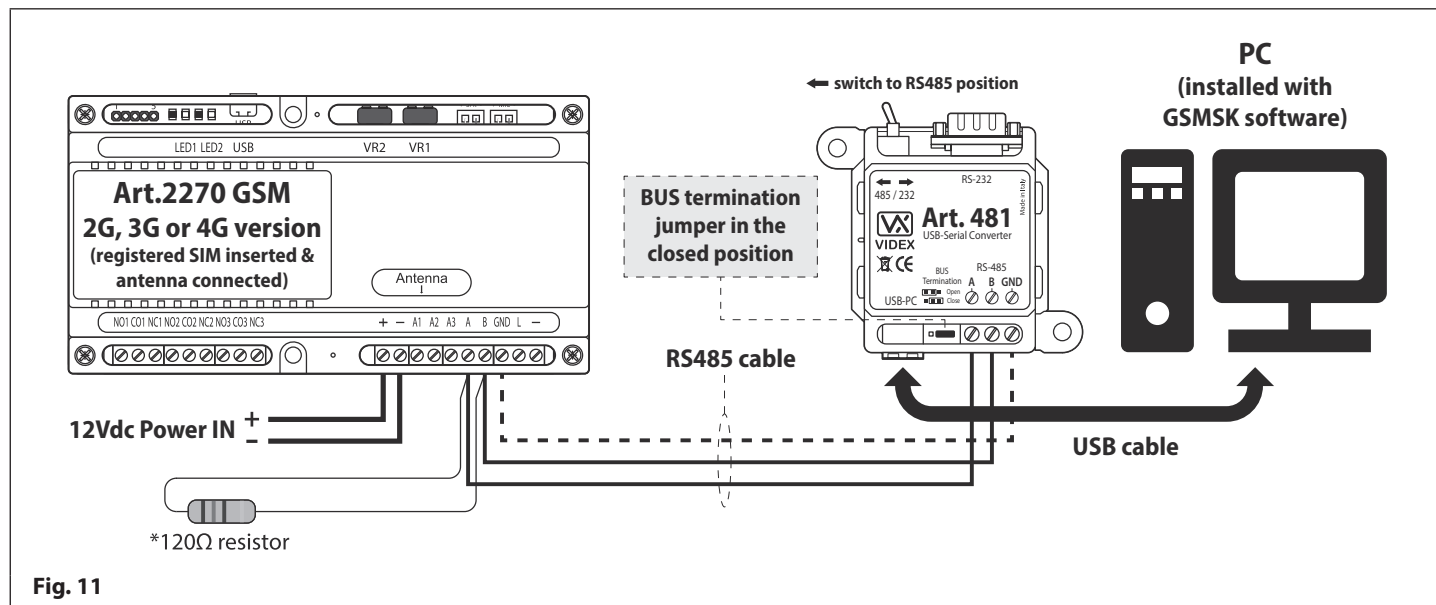


Fig. 11

*For end of line termination a 120Ω resistor must be fitted across the RS485 terminals A and B, as shown in **Fig.11** above, but only if the **Art.2270 GSM** module (2G, 3G or 4G) is the last device in line and over a great distance (500m max.). Over shorter distances (up to 100m) the 120Ω resistor is not required and the bus termination jumper on the **Art.481** can be set to the **OPEN** position.

IMPORTANT NOTE: For each of the GSM series modules the USB method of connection is not intended for a permanent connection to a PC and should only be used for programming and downloading of events. For a permanent connection solution where monitoring may be required then the RS485 method of connection should be used (with the exception of the GSMVRK series module which does not have an RS485 bus connection).

It should also be noted that when the GSM module is connected using the RS485 method the GSM module can only be connected as a 'one to one' bus connection to the PC, another GSM module cannot be connected on the same RS485 bus to the PC.

Programming Using the PC software

PROGRAMMING WITH THE PC SOFTWARE (VER 4.1.0.36 OR LATER)

After all the relevant drivers and the software have been installed on the PC, connect the GSM module to the PC via the USB cable (refer to USB connection diagrams on pages 10 - 13).

LAUNCHING THE SOFTWARE

To launch the software 'double click' on the GSMSK icon on the PC's desktop. After a brief delay the start up window will appear. The software will search through the PC's COM ports (this can be seen at the top of the start up window) and check for any GSM modules connected to the PC and try to automatically connect to it. If the software cannot detect a device the panel type prompt window will appear, as shown in **Fig.12**.

Seven options are available from this window: **DIGITAL GSM (500 user, 3G version)**, **DIGITAL GSM (750 user, 4G version)**, **DIGITAL GSM (1000 user, 4G version)**, **Art.2270 GSM (4G version)**, **Art.2270 GSM (3G version)**, **GSMVRK (Art.150)** and **GSM4K PRO (4810 - 2G, 3G and 4G versions)**.

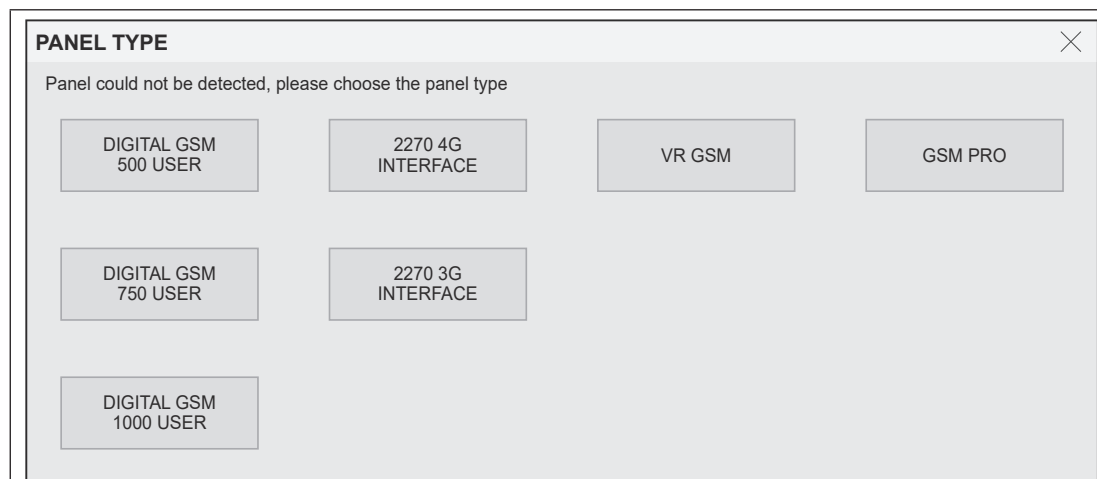


Fig. 12

Click on the button for the required panel type and to open the **main programmer window**.

THE MAIN PROGRAMMER WINDOW

When the desired GSM module selection has been made (if no GSM module was initially detected by the software) the **main programmer window** will appear.

However if the software does manage to detect a GSM module it will automatically load up the **main programmer window**, **Fig.13**.

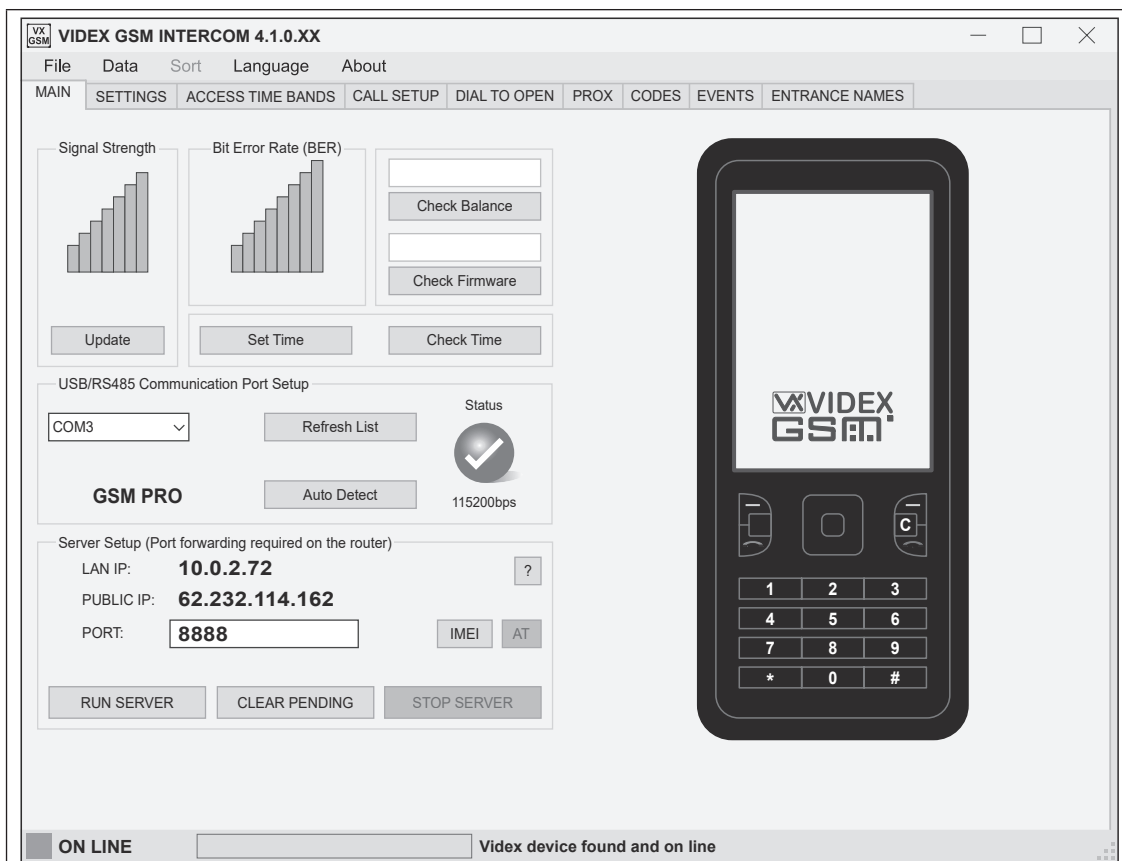


Fig. 13

Programming Using the PC Software

GSM PANEL DETECTION

If the PC software has detected the GSM module the main programmer window will show it as being **ON LINE** in green at the bottom left corner of the window and the status icon will be ticked in green, **Fig.13**.

Below the COM port drop down list the GSM model type will be displayed. In the example, **Fig.13**, a **GSM4K PRO** module was detected on COM port COM3.

If the software has not detected the GSM module then it will show it as being **OFF LINE** in red at the bottom left corner of the window and the status icon will be crossed in red, **Fig.14**.

When **OFF LINE** it will also show to the right of the progress bar 'Videx device not found on any available ports'.

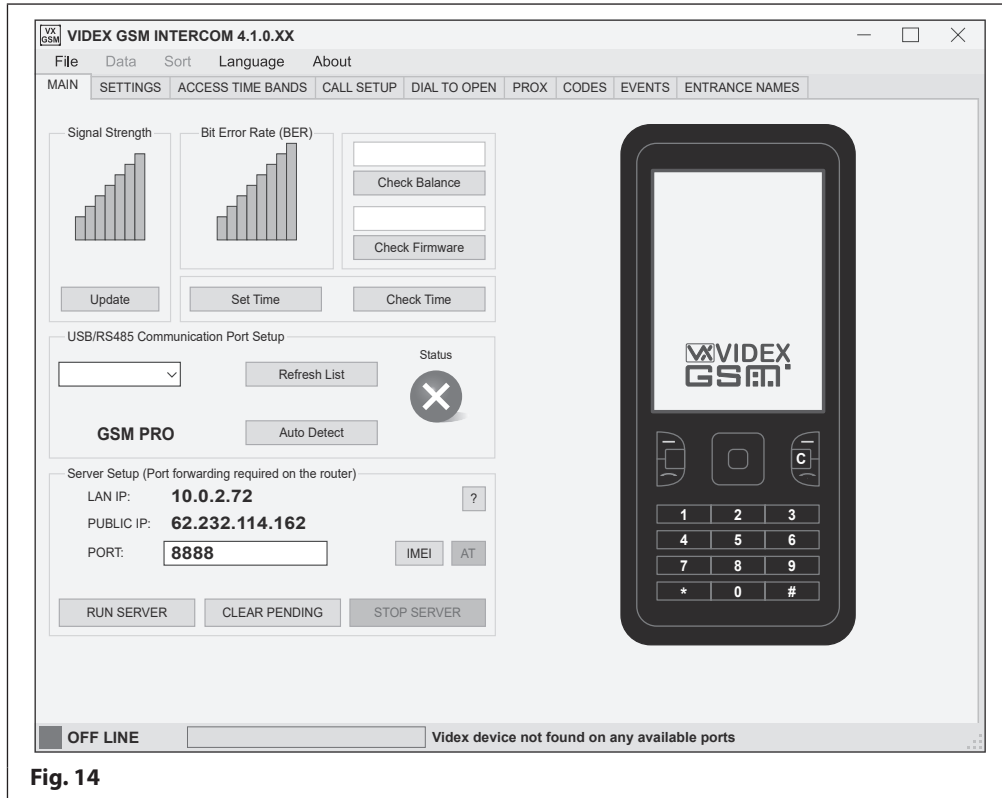


Fig. 14

CONNECTING THE SOFTWARE TO THE GSM MODULE (ON LINE)

If the software shows the GSM module as being **OFF LINE** you will first have to check the COM ports through 'device manager' on the PC to see which port the USB cable is connected to. Once the COM port has been determined follow the steps below:

1. Under the USB/RS485 com port setup heading click on the 'Refresh List' button.
2. From the drop down list of available COM ports, select the port that the USB cable (GSM module) is connected to.
3. Click on the 'Auto Detect' button.

The software will check through the COM ports and after a brief period the GSM module will be shown as being **ON LINE** in green and show 'Videx device found and on line' along the bottom of the main programming window, see **Fig.15**.

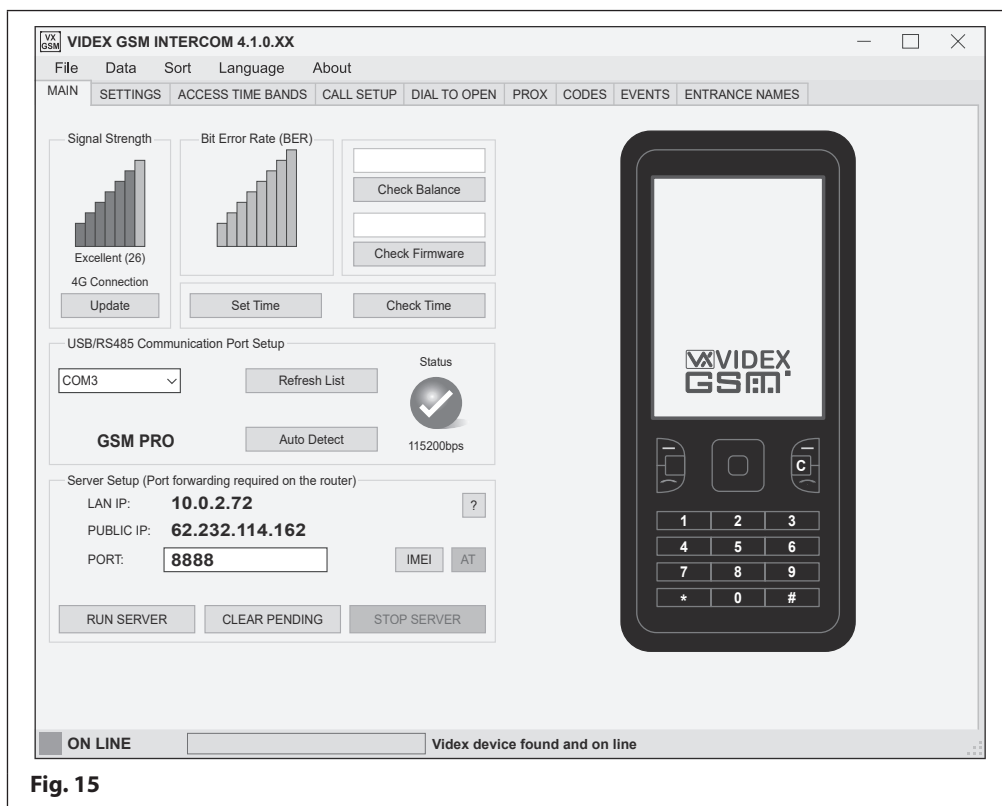


Fig. 15

Regardless of which version (2G, 3G and 4G) of GSM series module - **Digital GSM (4812, 4812/R)**, **Art.2270 GSM module**, **GSMVRK series (Art.150)** and **GSM4K PRO series (Art.4810)** - is connected to the PC software the main programmer window, **Fig.15**, will display the same features. On this main screen it is possible to do the following:

Programming Using the PC Software

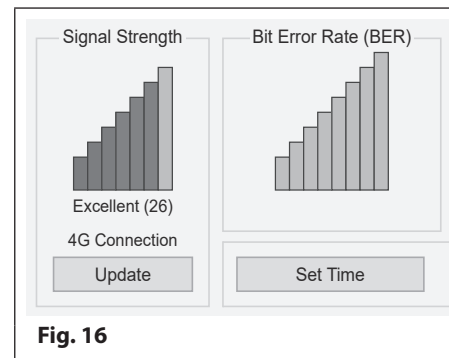
CHECKING THE SIGNAL STRENGTH (INC. BER)

Click on the 'Update' button to retrieve the signal strength from the GSM module.

The signal strength will be between 1 - 31, whereby 31 is excellent and 1 is poor (a good signal is indicated by green bars, a poor signal is indicated by red bars), see **Fig.16**.

A signal strength of at least 10 is required for the system to work satisfactorily. When checking the signal strength the software also confirms the BER (Bit Error Rate). Ideally the BER should be as low as possible (a low BER is good and is indicated by green bars whereas a high BER is poor and is indicated by red bars).

Just above the 'Update' button the network connection type will also be shown - 2G, 3G or 4G, in the example, **Fig.16**, a 4G network connection was detected.

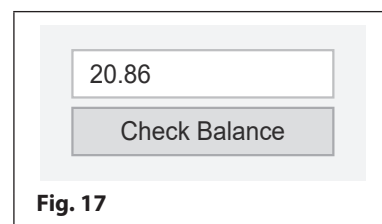


CHECKING THE BALANCE (ONLY APPLICABLE FOR PAY AS YOU GO SIM)

For this to work you must first store the balance check string required by the service provider in the balance check string field on the settings screen. For example, the balance check string *#1345# is used by Vodafone to retrieve the current balance.

When the balance check string has been stored and uploaded to the GSM module, clicking on the 'Check Balance' button will retrieve the current balance from the GSM, see **Fig.17**.

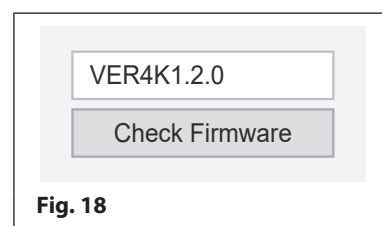
Refer to the relevant GSM technical manual to see the available balance check strings.



CHECKING THE FIRMWARE VERSION OF THE GSM MODULE

Click the 'Check Firmware' button to retrieve the current firmware version of the GSM module connected to the PC, see **Fig.18**.

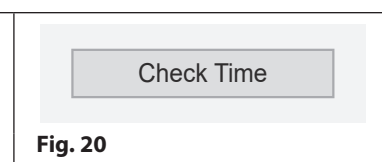
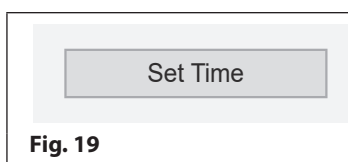
This will be useful to technical support should you need to call for assistance and can also give an indication of the functions available for the GSM module.



SETTING AND CHECKING THE TIME & DATE

Click the 'Set time' button to synchronise the time & date of the GSM module with the time & date of the PC, **Fig.19**.

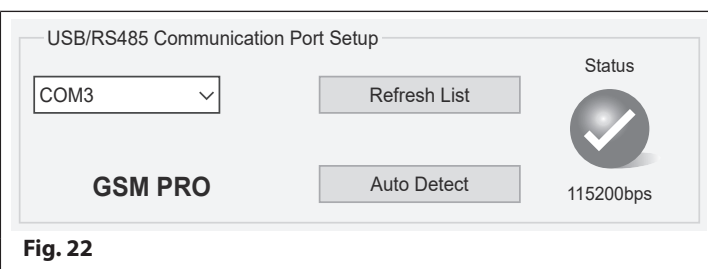
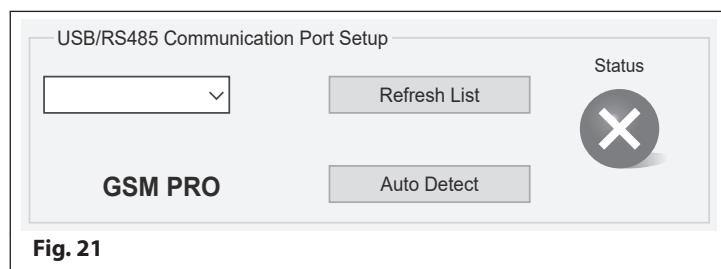
Click the 'Check time' button to confirm the current time & date settings in the GSM module, see **Fig.20**.



USB/RS485 COMMUNICATION PORT SETUP

Although the **USB/RS485 communication port setup** should setup automatically when the software is started it is also possible to manually setup the communication port.

If the **USB/RS485 communication port setup** status is showing as **OFF LINE**, as shown in **Fig.21**, follow steps 1 to 3 (referring to the notes 'Connecting the Software to the GSM module ONLINE' on the previous page). The software will find the available communication port the GSM module is connected on and when the device is found the status will change to **ON LINE**, as shown in **Fig.22**.



Programming Using the PC Software

SERVER SETUP FOR PROGRAMMING “OVER THE AIR” FEATURE (FOR 4G GSM MODULES ONLY)

First of all the “over the air” feature is only available for the 4G versions of the GSM modules. Also for this feature to work correctly the SIM card used in the GSM module requires a data package included and the GSM module itself will need to be setup for data communication. The network provider whose SIM card is being used in the GSM module will have a unique set of APN details (depending on whether a contract or pay as you go SIM is being used) which is then used to setup the data communication of the GSM.

IMPORTANT NOTE: Please note that the network providers APN details used to setup a GSM’s data communication is also required when setting up the GSM module for online events. The APN setup can be used with 2G, 3G and 4G versions of the GSM when the online events feature is required.

Once determined, the APN details can be programmed into the GSM module either by:

a) Sending the following SMS programming text (command): **1111APN”apn”,”username”,”password”?**

Where **apn**, **username** and **password** are the details provided by the SIM card network provider, these details can usually be found on the network providers website or doing an online search, alternatively the table below provides the APN details for the most common network providers in the UK that have been gathered by VIDEX. Remember when sending the SMS programming text to include the “ , and ? where shown.

Provider: Vodafone (contract) APN: wap.vodafone.co.uk Username: wap Password: wap	Provider: Vodafone (pay & go) APN: pp.vodafone.co.uk Username: wap Password: wap	Provider: EE APN: everywhere Username: eesecure Password: secure
Provider: O₂ (contract) APN: mobile.o2.co.uk Username: o2web Password: password	Provider: O₂ (pay & go) APN: payandgo.o2.co.uk Username: payandgo Password: password	Provider: Giffgaff APN: giffgaff.com Username: giffgaff Password:
Provider: Tesco Mobile APN: prepay.tesco-mobile.com Username: tescowap Password: password	Provider: ASDA Mobile APN: asdamobiles.co.uk Username: web Password: web	Provider: Virgin Mobile APN: goto.virginmobile.uk Username: user Password:



IMPORTANT NOTE: THE APN DETAILS LISTED IN THE TABLE ABOVE ARE CORRECT AT TIME OF PRINT, HOWEVER, THESE DETAILS MAY ALSO BE SUBJECT TO CHANGE WITHOUT PRIOR NOTICE BY THE RESPECTIVE NETWORK PROVIDER, THEREFORE VIDEX ARE NOT RESPONSIBLE FOR ANY ERRORS, OMISSIONS AND/OR DISCREPANCIES THAT MAY EFFECT THE APN SETUP.

b) Using the GSMSK software by entering the appropriate APN details (**apn**, **username** and **password**) into the corresponding APN fields on the **settings window**, see **Fig.23** and the example **Fig.24** showing the APN details for an O₂ pay and go SIM (more information regarding APN setup on the **settings window** can be found on page 22 under **enable events and enter apn details**).

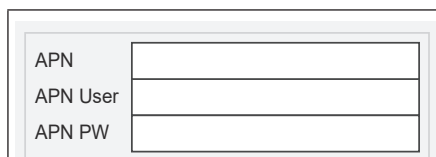


Fig. 23



Fig. 24

Additionally for the “over the air” feature to work successfully port forwarding needs to be setup on the router where the PC or laptop (running the GSMSK software) connects to, so that the GSM module can forward and receive packets of data from it.

On the **main programmer window** under the **Server Setup (Port forwarding required on the router)** heading (**Fig.25**) the following is displayed automatically by the GSMSK software:

- the **LAN IP** : this is the IP address of the PC on the local network that has the GSMSK software installed.
- the **PUBLIC IP** address : this is the IP address that is used to communicate outside of the local network and allow direct access over the internet.
- Also displayed is the **PORT** field which will initially show a default port number of **8888**, this can be changed to a different port number.

IMPORTANT NOTE: The standard TCP port number range runs from port 0 up to 65,353 with port 0 to 1023 usually reserved for common TCP/IP applications. For example port 53 is used for the Domain Name System (DNS) and port 80 is used for the HyperText Transfer Protocol (HTTP), the use of ports 0 to 1023 should be avoided when setting up port forwarding on your local network router.

Programming Using the PC Software

It is recommended that an unused port number from 1024 onwards is chosen when setting up the router for port forwarding.

The port number shown in the **PORT** field will let the GSM module know where to send the data to.

In the example, **Fig.25**, port 8888 would be used to send the GSM's data to the IP address of the PC that has the GSM SK software installed (in this case the PC's IP address is the LAN IP : 10.0.2.72).

At the bottom left of the server setup section is the 'Run Server' button that is used to start running the server after setting up the APN on the GSM module and after port forwarding has been setup on the router that the PC is connected to.

When the 'Run Server' button is pressed the PC software will display an SMS prompt window, **Fig.26**, advising to send the SMS message: 1111SER"62.232.114.162",8888? to the GSM.

It is necessary to send this message to the GSM module to tell the GSM where the server is (the SMS message can be sent from a mobile phone to the GSM intercom). After the SMS message is sent the software will show that it is 'waiting for a connection...' from the GSM, this is highlighted in green under the **PORT** field.

After the GSM module has received the SMS message it will establish a connection with the server and will show it is 'connected', again this is highlighted in green under the **PORT** field, and at the same time in the bottom left corner of the **main programmer window** it will be shown as being **ON LINE**.

Once the PC software confirms the GSM intercom/module is **ON LINE** it will be possible to use the software to upload and download data to and from it in the usual way as if the PC was connected directly using a USB or RS485 hard wired connection.

To the right of the 'Run Server' button is the 'Clear Pending' button, that when pressed, will stop any pending upload or download to or from the GSM module from continuing to progress.



To the right of the 'Clear Pending' button is the 'Stop Server' button that is used to stop running the server and stop the "over the air" feature.

In the top right of the server setup section is a '?' button, that when pressed, links directly to the VIDEX application note: **AN0046_RemotelyProgramming4GIntercomsViaPCSoftware** - with further details on how to setup and configure port forwarding on the router that is connected to the PC being used (installed with the GSM SK PC software) for the "over the air" feature.

Below the '?' button is the 'IMEI' button, that when pressed will show the IMEI number of the GSM module that is connected via the "over the air" feature (please note that this feature will only work once the "over the air" feature has been successfully set up).

MOBILE PHONE

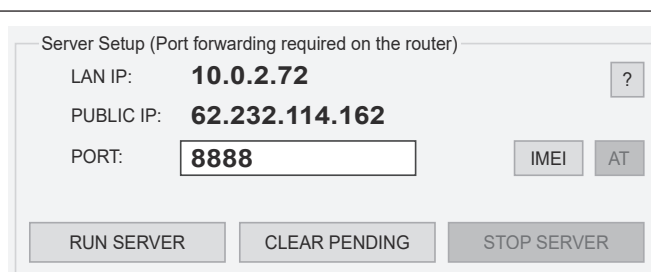
The mobile phone image that is shown on the **main programmer window**, see **Fig.27**, can be used like a normal mobile phone to make calls from the GSM module that is connected to the PC. This can be useful when setting up the GSM unit's SIM card with functions such as switching OFF voice mail and text alerts (**forced dial/dial a number feature - DLE**) or listening to the SIM cards balance through the GSM module's speaker. To use the software's mobile phone follow the steps below:

1. Enter the mobile number of the SIM that is in the GSM module, using the keypad;
2. Click on the call button  to start the call;
3. Click on the end call button  to end the call;
4. To clear the mobile phone display press the clear button 'C'.

IMPORTANT NOTE: After making any changes to the settings and stored telephone numbers on the PC software they must then be uploaded to the GSM module before they will take effect. It is advisable to save these changes before uploading, by clicking on 'File' from the top menu and selecting 'Save As' from the drop down list.

THE SETTINGS WINDOW

The **settings window** shows the different features and settings that are available on the GSM module that is connected to the PC software. It should be noted that the appearance of this screen will vary between the different versions (2G, 3G and 4G) of GSM module - **Digital GSM (4812, 4812/R), Art.2270 GSM module, GSMVRK series (Art.150) and GSM4K PRO series (Art.4810)**.



Server Setup (Port forwarding required on the router)

LAN IP: **10.0.2.72** ?

PUBLIC IP: **62.232.114.162**

PORT: **8888** IMEI AT

RUN SERVER CLEAR PENDING STOP SERVER

Fig. 25



SMS

Send SMS to intercom:
1111SER"62.232.114.162",8888?
Important: Close this message before sending the SMS

OK

Fig. 26



Fig. 27

Programming Using the PC Software

The features and settings displayed is based on the key features that are shown in the table on pages 4 - 7 of this manual. **Fig.28** shows the settings window for the **GSM4K PRO module (2G, 3G and 4G versions)**.



Fig. 28

TIME SETTINGS

Initially when the **settings window** is selected each field will show the default time settings. The example above, **Fig.28**, shows the default time settings for the **GSM4K PRO series module** where the '**Aux Out 2 Time**' is only applicable for this module. The time settings can be adjusted using the up (▲) and down (▼) buttons to the right of the field.

DELAY CALL (FOR THE ART.2270 GSM MODULE ONLY)

The delay call time feature is only available for the **Art.2270 GSM module (for both 3G & 4G versions)** and can be set from 0 - 255 seconds (where 0 is the default setting and also disables this feature if not required).

It is the time delay from when the call button is pressed on the intercom panel that is connected to the **Art.2270 GSM module** to when the GSM module actually starts to dial the programmed telephone number.

CALL TIME

This is the maximum length of a call before it automatically clears down and ends the call. For the **GSM4K PRO series** and **GSMVRK series** modules the default setting is 40 seconds and can be adjusted in multiples of 20 seconds from 20 up to 240 (max.).

For the **Digital GSM** and the **VX2200 GSM (Art.2270) series** the default setting is 40 seconds and can be adjusted from 1 up to 255 seconds (max.).

DIVERT TIME

This is the time in which the GSM module will ring the programmed telephone number before it cancels the initial call and then diverts to the next programmed (divert) number. The default setting is 15 seconds, but can be adjusted from 1 - 99 seconds (max.).

Programming Using the PC Software

AUTO DIAL (DAYS)

This is the number of days the GSM module will wait without a call being made before it makes a short call to keep the system live and connected on the network. By default this setting is disabled (set to 0), but can be adjusted from 1 - 99 days (max.).

RELAY TIME (FOR THE GSM4K SERIES, GSMVRK SERIES AND DIGITAL GSM ONLY)

This is the relay activation time from 1 - 99 seconds (max.). Set the relay time to '0' for latching. The default setting is 5 seconds.

RELAY 1, RELAY 2 AND RELAY 3 TIME (FOR THE ART.2270 GSM MODULE ONLY)

This is the relay activation time for relays 1, 2 and 3 respectively, between 1 - 255 seconds (max.). Set the relay time to '0' for latching. The default setting is 5 seconds.

AUX OUT 1 TIME

This is the switched '0V' time for the auxiliary output: **A1** for the **GSM4K PRO series** module and **AO** for the **GSMVRK series** module and **Digital GSM** (which can be set from 1 - 99 seconds or 0 = latching). The default setting is 5 seconds.

IMPORTANT NOTE: This time setting is only applicable when:

- On the **GSM4K PRO series** module the auxiliary output **A1** mode is set to either mode **01** - 'On When Triggered' or mode **04** - 'On At Beginning Of Call For Aux Out Time'.
- On the **GSMVRK series** and **Digital GSM** modules the auxiliary output **AO** is set to mode **01**.

When the time is set for latching the auxiliary output **A1** mode must be set to mode **01**: 'On When Triggered', (also see notes below for the different mode settings).

AUX OUT 2 TIME (FOR THE GSM4K SERIES MODULE ONLY)

This is the switched '0V' time for auxiliary output **A2** (from 1 - 99 seconds or 0 = latching). The default setting is 5 seconds.

EXT. CHECK BOXES (EXTENDED RELAY & AUX OUTPUT TIMES FOR GSM4K SERIES AND GSMVRK SERIES ONLY)

For the relay time and auxiliary output times for the **GSM4K PRO series** and **GSMVRK series** modules there are additional **Ext.** check boxes (refer back to **Fig.28**). This extended output time feature allows the existing relay or auxiliary output time to be increased for every second programmed to be extended to 1 minute. For example when the GSM relay time is set for 5 seconds and the **Ext.** check box is ticked (i.e. extended output time feature enabled) then the relay time would become 5 minutes (i.e. when the relay is triggered it will activate for 5 minutes instead of 5 seconds).

MODE SETTINGS

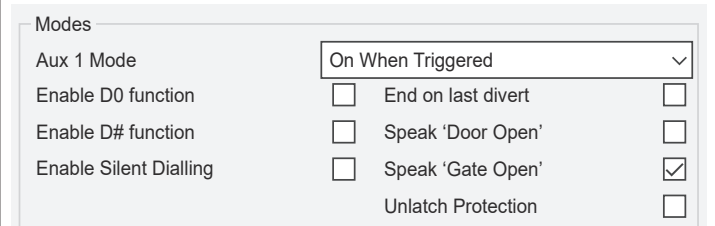
Under the modes section a number of mode settings for auxiliary output 1 can be set, as well as enabling and disabling some other GSM features. The example **Fig.29** shows the modes section for the **GSM4K PRO series** and **Digital GSM** modules.

For the **GSM4K PRO series** modules the mode **Aux 1 Mode** for auxiliary output **A1** has up to 6 different mode selections, and for the **GSMVRK series** and **Digital GSM** modules the mode **Aux 1 Mode** for the auxiliary output **AO** has only 3 mode selections. By default the **Aux 1 Mode** for the GSM modules mentioned above is set to mode **01/001** 'On When Triggered'.

In the case of the **Art.2270 GSM** module as there are 3 auxiliary outputs (**A1**, **A2** and **A3**) there are 3 auxiliary settings, **Aux 1 Mode**, **Aux 2 Mode** and **Aux 3 Mode**.

Each of the auxiliary outputs on the **Art.2270 GSM** module has up to 7 different mode selections. The mode settings listed in the drop down list (to the right of **Aux 1 Mode**) will vary between the different GSM modules, the full list of modes can be seen in the following tables for the respective GSM modules.

The mode that is chosen and selected from the drop down list is dependent on the users requirements.



Modes

Aux 1 Mode: On When Triggered

Enable D0 function: ☐ End on last divert: ☐

Enable D# function: ☐ Speak 'Door Open': ☐

Enable Silent Dialling: ☐ Speak 'Gate Open': ☒

Unlatch Protection: ☐

Fig. 29

GSM4K PRO series modules (2G, 3G and 4G versions)	
Aux 1 Mode	Description
00	On During Call
01	On When Triggered (default)
02	Used For Status Indicator
03	Used to Divert Calls to Master Number
04	On At Beginning Of Call For Aux Out Time
05	Used to enable/disable dial to open function

GSMVRK series (Art.150) and Digital GSM modules (2G, 3G and 4G versions)	
Aux 1 Mode	Description
00 / 000	On During Call
01 / 001	On When Triggered (default)
02 / 002	On At Beginning Of Call For Aux Out Time

Programming Using the PC Software

VX2200 Art.2270 GSM module (3G and 4G versions)	
Aux 1, 2, 3 Modes	Description
000	Triggers relay 1 (or relay 2 or relay 3 respectively, default)
001	Send SMS 1 (or send SMS 2 or send SMS 3 respectively)
002	Relay 1 on for length of call (or relay 2 on or relay 3 on respectively)
003	Relay 1 on at beginning of call for relay time (or relay 2 on or relay 3 on respectively)
004	Apartment alarm, triggers relay 1 (or triggers relay 2 or triggers relay 3 respectively)
005	Apartment alarm, send SMS 1 (or send SMS 2 or send SMS 3 respectively)
006	Relay triggered by door ID (ID = relay number 1, 2 and 3 only)

The following GSM features can also be enabled and disabled in the modes section.

ENABLE D0 FUNCTION

When this box is ticked it will enable the '**dial 0 on answer**' function on the GSM module. The default setting for this is switched OFF (disabled). When this is enabled the user receiving the call from the GSM module must press '**0**' after the call is answered to accept the call thereby preventing the call being diverted to the next number.

ENABLE D# FUNCTION

When this box is ticked it will enable the '**press #**' (hash) function on the GSM module. Once enabled the user must press the '**#**' button on their phone before pressing any other function button (with the exception of when the user needs to enter the 4 digit programming code '**1111**'). By default this setting is switched OFF (enable D# mode set to 00).

IMPORTANT NOTE: The user will have up to 3 seconds in which to press another function button after pressing the '**#**' button on their phone. If the user has not pressed another button within the 3 seconds then they will have to press the '**#**' button again.

ENABLE SILENT DIALING (FOR THE GSM4K SERIES, GSMVRK SERIES AND DIGITAL GSM ONLY)

When this box is ticked a ringing dial tone will not be heard from the GSM module's speaker, instead a series of beeps will be heard every few seconds. By default this setting is switched OFF (silent dialling mode 01, i.e. a normal ringing dial tone will be heard).

END ON LAST DIVERT

When this box is ticked it will enable the '**end on last divert**' feature on the GSM module. By default this feature is disabled (the tick box is unchecked). Once enabled the GSM module will ring each programmed divert number and if the next divert number is not answered it will then proceed to ring the next programmed divert number. If however there is no other divert number programmed into the module it will simply end the call.

SPEAK 'DOOR OPEN' (FOR THE GSM4K SERIES AND DIGITAL GSM ONLY)

When this box is ticked (and the speech board mode is enabled) the GSM intercom will announce '**the door is open**' when the onboard relay is activated, by default this box is unchecked.

SPEAK 'GATE OPEN' (FOR THE GSM4K SERIES AND DIGITAL GSM ONLY)

When this box is ticked (and the speech board mode is enabled) the GSM intercom will announce '**the gate is open**' when the onboard relay is activated, by default this box is ticked and the feature enabled.

UNLATCH PROTECTION

When the unlatch protection feature is enabled (i.e. the check box ticked) it will prevent a programmed latched output on the GSM (the GSM's relay or auxiliary outputs) from being unintentionally unlatched by a programmed fob/card, access code, DTO number or by pressing the designated button on the telephone during a call. The latched output can still be unlatched by the appropriate unlatch text message for the respective GSM module (e.g. **1111RUL** for the **GSM4K PRO series** module etc.).

SERVICE INTERVAL SMS SETUP

The service interval SMS option is available for each of the GSM systems and it allows a brief message to be setup and automatically sent on a specified date to a programmed mobile number. For example the message sent could be the next time the GSM module requires a maintenance check, **Fig.30**. The setup consists of the following:

Next Service Date: This is where the date can be selected by clicking on the calendar icon to the right of the date field.

Once the calendar window appears use the left (◀) and right (▶) arrow buttons to navigate to the required month and then click on the day of the month required.

Message: In this field the desired message can be entered (up to 96 characters max.).

Tele No. to SMS: In this field the mobile number the message will be sent to can be entered (up to 32 digits max.).



Service Interval SMS

Next Service Date: 28/05/21

Message: GSM intercom maintenance check required.

Tele No. to SMS: 07984123456

Fig. 30

Programming Using the PC Software

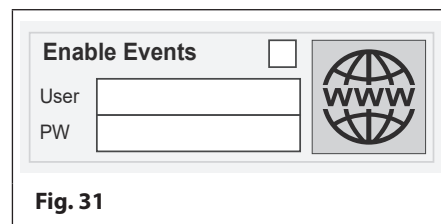
In the example, **Fig.30**, a reminder message for a 'GSM maintenance check' has been setup on the service date **28/05/21** where the SMS message would be sent to the mobile **07984123456**.

ENABLE EVENTS AND ENTER APN DETAILS

The enable events feature, see **Fig.31**, allows the GSM module's events to be monitored in real-time using the VIDEX web browser events application. These events can then be viewed on any device such as a tablet, smartphone, laptop or PC.

First an online profile must be setup for the web browser events application, further details on how to register an online profile can be found on the website: **www.videxevents.co.uk**

Once a profile has been setup the user can create a username and password for the GSM module that is going to be monitored (a user can have multiple GSM modules that they wish to monitor the events of and so will require a username and password for each GSM module). The username and password can then be entered into the **User** and **PW** fields respectively.



Enable Events ☐

User

PW




Fig. 31

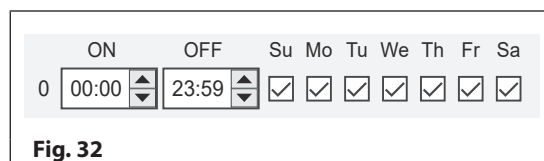
Next the SIM card's network providers **APN** details (**APN name**, **username** and **password**) can be entered into the **APN**, **APN User** and **APN PW** fields, refer to the example **Fig.24** on page 17. Further notes on **APN setup** and obtaining **APN details** can also be found on page 17.

IMPORTANT NOTE: Remember that the SIM card used in the GSM module for remotely viewing and managing events via the web browser events application requires a data package/plan to be included in order to send the events to the server. Without a data package included events cannot be remotely viewed.

Checking the **Enable Events** box and then uploading the settings to the GSM module will allow the events of the GSM to be viewed in the web browser events application. Leaving this box unchecked then uploading the settings will effectively stop the events from being sent to the events server.

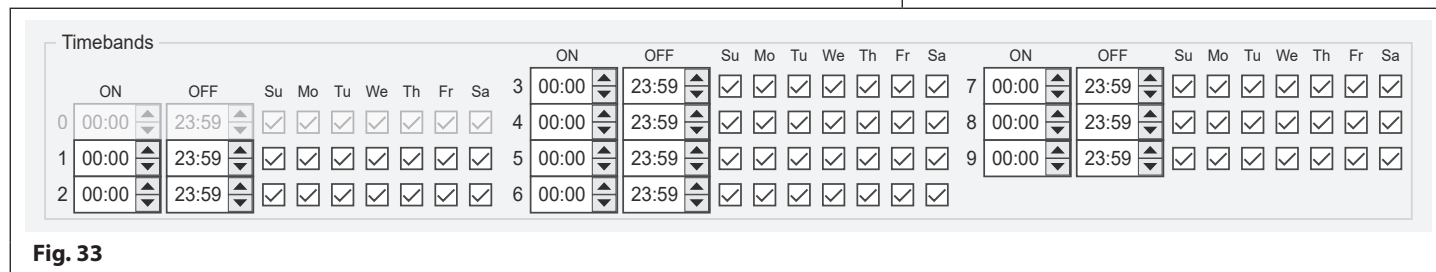
TIMEBANDS (FOR CALLS TO BE ACTIVE FOR)

In the timebands section the **GSM4K PRO series**, **GSMVRK series** and **Art.2270 GSM** modules only have one timeband setting that can be adjusted and check boxes for every day of the week, **Fig.32**. For the **Digital GSM** there are 10 timebands, see **Fig.33**, the default timeband '0' is greyed out and cannot be amended, the other 9 timebands can be adjusted.



	ON	OFF	Su	Mo	Tu	We	Th	Fr	Sa
0	00:00	23:59	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Fig. 32



Timebands	ON	OFF	Su	Mo	Tu	We	Th	Fr	Sa
0	00:00	23:59	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
1	00:00	23:59	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
2	00:00	23:59	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
3	00:00	23:59	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
4	00:00	23:59	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
5	00:00	23:59	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
6	00:00	23:59	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
7	00:00	23:59	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
8	00:00	23:59	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
9	00:00	23:59	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Fig. 33

The **ON** time is the 'start' time that a call can be put through to the programmed telephone number. The **OFF** time is the 'end' time that a call will stop being put through to the programmed telephone number. The check boxes for the days of the week will enable (box checked) or disable (box unchecked) the timeband for a specific day or days of the week. If the timeband has been disabled for a day of the week a call from the GSM module will be diverted to the master number (if a master number has been programmed) for that particular day.

The time period between the **ON** and **OFF** times is when the GSM module will allow calls to go through to the programmed numbers, any time period outside of the **ON** and **OFF** times then the call will perform one of the following actions:

- For the **GSM4K PRO series**, **GSMVRK series** and **Art.2270 GSM** modules the call will divert to the master number if a master telephone number has been stored in the GSM module.
- For the **GSM4K PRO series** and **GSMVRK series** modules if no master number is stored the GSM intercom will beep and the busy LED will flash once to indicate no call is taking place. For the **Art.2270 GSM** module the red LED (LED1) will flash once to indicate no call is taking place. Also in the case of the **GSM4K PRO series** module if the speech board is switched **ON**, the GSM module will also announce "the phone is switched off please try later".
- In the case of the **Digital GSM** regardless of whether a master number is stored or not a call will not initiate and the display will show 'PHONE OFF'. Also if the speech board is switched **ON** it will announce "the phone is switched off please try later".

IMPORTANT NOTE: For the Service Interval SMS setup and Timeband features to be effective it is important that the GSM's time and date is synchronised with the PC's time and date (if installing a 2G or 3G GSM model) following the notes 'setting and checking the time & date' described on page 16. If installing a 4G GSM model the GSM's time and date can be synchronised with either the PC's time and date (following the same notes above) or by synchronising the GSM's time and date by following the 'automatic time correction' notes on page 26.

Programming Using the PC Software

GENERAL SETTINGS

In the general settings section the basic GSM settings and adjustable functions are displayed. Within this section each GSM system has different options available. The example **Fig.34** shows the general settings for the **GSM4K PRO series** module.

MASTER CODE (1111)

By default the master code is '1111' and will already be shown in the master code field, as seen in **Fig.34**. The master code can be edited in this field and must be 4 digits in length.

This 4 digit code is required when sending SMS programming messages to the GSM and is also required when dialling into the GSM module from a number which is not stored within the module itself. For the **Digital GSM** this is also the 4 digit master code to access the panel's on screen programming menus.

ADMIN CODE (0000 - FOR THE DIGITAL GSM ONLY)

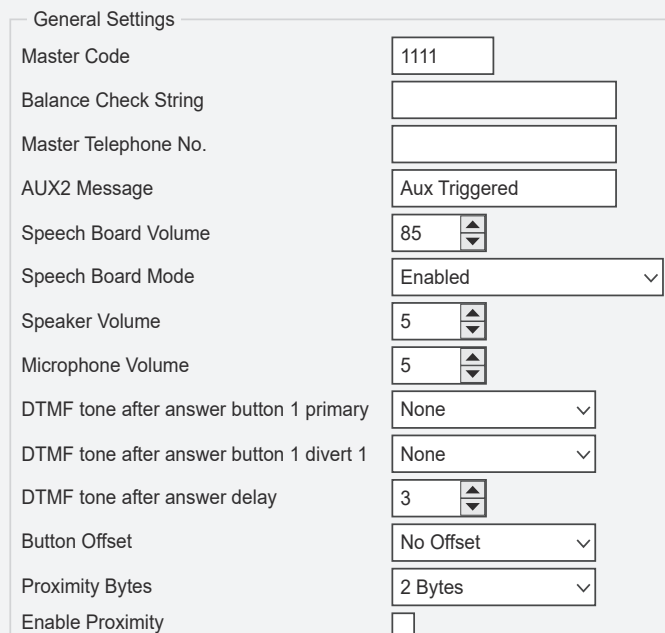
By default the admin code is '0000' and will already be shown in the admin code field. The admin code can be edited in this field and must be 4 digits in length.

This 4 digit code is required for the **Digital GSM** only and is used when accessing partial programming menu options via the **Digital GSM's** keypad.

TRADE CODE (2222 - FOR THE DIGITAL GSM ONLY)

By default the trade code is '2222' and will already be shown in the trade code field. The trade code can be edited in this field and must be 4 digits in length. This 4 digit code is used when a trade code is required on the **Digital GSM**.

IMPORTANT NOTE: The trade code will only operate when the TRD connection on the digital GSM is shorted to 0V.



General Settings	
Master Code	1111
Balance Check String	
Master Telephone No.	
AUX2 Message	Aux Triggered
Speech Board Volume	85
Speech Board Mode	Enabled
Speaker Volume	5
Microphone Volume	5
DTMF tone after answer button 1 primary	None
DTMF tone after answer button 1 divert 1	None
DTMF tone after answer delay	3
Button Offset	No Offset
Proximity Bytes	2 Bytes
Enable Proximity	<input type="checkbox"/>

Fig. 34

BALANCE CHECK STRING

The balance check string field, shown in **Fig.34**, allows the balance on certain pay as you go SIM cards to be checked. This must be stored in the GSM module to allow the balance to be checked, also refer to 'Checking the Balance' notes on page 16.

IMPORTANT NOTE: Only Vodafone and O₂ pay as you go check strings are known by VIDEX at this time. Use ***#1345#** for Vodafone and ***#10#** for O₂ pay as you go SIM's.

MASTER TELEPHONE NO.

The master telephone number, shown in **Fig.34**, is the mobile telephone number which will receive the automatic balance updates when the balance gets low (only applicable for pay as you go SIM's) if this feature has been setup using the balance check string (see notes above). For the **GSM4K PRO series** module the master telephone number is also used:

- When auxiliary output **AO1** has been set to **mode 03 'DIVERT CALLS TO MASTER NUMBER'** - also refer to the **GSM4KCR_66250754-EN_V1-3** manual for 2G/3G versions and **GSM4K_66250754-4G-EN_V1-0** manual for 4G versions.
- To send an SMS message (32 characters max.) to the stored master number when auxiliary input 2 on the **GSM4K PRO series** module is triggered by a normally open switch signal across terminals **g & 4** (also see notes below on **AUX2 MESSAGE**).
- To divert calls that are outside of a programmed timeband when a timeband has been setup (this function also applies to the **GSMVRK series** and the **Art.2270 GSM** module).

AUX2 MESSAGE (FOR THE GSM4K MODULE ONLY)

The AUX2 message field, shown in **Fig.34**, is used to enter a customised SMS text message that will be sent to the master telephone number (if stored) when auxiliary input 2 is triggered by a normally open switch signal across terminals **g & 4** on the **GSM4K PRO series** module. The maximum length of the message can be up to 32 characters long.

AUX1, AUX2 & AUX3 MESSAGE (FOR THE ART.2270 GSM MODULE ONLY)

The AUX1, AUX2 and AUX3 message field is used to enter a customised SMS text message (up to 32 characters length max.) that will be sent to the master telephone number (if stored) when:

- One of the auxiliary inputs **A1**, **A2** or **A3** is triggered manually by a switched 0V signal on the **Art.2270 GSM** module, but only if the AUX (1,2 or 3) mode has been set to mode **001**.
- Or when the alarm input (the **AL** terminal in a VIDEX VX2200 intercom phone) has been triggered by a switched 0V signal, but only if the AUX (1,2 or 3) mode has been set to mode **005**.

Programming Using the PC Software

SPEECH BOARD VOLUME (FOR THE GSM4K SERIES AND DIGITAL GSM ONLY)

For both the **GSM4K PRO series** module and **Digital GSM** the speech board volume can be adjusted, as shown in **Fig.35**, using the up (▲) and down (▼) buttons to the right of the speech board field. The default volume setting is set to 85 and is shown in the field, but can be adjusted between 00 up to 99.

Speech Board Volume 85

Fig. 35

SPEECH BOARD MODE (FOR THE GSM4K SERIES AND DIGITAL GSM ONLY)

For the **GSM4K PRO series** and **Digital GSM** the speech board mode can be set by selecting the required option from the drop down list, see **Fig.36**. By default on the **GSM4K PRO series** module the speech board is 'enabled' with the option to disable it (switch OFF) from the drop down list.

Speech Board Mode Enabled

Fig. 36

On the **Digital GSM** by default it is set to 'speak numbers whole' with two further options to 'speak individual numbers' or disable it altogether, from the drop down list. For the **Digital GSM** when set to:

- 'speak numbers individually' the speechboard will be switched **ON**. When an apartment is called the panel's speechboard will playback the individual numbers that make up the apartment number e.g. if calling apartment 25 the speech will playback "calling two five";
- 'speak numbers whole' the speechboard will be switched **ON**. When an apartment is called the panel's speechboard will playback the combined numbers that make up the apartment number e.g. if calling apartment 36 the speech will playback "calling thirty six".

SPEAKER VOLUME AND MICROPHONE VOLUME

For each of the GSM systems the speaker and microphone volume settings, **Fig.37**, can be adjusted to the desired level using the up (▲) and down (▼) buttons to the right of the speaker and microphone fields respectively.

The default volume setting for the speaker and microphone is level 5 and are both shown in their respective fields. Both the speaker and microphone can be adjusted between 0 (low) up to 9 (high).

Speaker Volume 5
Microphone Volume 5

Fig. 37

LANGUAGE SELECTION (FOR THE DIGITAL GSM ONLY)

For the **Digital GSM** intercom it is possible to set the displays language, **Fig.38**. There are 14 different language options available from the drop down list. To select a language first click on the down arrow button to the right of the language field to expand the drop down list. Use the cursor to highlight the required language to confirm the selection.

Language English

Fig. 38

The available languages from the drop down list are: English (**ENG**, default); Italiano (Italian **ITA**); Español (Spanish **SPA**); Português (Portuguese **POR**); Français (French **FRA**); Deutsche (German **GER**); Čeština (Czech **CZE**); Hrvatski (Croatian **CRO**); Nederlands (Dutch **DAT**); Polskie (Polish **POL**); Slovenščina (Slovenian **SLO**); Dansk (Danish **DAN**); Norsk (Norwegian **NOR**) and Hebrew (**HEB**).

IMPORTANT NOTE: It should be noted that only the **Digital GSM's** on screen display messages (e.g. calling apartment 'nnn', enter number, door open etc.) will be shown in the chosen language. The digital GSM's on screen programming menus will still be displayed in English. Any speech play back (if the speech board is switched ON will play back in English). Also the **GSM SK** software menus and programming screens etc. will still be shown in English and NOT the chosen language.

DTMF TONE AFTER ANSWER, BUTTON 1/ID 1 PRIMARY (FOR THE GSM4K, GSMVRK SERIES AND ART.2270 GSM ONLY)

A unique feature of the **GSM4K PRO series**, **GSMVRK series** and the **Art.2270 GSM** modules is the ability for the GSM module to send a specified DTMF tone after a call has been answered. This feature is useful if the GSM module is dialling into a telephone system where an automated menu is present and a DTMF tone is required to select a particular option from the menu.

DTMF tone after answer button 1 primary None

Fig. 39

This feature is only available for the primary number for button 1 for the **GSM4K PRO** and **GSMVRK series** and for phone ID.1 for the **Art.2270 GSM** and not available for any other button or phone ID.

By default this feature is switched **OFF** (None), as shown in **Fig.39**. Using the drop down list to the right of the DTMF tone field a DTMF tone can be selected from tones 0 - 9, * and #.

Programming Using the PC Software

DTMF TONE AFTER ANSWER, BUTTON 1/ID 1 DIVERT (FOR THE GSM4K, GSMVRK SERIES AND ART.2270 GSM ONLY)

Like the previous feature described the **GSM4K PRO series**, **GSMVRK series** and **Art.2270 GSM** modules can also send a specified DTMF tone after a diverted call for button 1/phone ID.1 has been answered. As before this feature is useful if the GSM module is dialling into a telephone system where an automated menu is present and a DTMF tone is required to select a particular option from the menu.

This feature is only available for the divert numbers (**DIV1**, **DIV2** and **DIV3**) for button 1 for the **GSM4K PRO** and **GSMVRK series** and for phone **ID.1** for the **Art.2270 GSM** and not available for any other button or phone ID.

By default this feature is switched **OFF** (None), as shown in **Fig.40**. Using the drop down list to the right of the DTMF tone field a DTMF tone can be selected from tones **0 - 9**, ***** and **#**.

DTMF tone after answer button 1 divert

None

Fig. 40

DTMF TONE AFTER ANSWER DELAY (FOR THE GSM4K, GSMVRK SERIES AND ART.2270 GSM ONLY)

The DTMF tone after answer delay function is the delay time from when the call is answered to when the DTMF tone, for the previous DTMF features, is sent.

By default the delay is set for 3 seconds, but can be adjusted between 1 up to 12 seconds using the up (▲) and down (▼) buttons to the right of the field, as shown in **Fig.41**.

DTMF tone after answer delay

3

Fig. 41

BUTTON OFFSET (FOR THE GSM4K SERIES 4G VERSION ONLY)

For the **GSM4K 4G series** module there is a button offset feature available, as shown in **Fig.42**.

This feature can be used to arrange the order of buttons in ascending order (from bottom to top) for **4810-1/4G** or **4810-2/4G** GSM modules that are connected to one or more **4045** IDC button modules using the IDC ribbon connectors **CFL17** and **CFL45**.

From the drop down list, by default, this feature is set to 'No Offset' for when a GSM module is connected to older style 4000 series button modules: **4842 ... 4845** and no button offset is required.

There are up to 8 button configurations that can be selected:

6 or 7 button, 11 or 12 button, 16 or 17 button, 21 or 22 button, 26 or 27 button, 31 or 32 button, 36 or 37 button and Legacy layout. Before this feature is used it is important to make sure that the button configuration jumper on the IDC button module is set correctly. An example of how to configure the jumper can be seen in the table below.

Button Offset

Proximity Bytes

Enable Proximity

Automatic time correction

☐ None

☒ NITZ

☐ None

Time

No Offset

No Offset

6 or 7 Button

11 or 12 Button

16 or 17 Button

21 or 22 Button

26 or 27 Button

31 or 32 Button

36 or 37 Button

Legacy Layout

Fig. 42

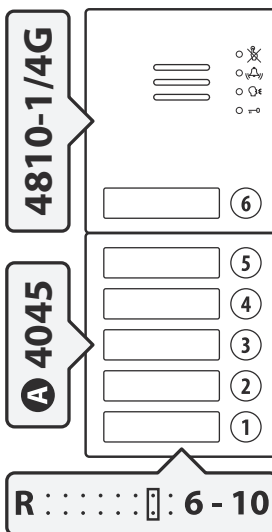
For both a 6 or 7 button configuration:

On the back of the **4045** IDC button module **A** the button configuration jumper **R** should be set as follows:

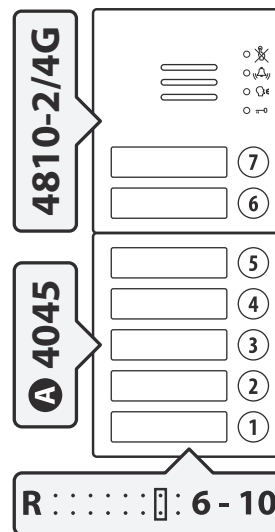
Jumper **R** = 6 - 10 position.

So that when **6 or 7 button** is selected from the drop down list the call buttons will be programmed in ascending order from bottom to top, with the telephone number for button 1 starting at the bottom, the number for button 2 programmed into the next button up and so on. The telephone number for button 6 would be programmed into the first button on the GSM module and the telephone number for button 7 would be programmed into the second button on the GSM module as shown.

4810-1/4G module plus 1x 4045 IDC button module



4810-2/4G module plus 1x 4045 IDC button module



Further examples of the button offset configuration can be found in the latest GSM4K/4G technical manual:

GSM4K_66250754-4G-EN_V2-0 (or later)

An example of how to configure the IDC button module for the **Legacy layout** selection is shown in the following table.

Programming Using the PC Software

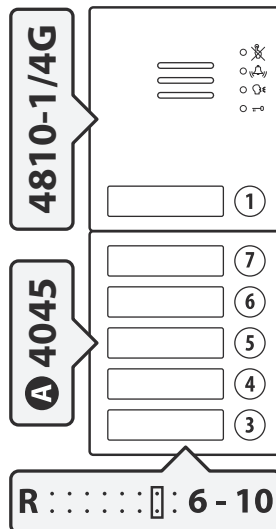
Legacy layout button configuration:

On the back of the **4045** IDC button module **A** the button configuration jumper **R** should be set as follows:

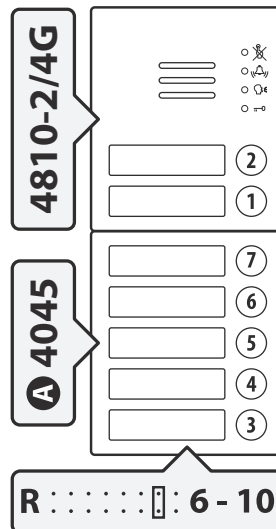
Jumper **R** = 6 - 10 position.

So that when **Legacy layout** is selected from the drop down list the call buttons will be programmed as follows: the telephone number for button 1 would be programmed into the first button on the GSM module and the telephone number for button 2 would be programmed into the second button on the GSM module as shown. On the IDC button module in ascending order, starting from the bottom, the number for button 3 would be programmed into the bottom button, the number for button 4 would be programmed into the next button up and so on.

4810-1/4G module plus 1x 4045 IDC button module



4810-2/4G module plus 1x 4045 IDC button module



PROXIMITY BYTES (FOR THE GSM4K SERIES, GSMVRK SERIES AND DIGITAL GSM ONLY)

Both the **GSM4K PRO** series module and the **Digital GSM** have an onboard proximity reader whereas the **GSMVRK** series module requires a separate Wiegand reader (**VR4KPPM** or **XPROX** reader) connected to it using the 'plug-in' connection harness (also refer to the latest **GSMVRK** series technical manual for more details).

Depending on which type of proximity fob/card is used will determine which number of bytes the proximity reader should be set to read (also refer to the respective GSM technical manual previously mentioned and see additional notes on pages 31 - 32). By default this is set to read 2 bytes which is already shown in the proximity bytes field, see **Fig.43**. The drop down list can be used to select the required number of bytes to read 2, 3 or 4 bytes.

Proximity Bytes

2 Bytes

Fig. 43

DISPLAY SWITCH TIME (FOR THE DIGITAL GSM ONLY)

The display switch time is the time that the **Digital GSM**'s display switches between the default home screen and the second home screen. The second home screen can be a company logo (also see additional notes on pages 44 - 48, **Fig.84** and **Fig.89 - Fig.95**).

Display Switch Time

0

Fig. 44

By default this feature is disabled (set to 0), but can be set between 1 up to 255 seconds. The time can be set using the up (▲) and down (▼) buttons to the right of the field, as shown in **Fig.44**.

ENABLE PROXIMITY (FOR THE GSM4K SERIES, GSMVRK SERIES AND DIGITAL GSM ONLY)

The **GSM4K PRO** series and the **Digital GSM** module's onboard proximity reader (in the case of the **GSMVRK** series the offboard Wiegand proximity reader) can be enabled or disabled depending on the user requirements.

Enable Proximity



Fig. 45

By default this is disabled (the check box is unticked), as shown in **Fig.45**. Ticking this box will enable the proximity reader.

START PHONE ID & END PHONE ID (FOR THE ART.2270 GSM MODULE ONLY)

For the **Art.2270 GSM** module it is possible to set the **start** and **end** phone ID range using the up (▲) and down (▼) buttons to the right of the field, as shown in **Fig.46**.

By default this is set to **ID.150** for both the **start** and **end** phone ID's. The range of phone ID's that the **Art.2270 GSM** module can call is from phone **ID.1** up to phone **ID.180** (also refer to the call setup notes on pages 28 - 29, **Fig.53** for programming numbers).

Start Phone ID

150

End Phone ID

150

Fig. 46

Start Phone ID: This is the phone ID of the first set of programmed telephone numbers (primary and divert numbers) that the **Art.2270 GSM** module will dial if a call for that particular phone ID has been received from the intercom panel.

End Phone ID: This is the phone ID of the last set of programmed telephone numbers (primary and divert numbers) that the **Art.2270 GSM** module will dial if a call for that particular phone ID has been received from the intercom panel.

Programming Using the PC Software

AUTOMATIC TIME CORRECTION (4G GSM MODELS ONLY)

For all GSM models (4G only) just below the general settings section is the automatic time correction feature, **Fig.47**.

This is particularly important when using any of the timeband features as they rely on the GSM's time to be accurate.

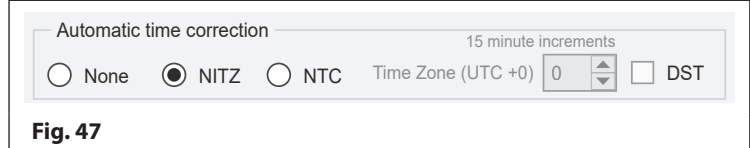


Fig. 47

This automatic time correction feature allows the GSM module's internal clock to be synchronised with either:

- no clock at all (i.e. the **None** option selected).
- the telephone network providers clock setting via **NITZ** (network identity & time zone), but only if the network supports **NITZ**.
- an online clock using the **NTP** protocol where the GSM module is able to synchronise its clock with an online **NTP server**.

By default the GSMSK software will already have the **NITZ** option selected, so that the GSM intercom module will try to automatically synchronise with the network providers clock setting. For the network providers that **do not** support the **NITZ** format, the **NTC** option (see **Fig.47**) can be selected instead. This option utilises the **NTP** protocol which is an internet protocol that is used to synchronise the clocks on computer networks to coordinated universal time (**UTC**). It enables the GSM to request and receive **UTC** data from a server that, in turn, receives precise time from an atomic clock.

When the **NTC** option is selected the **Time Zone (UTC)** field and **DST** (daylight savings time) check box become available (initially these are both greyed out). This option allows the user (depending on where/which country in the world they are installing the GSM intercom module) to manually setup the GSM in the correct **Time Zone** and if the **Time Zone** they are in also requires a daylight savings time adjustment this can also be selected by ticking the **DST** check box.

IMPORTANT NOTE: It should be noted that the coordinated universal time (**UTC**) is the basis for civil time today. This 24-hour time standard is kept using highly precise atomic clocks. Therefore when setting up the **NTC** automatic time correction the **Time Zone (UTC+0)** used is taken from the GMT UK based time of '0', i.e. **Time Zone (UTC+0) = UK standard time (GMT) = 0**.

The **Time Zone (UTC)** field can be adjusted up or down using the up (▲) and down (▼) buttons to the right of the field. Adjusting up (▲) represents setting the time ahead of **Time Zone (UTC+0)** by so many hours depending on which Time Zone (country) the GSM intercom module is being installed in. Adjusting down (▼) represents setting the time behind **Time Zone (UTC+0)** by so many hours again depending on which Time Zone (country) the GSM intercom module is being installed in. The adjustments are made in increments of 15mins, so a 1 hour adjustment ahead or behind will be +/- 4 increments respectively, see examples below.

Programming examples using **NTC** time correction

Example 1 - Setting the Time Zone to UK time:

If a **4G GSM PRO series** intercom is to be installed in the UK and the network provider used does not support **NITZ**, the **NTC** option can be selected. The **Time Zone (UTC+0)** field can be left at '0' as the UK time zone = 0 (refer to important note above), **Fig.48**.

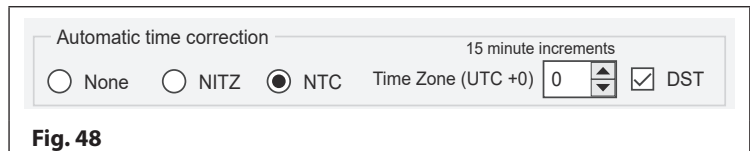


Fig. 48

Example 2 - Setting the Time Zone ahead (Europe, Rome, Italy):

If a **4G GSMVRK series** intercom is being installed in Rome, Italy and the network provider used does not support **NITZ**, the **NTC** option can be selected. The **Time Zone (UTC+0)** field can be adjusted up (▲) by '4' increments as the European time zone = 1 hour ahead (4x15mins = 1 hour), **Fig.49**.

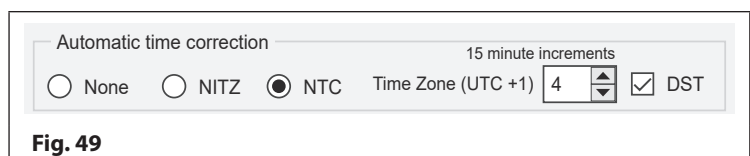


Fig. 49

Example 3 - Setting the Time Zone behind (North America, New York, USA):

If a **4G Digital GSM** intercom is being installed in New York, USA and the network provider used does not support **NITZ**, the **NTC** option can be selected. The **Time Zone (UTC+0)** field can be adjusted down (▼) by '20' increments as the New York time zone = 5 hours behind (20x15mins = 5 hours), **Fig.50**.

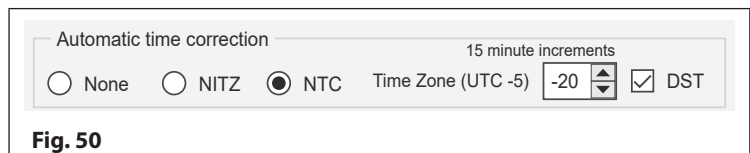


Fig. 50

For any of the examples above the **DST** check box can also be ticked if daylight savings time adjustment is required.



IMPORTANT NOTE: AFTER THE APPROPRIATE AUTOMATIC TIME CORRECTION ADJUSTMENT(S) HAVE BEEN MADE THEY WILL NEED TO BE UPLOADED TO THE GSM MODULE. THIS CAN BE DONE VIA THE DATA DROP DOWN MENU AT THE TOP OF THE MAIN PROGRAMMER WINDOW - DATA > UPLOAD > UPLOAD SETTINGS.

THE GSM WILL ALSO NEED TO BE REBOOTED, SO THAT THE NEW CLOCK/TIME SETTING WILL BE RECOGNISED, BY SENDING THE 1111RBT PROGRAMMING COMMAND VIA SMS TEXT MESSAGE TO THE GSM MODULE.

Programming Using the PC Software

THE ACCESS TIMEBANDS WINDOW

The access timebands window for each of the GSM systems are very similar. The main window, **Fig.51** an example from a **GSM4K PRO series**, is made up of two timeband features and access level setup: **free access timebands**, **access control timebands** and **access levels**. It is on this screen that the access control timebands for each GSM system can be configured.

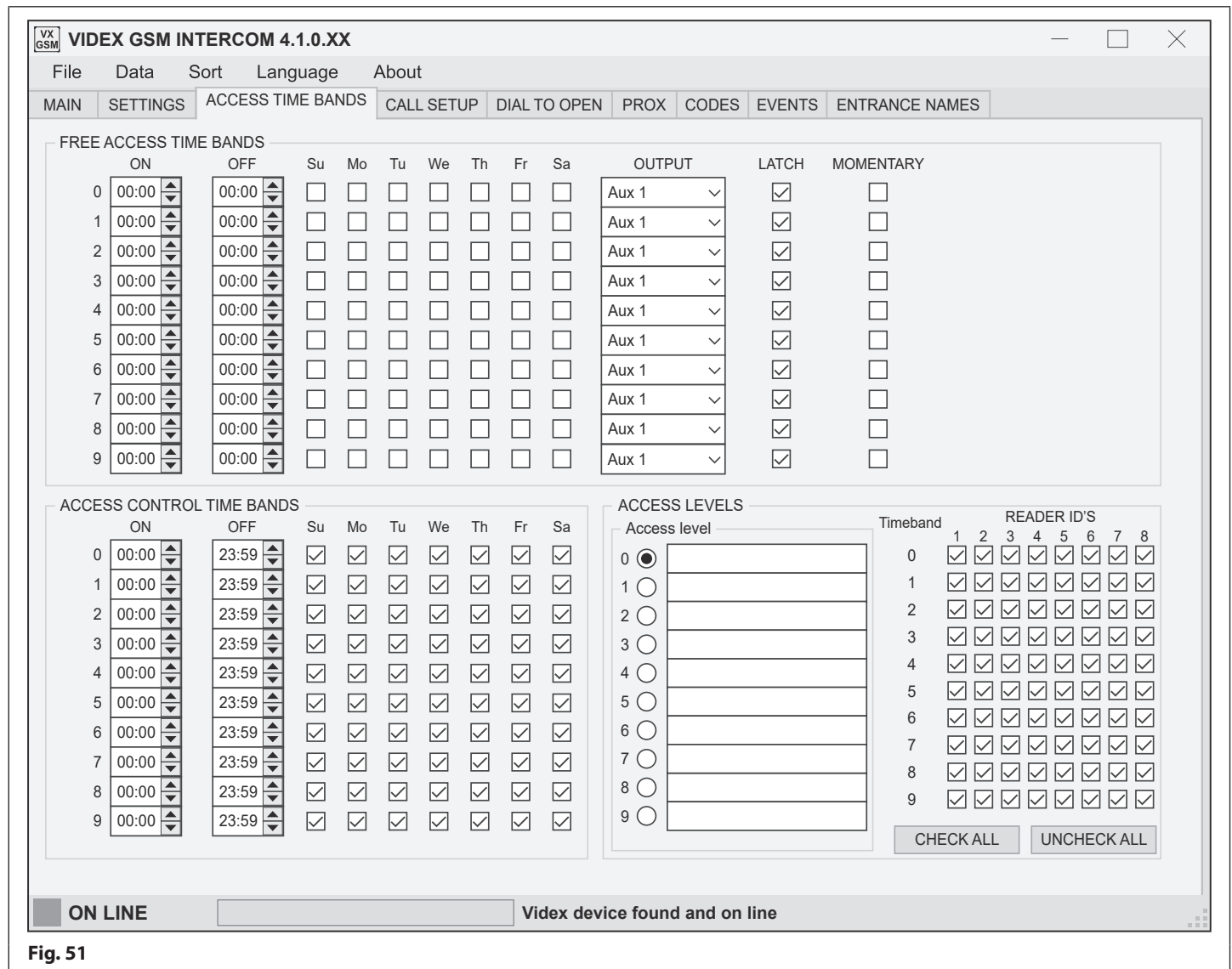


Fig. 51

FREE ACCESS TIMEBANDS (FOR ALL GSM MODULES)

In the **free access timebands** section there are 10 programmable timebands (0 - 9) that can be setup using the up (▲) and down (▼) buttons in the **ON/OFF** time fields. Each timeband has a check box for each day of the week that is used to select when to enable or disable the timeband on a particular day (by default they are all disabled - box unchecked). To enable the timeband check the required box.

For each **free access timeband**, there is a drop down box to select which output of the GSM module will be triggered, refer back to **Fig.51**. Each GSM system has a different selection: for the **GSM4K PRO series** - **Aux 1** (default), **Aux 2** or the onboard **Relay** are available. For the **GSMVRK series** and the **Digital GSM** - **Aux** (default) or the onboard **Relay** are available. For the **Art.2270 GSM module**: **Relay 1**, **Relay 2** (default) or **Relay 3** are available.

Once the required output for the **free access timeband** has been selected it can be set to latch or momentary trigger by checking the appropriate latch or momentary check box, by default the output is set to latch, this latch default setting is the same for each GSM system.

ACCESS CONTROL TIMEBANDS (FOR THE GSM4K SERIES, GSMVRK SERIES AND THE ART.2270 GSM MODULE ONLY)

The next section covers the 10 programmable **access control timebands** (0 - 9), refer back to **Fig.51**. The 10 programmable **access control timebands** are available for the **GSM4K PRO series**, **GSMVRK series** and the **Art.2270 GSM modules** only. These timebands are used to setup time periods of when the proximity access, access codes and dial to open numbers will be active for on each of these GSM systems.

Programming Using the PC Software

The timebands in this section are setup in the same way as the **free access timebands** using the up (▲) and down (▼) buttons to set the time period in the **ON/OFF** time fields. With each timeband there is a check box for each day of the week that is used to select when to enable or disable the timeband on a particular day, by default they are all enabled (ticked box). To disable the timeband for a particular day uncheck the required box.

ACCESS LEVELS (FOR THE GSM4K SERIES, GSMVRK SERIES AND THE ART.2270 GSM MODULE ONLY)

The last section in the **access timebands window** is for the **access levels**, see **Fig.51**. In this section up to 10 access levels can be created by selecting the relevant line (0 - 9) and then given a name using the namefield (up to 16 characters max.) to the right of the access level selection.

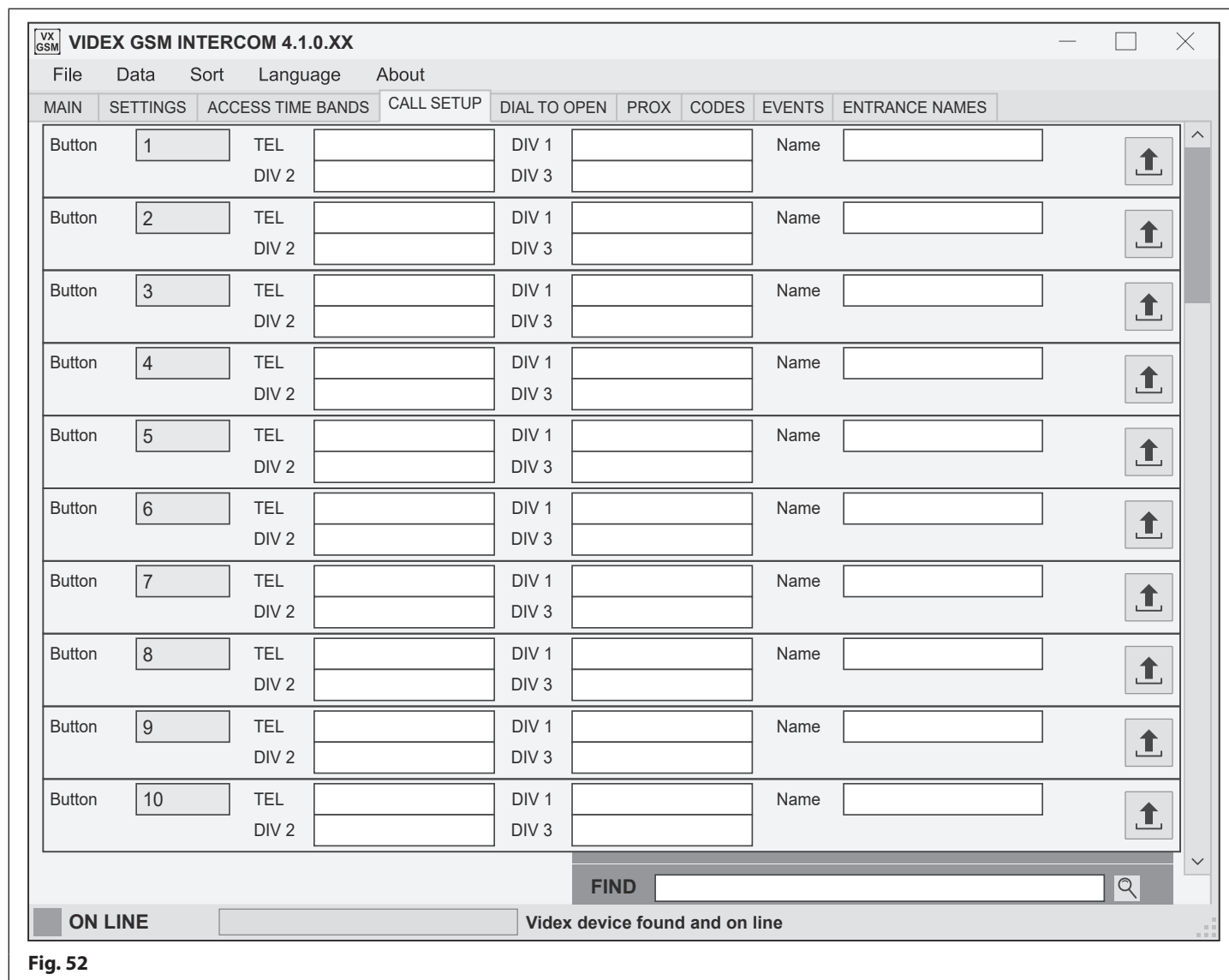
Next is the list of the 10 **access control timebands** (0 - 9) followed by the reader ID's (up to 8 ID's max.) that can be assigned to an access level. Each row represents the timeband number and each column represents the reader ID.

Both the timeband and reader ID can be manually selected/de-selected by checking or unchecking the relevant tick box, however below these are the **"check all"** and **"uncheck all"** buttons to enable and disable all the timeband and reader ID selections at once.

For each GSM system the **access levels** section will be different, the example shown in **Fig.51** is for the **GSM4K PRO series** as the GSM PRO module (2G, 3G and 4G versions) can have a combination of **Art.4903** keypads and **Art.4850R** readers connected on the RS485 bus (up to 8 devices).

THE CALL SETUP WINDOW

The **call setup window** for each of the GSM systems are very similar with the exception of a few features. Below **Fig.52** shows the call setup available for the **GSM4K PRO series** and **GSMVRK series** modules.



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File Data Sort Language About

MAIN SETTINGS ACCESS TIME BANDS **CALL SETUP** DIAL TO OPEN PROX CODES EVENTS ENTRANCE NAMES

Button	1	TEL		DIV 1		Name		▲
		DIV 2		DIV 3				
Button	2	TEL		DIV 1		Name		▲
		DIV 2		DIV 3				
Button	3	TEL		DIV 1		Name		▲
		DIV 2		DIV 3				
Button	4	TEL		DIV 1		Name		▲
		DIV 2		DIV 3				
Button	5	TEL		DIV 1		Name		▲
		DIV 2		DIV 3				
Button	6	TEL		DIV 1		Name		▲
		DIV 2		DIV 3				
Button	7	TEL		DIV 1		Name		▲
		DIV 2		DIV 3				
Button	8	TEL		DIV 1		Name		▲
		DIV 2		DIV 3				
Button	9	TEL		DIV 1		Name		▲
		DIV 2		DIV 3				
Button	10	TEL		DIV 1		Name		▲
		DIV 2		DIV 3				

FIND

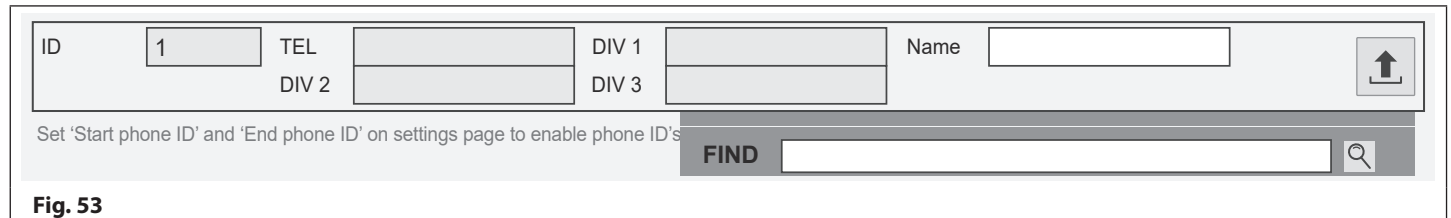
ON LINE Videx device found and on line

On this screen for the **GSM4K PRO series** buttons 1 - 50 can be programmed and for the **GSMVRK series** buttons 1 - 24 can be programmed. To the right of the button numbers are the 4 fields: **TEL**, **DIV1**, **DIV2** and **DIV3** to enter the primary number (**TEL**) and then the 3 divert numbers (**DIV1**, **DIV2** and **DIV3**) for the respective button number.

Programming Using the PC Software

The divert numbers **DIV1**, **DIV2** and **DIV3** are used if the primary number is busy or not answered, the call will divert to these numbers after the divert time has elapsed. If no divert number is stored, the first number will continue to ring until the call time has elapsed or unless the **end on last divert** feature has been enabled on the settings window the call will simply end (see **Fig.29** on page 20 and refer to **end on last divert** notes on page 21).

In the case of the **Art.2270 GSM** module the numbers are programmed using ID's (1 - 180) instead of call button numbers, **Fig.53**. It should be noted that when the call setup window is first opened for the **Art.2270 GSM** module the **TEL**, **DIV1**, **DIV2** and **DIV3** fields are all grayed out, this will remain the case until the 'Start phone ID' and 'End phone ID' parameters are set on the settings window for the **Art.2270 GSM** module, refer to **Fig.46** on page 26. A reminder to set these parameters is highlighted in red at the bottom of the window, **Fig.53**.

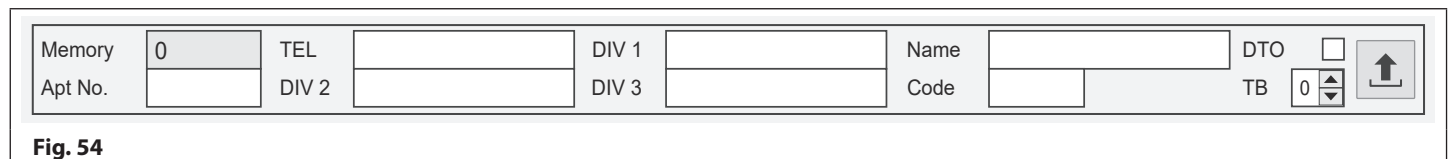


For the **Digital GSM** the layout of this window is different again. Each row consists of a memory location (0 - 499 for the 2G/3G version and 0 - 749 for the standard 4G version), **Fig.54**, this is where the user's data will be stored in the **Digital GSM** module. Each memory location has the following fields where the user's details can be entered:

- **Apt No.:** the user's apartment number.
- **TEL:** the primary telephone number.
- **DIV1, DIV2 and DIV3:** the divert numbers 1, 2 and 3 respectively.
- **Name:** the user's name.
- **Code:** the door or gate access code (6 digits max.).
- **TB:** the timeband assignment (if the timebands feature has been setup on the settings window, also see **Fig.33** and **timeband** notes on page 22). The timeband number, from 0 - 9, can be selected using the up (▲) and down (▼) buttons to the right of the field. By default this is set to timeband 0 (i.e. **ON = 00:00, OFF = 23:59**).

IMPORTANT NOTE: For the 1000 user (0 - 999) 4G Digital GSM the layout will only include - Apt No., TEL, DIV1, Name, Code, TB fields and the DTO check box.


Also included is a **DTO** check box which enables or disables the 'dial to open' feature for the numbers entered into any of the telephone number fields: **TEL**, **DIV1**, **DIV2** and **DIV3** for that row (mem. location), effectively allowing for up to 3000 **DTO numbers** (4x 000-749). By default this is disabled (unchecked) to enable this feature check the box.



At the end of each row for each of the GSM systems is an upload button that allows the specific user details for that row to be uploaded to the respective GSM module instead of uploading everything entered into the call setup window. This can be particularly useful if only minor amendments are required for an individual user.

FIND FEATURE

At the bottom of the call setup window (for all GSM versions) is a 'find' feature, refer to **Fig.51**, which allows a user's details to be located.

For the **GSM4K PRO series**, **GSMVRK series** and **Art.2270 GSM** module the call setup for a user (i.e. call button number or phone ID) can be located by entering any of the four telephone numbers (**TEL**, **DIV1**, **DIV2** or **DIV3**) or name of the user into the search field and then the search button  pressed.

In the case of the **Digital GSM** the search can be carried out using any of the telephone numbers (**TEL**, **DIV1**, **DIV2** or **DIV3**), the user's name (**Name**), apartment number (**Apt No.**) or access code (**Code**).

THE DIAL TO OPEN WINDOW (FOR THE GSM4K, GSMVRK SERIES, ART.2270 GSM MODULE & DIGITAL 4G GSM ONLY)

Unlike the **Digital GSM**, where the programmed **TEL**, **DIV1**, **DIV2** and **DIV3** can be enabled as **DTO** numbers (see previous page), the programming and setup of the 'dial to open' numbers for the **GSM4K PRO series**, **GSMVRK series** and the **Art.2270 GSM** module is carried out using the **dial to open window**.

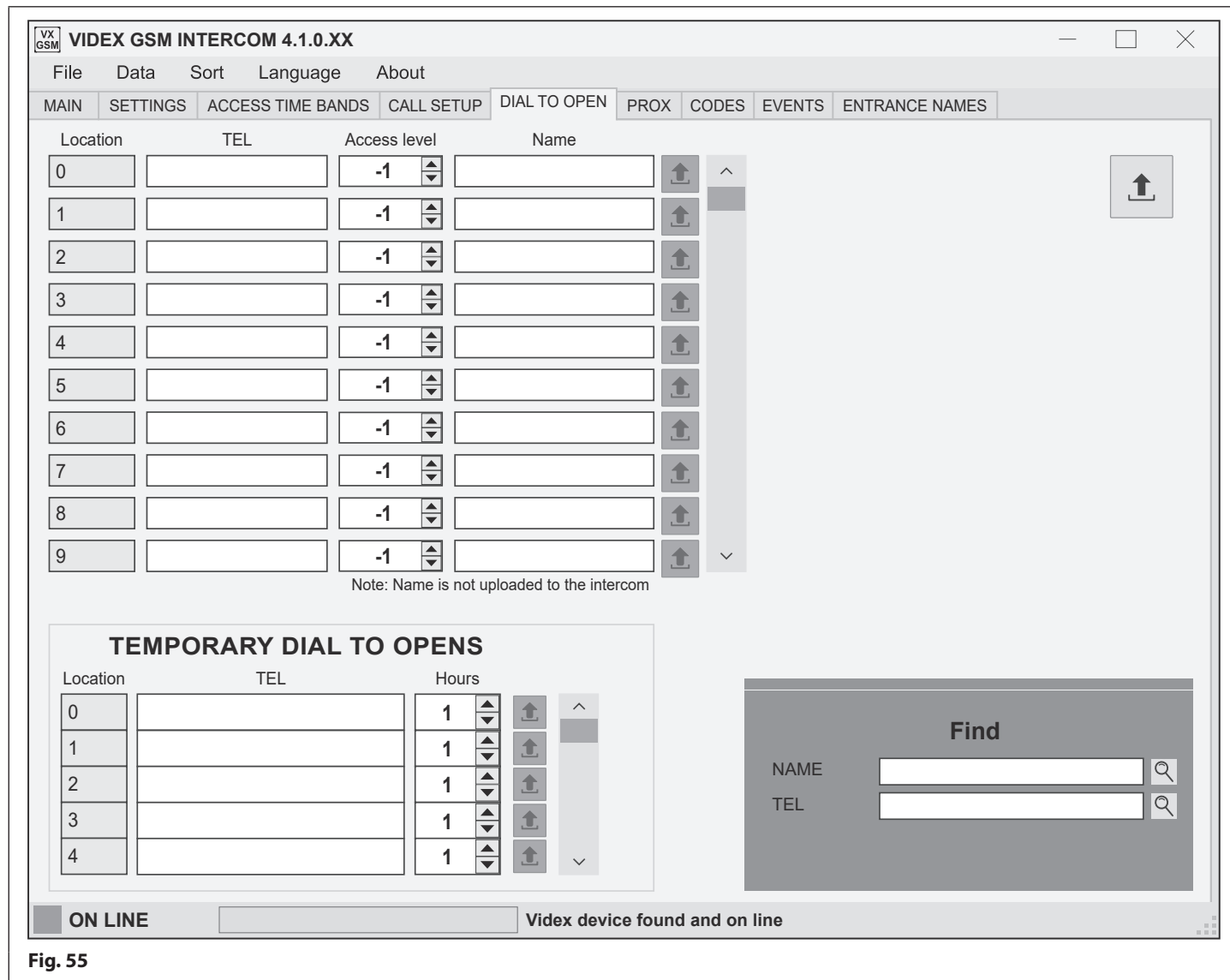
Fig.55 shows the **dial to open window** for the 4G version of the **GSM4K PRO series** intercom which includes a **temporary dial to open** section (with memory locations 0-31), in the case of the 2G and 3G versions the **temporary dial to open** section would be greyed out as these are only available for the 4G versions, which is also the case for the **GSMVRK series** module.

For the **Art.2270 GSM** module the **GSM SK** software also includes a **dial to open**, a **dial to open 2** and **dial to open 3 window** (1 for

Programming Using the PC Software

each relay). The first **dial to open window** follows the layout shown in **Fig.55**, including the access levels fields and includes the **temporary dial to open** section for the 4G version only. For **dial to open 2 and 3 windows** the access levels fields will be greyed out as these are only available for the first 1000 DTO numbers on relay 1. At the end of each row, for each version of GSM module, is an upload button so that if required only the relevant row of dial to open information is uploaded to the GSM module.

For the 4G version of the **Digital GSM** this will also feature a **temporary dial to open** section and in the case of the 2G and 3G version this would also be greyed out.



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File Data Sort Language About

MAIN SETTINGS ACCESS TIME BANDS CALL SETUP **DIAL TO OPEN** PROX CODES EVENTS ENTRANCE NAMES

Location	TEL	Access level	Name
0		-1	
1		-1	
2		-1	
3		-1	
4		-1	
5		-1	
6		-1	
7		-1	
8		-1	
9		-1	

Note: Name is not uploaded to the intercom

TEMPORARY DIAL TO OPENS

Location	TEL	Hours
0		1
1		1
2		1
3		1
4		1

Find

NAME

TEL

ON LINE Videx device found and on line

Fig. 55

On this window up to 1000 DTO numbers (0 - 999) are available for the **GSM4K PRO series**, **GSMVRK series** and the for the first relay of the **Art.2270 GSM module** (also for the **Art.2270 GSM** the **dial to open 2 and 3 window** there are only 500 DTO numbers (0-499) each). The numbers can be stored by entering the number in the **TEL** column fields (32 digits max.).

Next is the **access level** field. An access level that has been setup in the **access timebands window** can be assigned to a **dial to open** number. The access level (0 - 9) can be selected using the up (▲) and down (▼) buttons to the right of the field. By default the access level is set to -1 to indicate there is no access level assigned. As mentioned above the **access level** feature is only available for the first 1000 DTO numbers on relay 1 for the **Art.2270 GSM** module.

Next a **Name** field is included for each location so that a username can be entered.

For the **GSM4K PRO series** and **GSMVRK series** modules any number present on the **dial to open** list will be able to dial into the respective GSM module, where the GSM will end the call and then activate the GSM's onboard relay without the caller being charged for the call. For the **Art.2270 GSM** module the numbers programmed on each **dial to open** window is only able to activate it's corresponding relay, for example any numbers stored on the **dial to open 2** window will only operate relay 2 on the GSM module.

Also at the top right corner of the **dial to open window** is an upload button that allows the dial to open numbers entered to be uploaded to the respective GSM module instead.

Like the **call setup window** at the bottom of the **dial to open window** is a 'find' feature, refer to **Fig.55**, which allows a user's details to be located, searching by the user's name or telephone number.

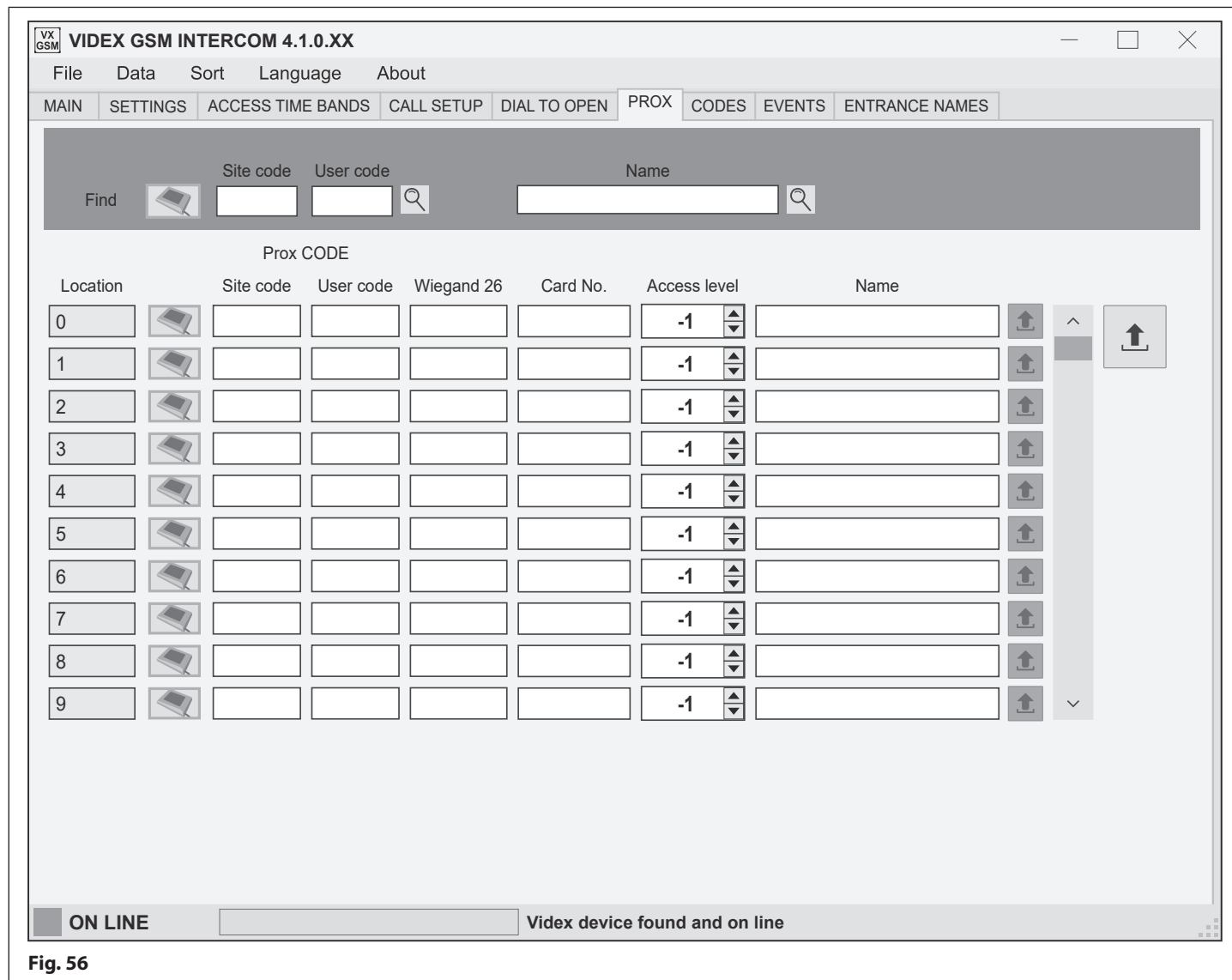
Programming Using the PC Software

IMPORTANT NOTE: The Name is only for convenience and used for the events when using the PC software and is not uploaded to the GSM module.

Also if a call is made to the GSM module from a number on the dial to open list but the number is withheld the GSM module will drop the call and no further action will be taken (the relay will not activate). This is because the GSM module will not recognise a withheld number.

THE PROX WINDOW (FOR THE GSM4K SERIES, GSMVRK SERIES, DIGITAL GSM AND ART.2270 GSM 4G VERSION ONLY)

The **prox window** layout is the same for each of the GSM systems. On this screen for the **GSM4K PRO** series and **GSMVRK** series up to 1000 fobs/cards (from location 0-999) can be programmed, while for the **Digital GSM** and the **Art.2270 GSM** module (4G versions) up to 2000 fobs/cards (from location 0-1999). see **Fig.56**.



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File Data Sort Language About

MAIN SETTINGS ACCESS TIME BANDS CALL SETUP DIAL TO OPEN **PROX** CODES EVENTS ENTRANCE NAMES

Find Site code User code Name

Prox CODE

Location	Site code	User code	Wiegand 26	Card No.	Access level	Name
0					-1	
1					-1	
2					-1	
3					-1	
4					-1	
5					-1	
6					-1	
7					-1	
8					-1	
9					-1	

ON LINE Videx device found and on line

Fig. 56

IMPORTANT NOTE: Remember that both the GSM4K PRO series and Digital GSM's have an onboard proximity reader. For the GSMVRK series module it must have a Wiegand proximity reader (VR4KPPM or XPROX reader) connected to it.

Also in order for the proximity feature to work it must be enabled on the settings window and uploaded to the GSM module (refer to **Fig.45** and notes on page 26).

Before programming fobs/cards it is important to understand the relationship between the fob format and the card number when setting up the proximity reader to check for the correct number of bytes.

- **Fobs/Cards with 5 digit number (user code):** If a proximity fob/card has no site code but a 5 digit user code (e.g. 955/T or 955/C) the fob format must be set to check for 2 bytes.
- **Fobs/Cards with 3 digit site code and 5 digit user code:** If using a fob/card with a 3 digit site code and 5 digit user code (e.g. PBX1E or PBX2) the fob format must be set to check for 2 bytes or 3 bytes.
- **Fobs/Cards programmed using the PROXE desktop reader:** If using the **PROXE** or **PROX-USB** desktop reader to program the fobs/cards the fob format can be set to check for 2, 3 or 4 bytes.

Programming Using the PC Software

Bytes Setting	Description
2 bytes	Will read all fobs/cards types programmed.
3 bytes	Will not read fobs/cards programmed with only 2 bytes (5 digit) information.
4 bytes	Will not read fobs/cards programmed with only 2 bytes (5 digit) or 3 bytes (8 digit) information.

On the prox screen it is possible to program proximity fobs/cards. Programming can be carried out in one of two ways:

- entering the fob/card number (site and user code) that is printed on the fob/card into the site code and user code fields;
- using a **PROXE** or **PROX-USB** desktop reader.

ENTERING FOB/CARD DETAILS USING SITE AND USER CODES

Place the cursor in the first site code field (location 0) and enter the site code number (if the fob/card has one) then tab across to the user field and enter the user code printed on the fob/card. When these details are entered into these fields the Wiegand 26 and card no. fields will automatically update with the card's Wiegand number and card number respectively, as shown in **Fig.57**. The cursor will then drop down to the next line (location 1) and so on.

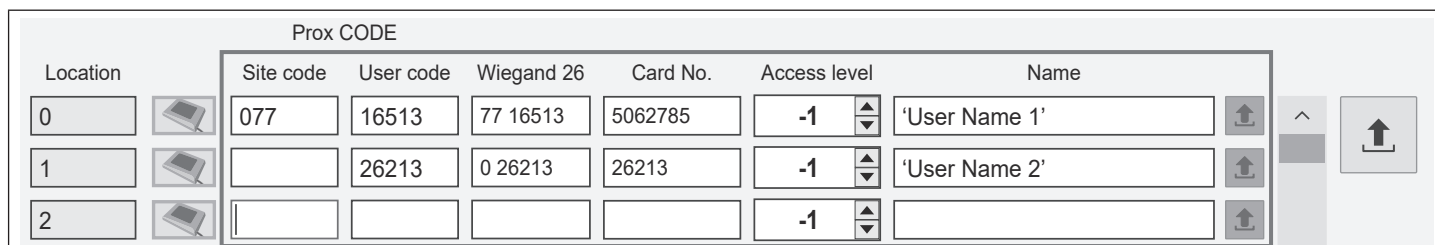


Fig. 57

The next field is for the **access level**. An access level that has been setup in the **access timebands window** can be assigned to a fob/card. The access level (0 - 9) can be selected using the up (▲) and down (▼) buttons to the right of the field. By default the access level is set to -1 to indicate there is no access level assigned (also refer to **Fig.51** and **access timeband** notes on pages 28 and 29).

The **Name** field is optional information (the user's name can be entered here for example) and is not uploaded to the GSM module, however it can still be viewed on a print out of the proximity settings or listed in the events.

If programming a fob/card with no site code (e.g. 955/T or 955/C) simply leave the site code field blank and enter the 5 digit user code which can be found on the fob/card, see **Fig.57**.

PROGRAMMING A FOB/CARD USING THE DESKTOP READER (PROXE OR PROX-USB)

On the prox screen if the column to the right of the memory location column is showing a greyed out desktop prox icon, **Fig.58**, then the desktop reader (**PROXE** or **PROX-USB**) has not been detected.

Plug the USB cable of the desktop reader into a spare USB port on the PC. If using the **PROXE** it will emit a single short beep followed by a double beep and the red LED will switch ON indicating it is ready to use.

If using the **PROX-USB** it will emit a single short beep followed by a double beep and the red 'halo' LED will switch ON and then OFF indicating it is ready to use. Only after the desktop readers have been plugged in will the desktop prox icon be highlighted, as shown in **Fig.59**. It may also be necessary to close down the **GSMSK** software and then reload it again.

To program a fob/card follow the steps below:

- Click on the desktop prox icon next to the location where the fob/card is going to be stored, as shown in **Fig.60**.

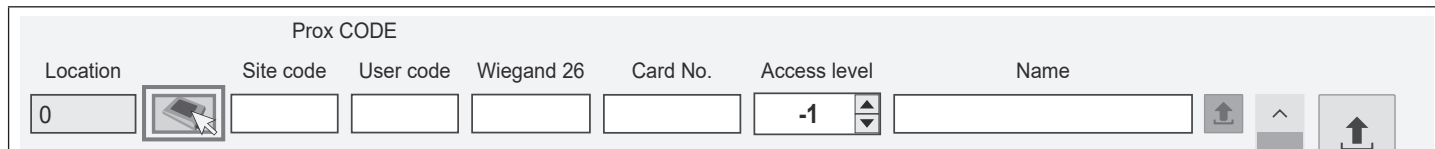


Fig. 60

- At the bottom of the prox screen (in red) the **GSMSK** software will advise '**Present the card or fob**', as shown in **Fig.61**.



Fig. 58

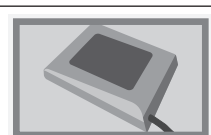
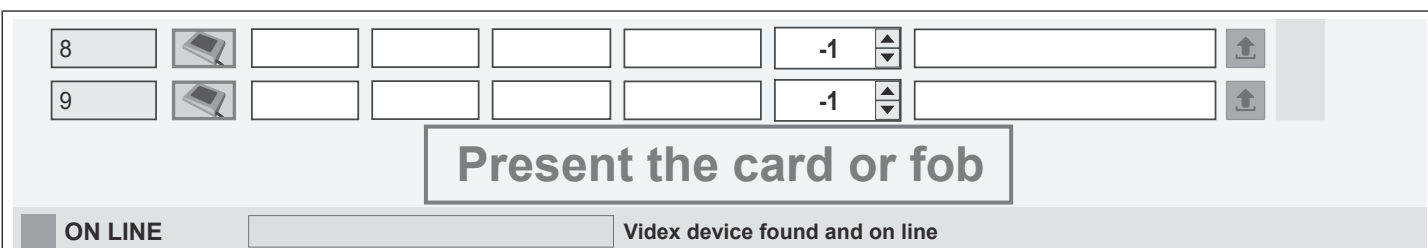


Fig. 59

Programming Using the PC Software

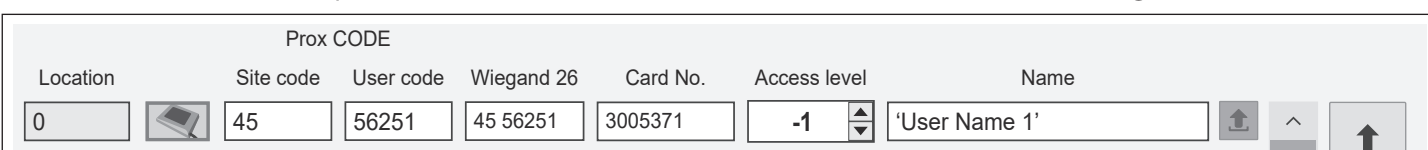


Present the card or fob

ON LINE Videx device found and on line

Fig. 61

- The green LED on the **PROXE** desktop reader will switch **ON** (for approximately 10 seconds before automatically switching **OFF** if a fob/card hasn't been presented). For the **PROX-USB** desktop reader the halo LED will illuminate amber (for approximately 10 seconds before automatically switching **OFF** if a fob/card hasn't been presented).
- Present the fob/card on the desktop reader. If using a **PROXE** desktop reader the green LED will switch **OFF**, if using the **PROX-USB** the halo LED will flash green briefly and then switch **OFF**.
- The **site code**, **user code**, **Wiegand 26** and **card no.** fields in the location that was selected will automatically update with the fob/card information (if required the user's name details can be entered into the **Name** field), see Fig.62.



Prox CODE

Location	Site code	User code	Wiegand 26	Card No.	Access level	Name
0	45	56251	45 56251	3005371	-1	'User Name 1'

Fig. 62

- If required use the up (▲) and down (▼) buttons in the **access level** field to assign an **access level** to the fob/card.
- Repeat these same steps for programming more fobs/cards.


After the required amount of fobs/cards have been programmed (following the steps above) they can be uploaded to the GSM module using either the upload button on the right hand side of the screen or by using the 'Upload Proximity keys' option from the Upload drop down list from the top menu.

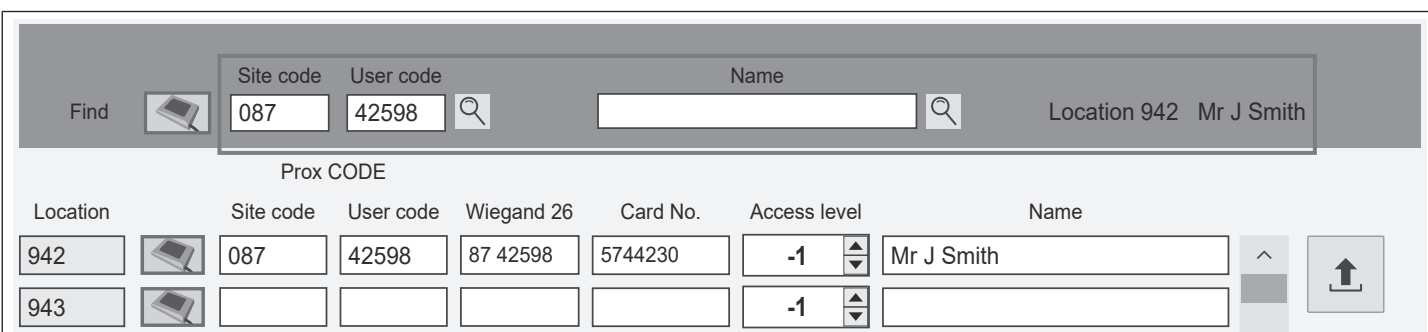
IMPORTANT NOTE: The Name is only for convenience and used for the events and is not uploaded to the GSM module. When programming using the site and user codes or by using a desktop reader the correct proximity bytes must be selected from the drop down list on the settings screen (refer to Fig.43 and notes on page 26). When using desktop readers any byte setting can be selected from the drop down list. Also the 'Enable Proximity' check box must be ticked (refer to Fig.45 and notes on page 26) and the settings uploaded to the GSM module.

FIND FOB/CARD FEATURE

The software also includes a 'find' feature located at the top of the **prox window**, refer to Fig.56 on page 32 and Fig.63 below.

The 'find' feature can search for a user's details either by **site code** and **user code** together, by just the **user code** on its own or by entering the user's name in the **name field**.

When any of these details are entered into the relevant field and the search button  pressed the prox window will jump directly to the location where the user's fob/card details are stored. In the example, Fig.63, the fob/card's **site code** and **user code** details were used to find the user's information stored in **location 942**, this is also confirmed to the right of the **name field** with the location and the user's name.



Prox CODE

Location	Site code	User code	Wiegand 26	Card No.	Access level	Name
942	087	42598	87 42598	5744230	-1	Mr J Smith
943					-1	

Fig. 63

Alternatively if a **PROXE** or **PROX-USB** is connected to the PC a search for the user details can be performed by presenting the fob/card to the desktop reader when prompted. The following steps can be used to locate the user details:

- First click on the desktop prox icon to the left of the **site code** field at the top of the prox screen, as shown in Fig.64.

Programming Using the PC Software

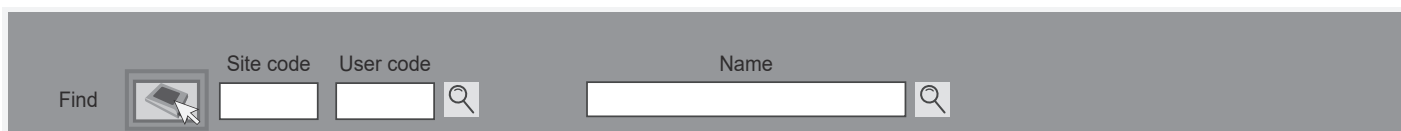


Fig. 64

- At the bottom of the prox screen (in red) the **GSM SK** software will advise '**Present the card or fob**'; refer back to **Fig.61**.
- The green LED on the **PROXE** desktop reader will switch **ON** (for approximately 10 seconds before automatically switching **OFF** if a fob/card hasn't been presented). For the **PROX-USB** desktop reader the halo LED will illuminate amber (for approximately 10 seconds before automatically switching **OFF** if a fob/card hasn't been presented).
- Present the fob/card on the desktop reader. If using a **PROXE** desktop reader the green LED will switch **OFF**, if using the **PROX-USB** the halo LED will flash green briefly and then switch **OFF**.
- The **site code** and **user code** will automatically update with the fob/card information, see **Fig.65**.

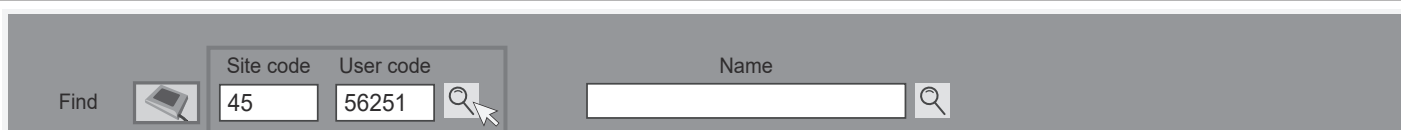

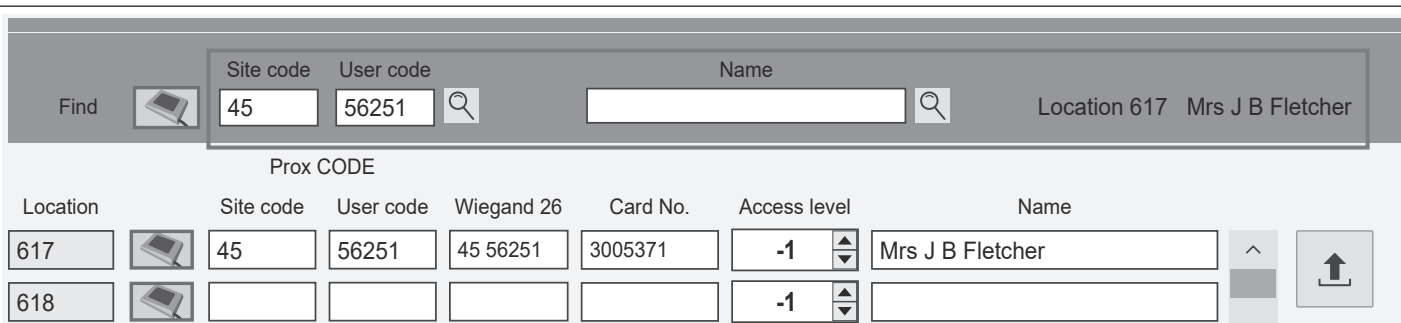



Fig. 65

- Next click on the search button . After a brief delay the location of the fob/card and user's name will appear to the right of the **name field**, **Fig.66**. Like in the previous example, **Fig.63**, the prox window will jump directly to the location where the user's fob/card details are stored.



Location	Site code	User code	Wiegand 26	Card No.	Access level	Name
617	45	56251	45 56251	3005371	-1	Mrs J B Fletcher
618					-1	

Fig. 66

IMPORTANT NOTE: If there is no fob/card to present to the desktop reader but the site code and user code is known or if a desktop reader is not being used then the site code and user code information can be entered into the respective search fields at the top of the prox window. Clicking on the search button  will then locate where the fob/card is stored and show any user name (if one was entered in the Name field) in the same way as above.



THE CODES WINDOW (FOR THE GSM4K SERIES AND ART.2270 GSM 4G VERSION ONLY)

The **codes window** is only available for the **GSM4K PRO** series intercom and the **Art.2270 GSM module** (4G version), see **Fig.67**.

The additional access code features are available to the 2G, 3G and 4G versions of the GSM PRO module when it is connected via the RS485 bus to the **Art.4903** keypad, additional information can be found in the following technical manuals and instructions:

- **GSM4KCR_66250754-EN_V1-3** (or later) for the 2G and 3G GSM versions.
- **GSM4K_66250754-4G-EN_V2-0** (or later) for the 4G GSM version.
- **2270_66251245-4G-EN_V1-1** (or later).
- **4903_66251800-EN_V1-3** (or later).

Up to 400 permanent codes (0 - 399) can be programmed and up to 32 temporary codes can be programmed (with each code between 4 to 8 digits). The codes can be setup to activate either of the keypad's onboard relays (relay 1 & relay 2) or both together, by checking the relevant check box under the relays columns (by default this is set to relay 1).

An **access level** that has been setup in the **access timebands window** can be assigned to any of the 400 permanent codes. The access level (0 - 9) can be selected using the up () and down () buttons to the right of the field. By default the access level is set to -1 to indicate there is no access level assigned. The **Name** field is optional information (the user name can be entered here for example) and is not uploaded to the GSM module, however it can still be viewed on a print out of the access code settings or listed in the events.

Programming Using the PC Software

In the **temporary codes** section up to 32 temporary codes can be allocated a time period (from 1 up to 255 hours) in which they will be active for. After this time period the temporary codes will be automatically deleted from the GSM module. By default the period is set to 1 hour, however the time period can be adjusted by entering the value required in the hours field (between 1 - 255) or by using the up (▲) and down (▼) buttons to the right of the field to make the selection.

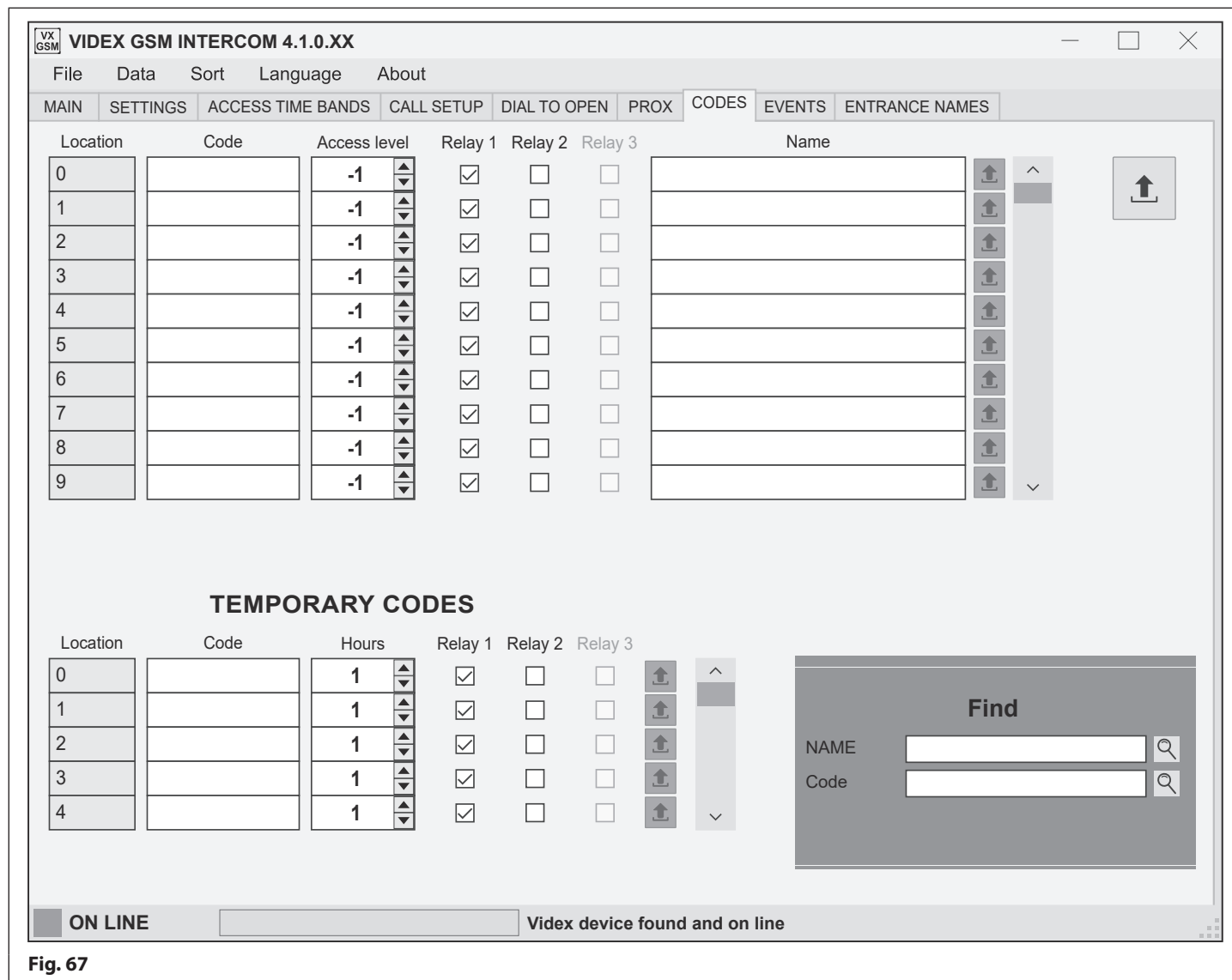


Fig. 67

STORING A PERMANENT CODE (0 - 399) OR TEMPORARY CODE (0 - 31)

To store an access code follow the steps below:

- Click on the **code field** next to the location where access code is going to be stored. Enter the access code required (between 4 to 8 digits), as shown in **Fig.68**.
- If required use the up (▲) and down (▼) buttons in the **access level** field to assign an **access level** to the code.

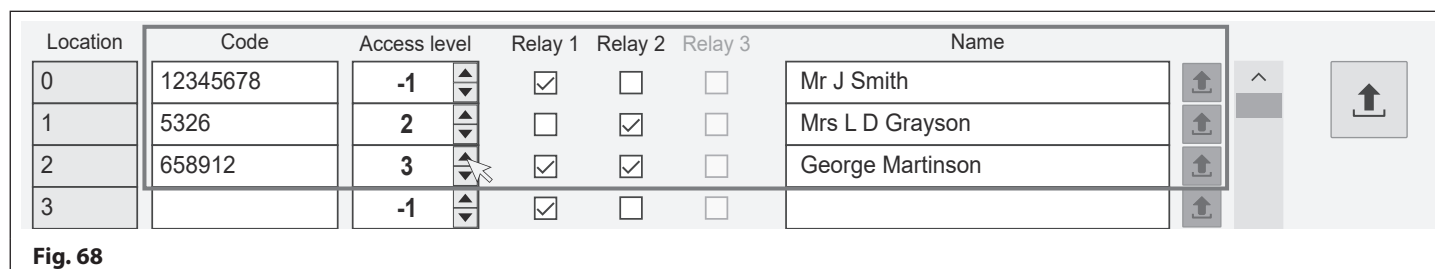


Fig. 68

- Select the relay(s) to activate by clicking the appropriate relay check box(es).
- If required enter the user's name into the **Name field** (16 characters max.).
- Repeat these same steps for programming more codes.


Programming Using the PC Software

The same steps above can be followed when programming temporary codes, however use the up (▲) and down (▼) buttons to select the time period (1 - 255 hours) that the temporary code will be active for next to the hours field.

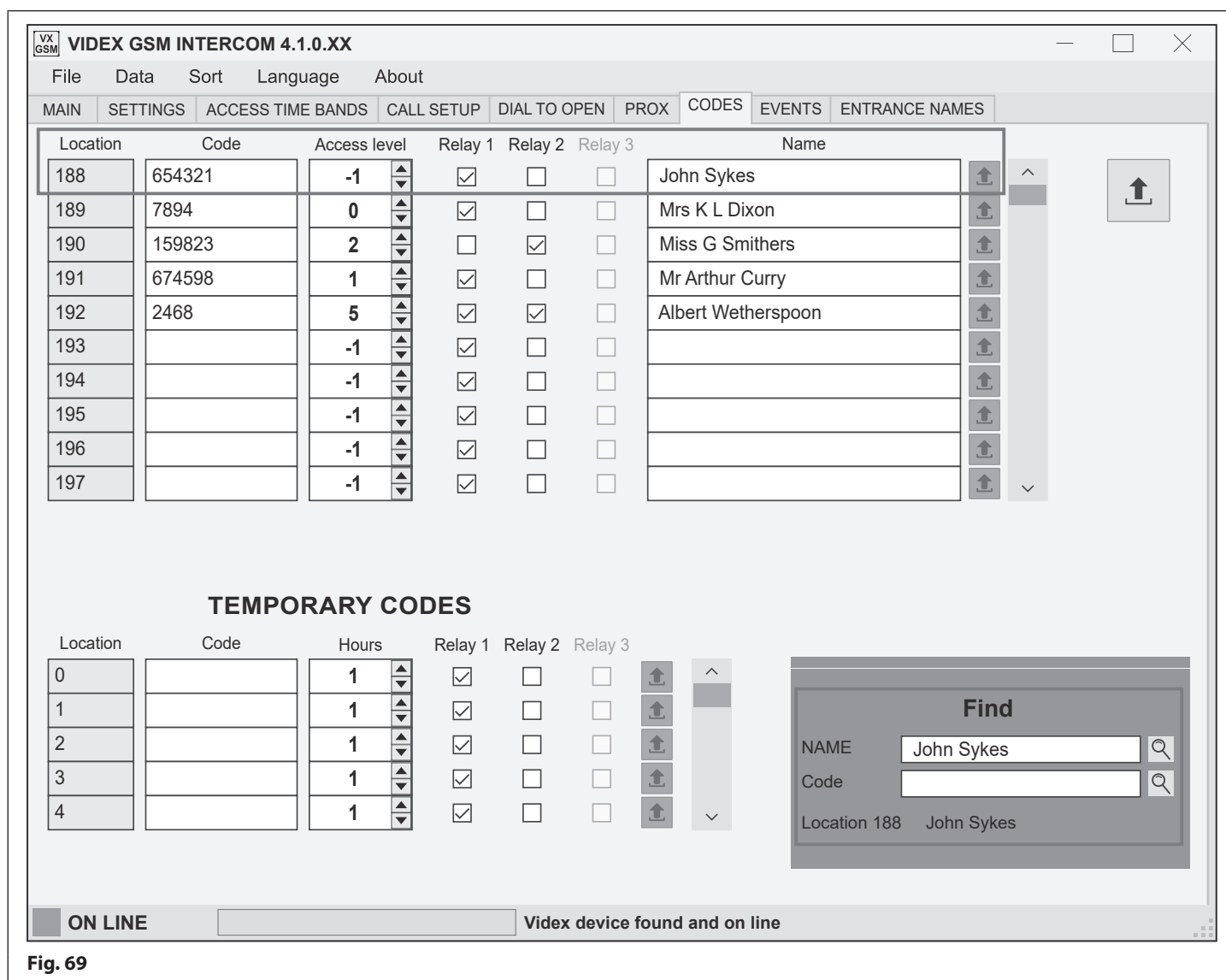
After the required amount of codes have been programmed (following the steps above) they can be uploaded to the GSM module using either the upload button on the right hand side of the screen or by using the using the 'Upload Codes' option from the Upload drop down list from the top menu.

FIND A CODE FEATURE

Like the previous programming screens the **codes window** also includes a 'find' feature located in the bottom right of the screen, refer to **Fig.69**. The 'find' feature can search for a user's details either by entering the user's access code in the **code field** or by entering the user's name in the **name field**. This feature can be useful if the location of the access code is unknown and needs to be deleted from the GSM module, the code can be located first, then once found can be deleted from the GSM module.

When any of these details are entered into the relevant field and the search button  pressed the **code window** will jump directly to the location where the user's code is stored and display the location and the name associated with the code.

In the example, **Fig.69** below, the user's name was used to find the user's **access code** which was stored in **location 188**, this is confirmed just below the **Name** and **code** search fields. The top half of the code window has jumped the **location 188** to show the user's **access code** details (code, access level, relay to activate and user's name).



VIDEX GSM INTERCOM 4.1.0.XX

File Data Sort Language About


MAIN SETTINGS ACCESS TIME BANDS CALL SETUP DIAL TO OPEN PROX **CODES** EVENTS ENTRANCE NAMES


Location	Code	Access level	Relay 1	Relay 2	Relay 3	Name
188	654321	-1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	John Sykes
189	7894	0	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Mrs K L Dixon
190	159823	2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Miss G Smithers
191	674598	1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Mr Arthur Curry
192	2468	5	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Albert Wetherspoon
193		-1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
194		-1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
195		-1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
196		-1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
197		-1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

TEMPORARY CODES

Location	Code	Hours	Relay 1	Relay 2	Relay 3
0		1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1		1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2		1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3		1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4		1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Find

NAME 

Code 

Location 188 John Sykes

ON LINE

Fig. 69

THE EVENTS WINDOW

The events window layout is the same for each of the GSM systems, refer to **Fig.70**.

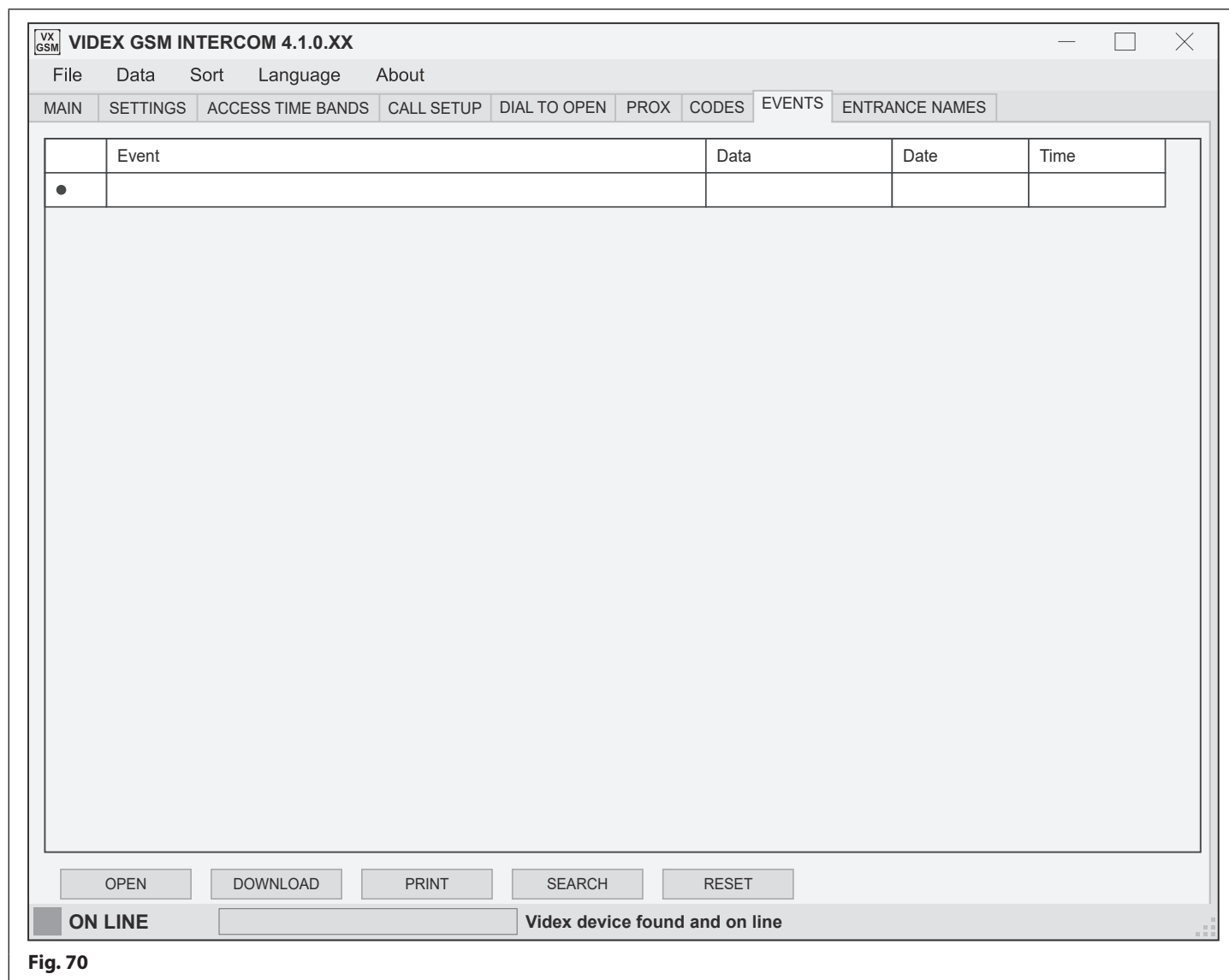


Fig. 70

Initially the events screen will be blank and will not populate with any stored events until a download of events has been completed using the 'download' button at the bottom of the screen.

IMPORTANT NOTE: Please keep in mind that the events screen only displays stored events that have been downloaded from the GSM module and is not a 'real time' events log.

The events screen displays the following:

- **Event:** shows the event that has occurred which is stored in the GSM module.
- **Data:** shows relevant user information that relates directly with the event that has occurred (e.g. if the event displayed is 'calling number' then the data shown will be the apartment number that was called).
- **Date:** is the date that the event occurred.
- **Time:** is the time that the event occurred.

The **GSM4K PRO series** and **GSMVRK series** modules can log up to 4000 events while the **Digital GSM** and the **Art.2270 GSM** module can log up to 8000 events. These stored events can be downloaded from the GSM module and viewed on this screen. Along the bottom of the events screen are 5 buttons from where it is possible to perform the following task:

- **OPEN:** open up any event log that has previously been saved.
- **DOWNLOAD:** download, save and view the stored events from the GSM module.
- **PRINT:** print off a copy of the events.
- **SEARCH:** search for a specific event.
- **RESET:** resets the event logger.

Programming Using the PC Software

OPEN A PREVIOUSLY SAVED EVENT LOG

Follow the steps below to open a saved events log:

- First click on the '**OPEN**' button at the bottom left of the events screen (see **Fig.70**).
- The '**XML open**' window will appear, as shown in **Fig.71**, locate the file location of the saved event log (these are saved as XML documents).
- Select the file and click the '**OPEN**' button, alternatively to cancel the operation click on the '**CANCEL**' button.
- The events screen will display with the saved event log.

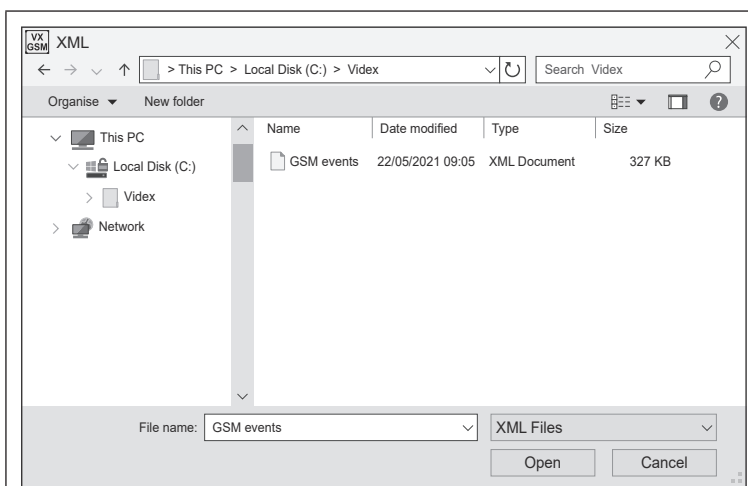


Fig. 71

DOWNLOAD AN EVENT LOG STORED IN THE GSM MODULE

Follow the steps below to download and save an events log from the GSM module:

- First click on the '**DOWNLOAD**' button at the bottom of the events screen (see **Fig.70**).
- The '**Save As**' window will appear, as shown in **Fig.72**, select a location of where to save the event log (the file will be saved as an XML document).
- Click on the '**SAVE**' button, alternatively to cancel the operation click on the '**CANCEL**' button.
- The event log will be downloaded from the GSM module and saved in the designated file location;
- Once the event log has been saved the '**clear the downloaded events**' prompt window will appear, as shown in **Fig.73**.
- If the events currently stored in the GSM module need to be cleared (and deleted) from the GSM intercom click on the '**YES**' button, if not click on the '**NO**' button (the stored events will still be retained in the GSM's event log memory).

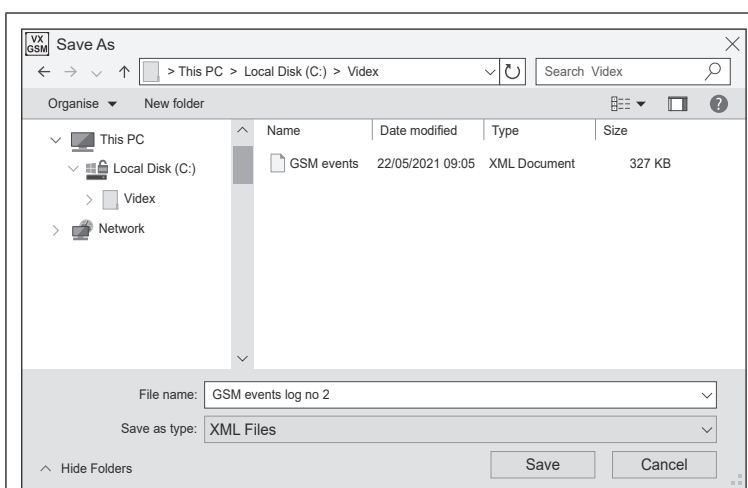


Fig. 72

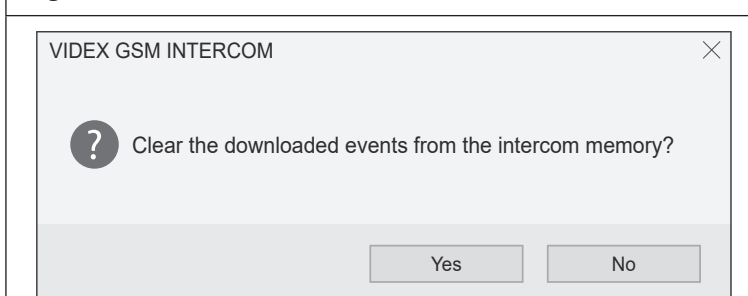


Fig. 73

IMPORTANT NOTE: ONCE THE GSM'S EVENT LOG MEMORY HAS BEEN CLEARED/DELETED IT WILL NOT BE POSSIBLE TO RETRIEVE THIS INFORMATION AGAIN FROM THE MODULE UNTIL A NEW SERIES OF EVENTS HAS BEEN LOGGED. IT IS THEREFORE RECOMMENDED THAT ANY STORED EVENTS BE DOWNLOADED FIRST (AND SAVED) FROM THE MODULE. ONCE THESE EVENTS HAVE BEEN SAVED THEY CAN BE OPENED, SEARCHED AND PRINTED OFF AS REQUIRED.

The recently downloaded events from the GSM module will be displayed on the main **events window**, as shown in **Fig.74**.

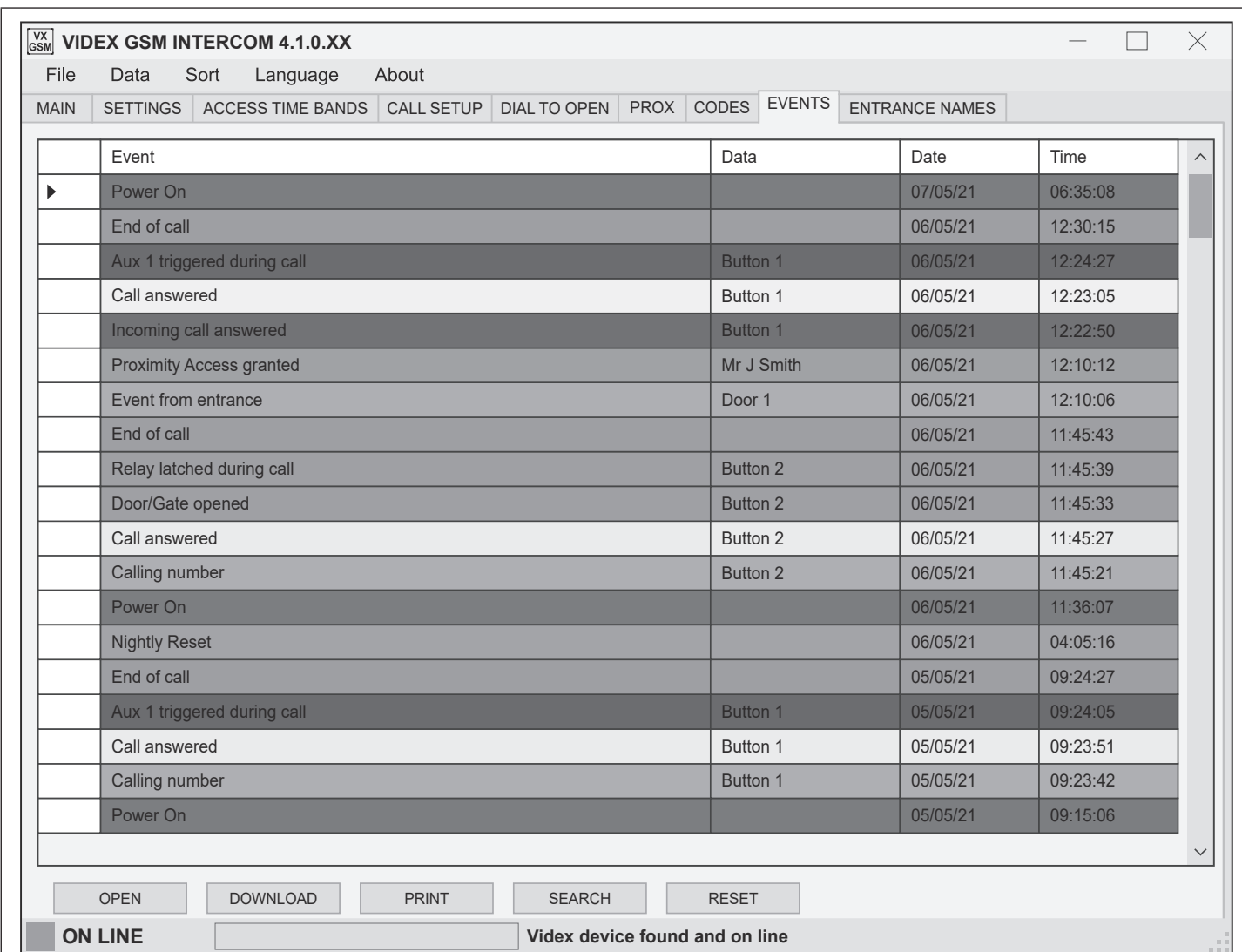


Fig. 74

PRINT AN EVENT LOG

A copy of the saved event log or recently downloaded event log can be printed off.

To do this first follow the **OPEN** or **DOWNLOAD** steps described on the previous page, then follow the steps below:

- At the bottom of the events screen click on the 'PRINT' button (see Fig.74).
- After a brief delay the print window will appear, see Fig.75, displaying the list of events. Use the left (<) and right (>) buttons at the top of the window to scroll through the pages of events.

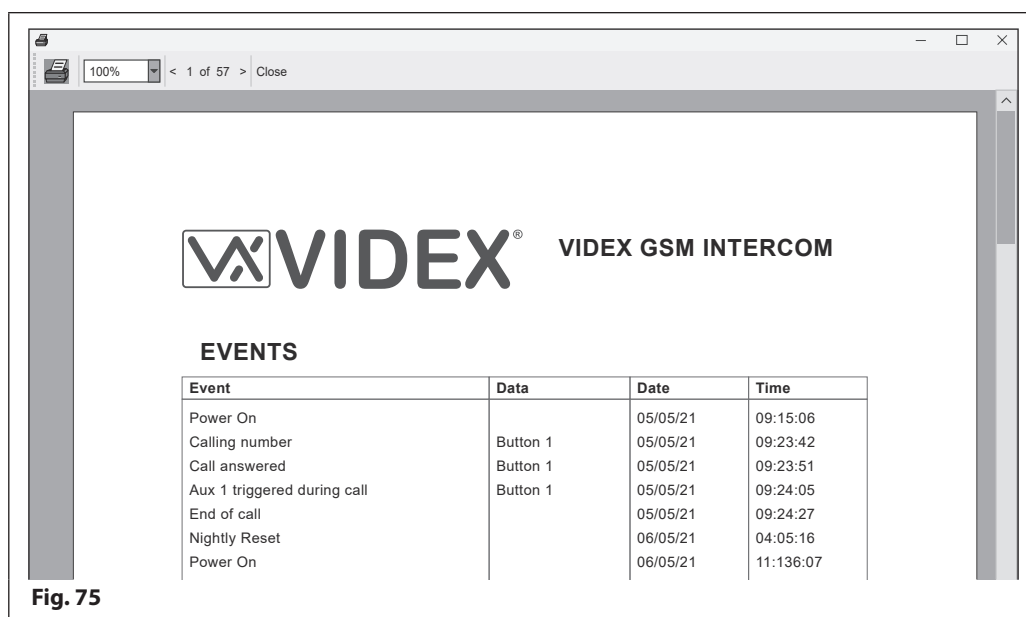


Fig. 75

- To print a copy click on the printer icon  to select a printer connected to the PC or to cancel click on the 'CLOSE' button.

Programming Using the PC Software

SEARCH FOR AN EVENT

The event search feature can be used to search for specific events from a recently opened or downloaded event log. To do this follow the steps below:

- Click on the **'SEARCH'** button at the bottom of the events screen (see **Fig.74**).
- After a brief delay the event search window will appear, **Fig.76**.
- The event search window allows the user to search for an event from a specific date and time (**start**), to a specific date and time (**end**). The default time period shown is always the date the event search window was opened with a time period from **00:00:00** to **23:59:59**.

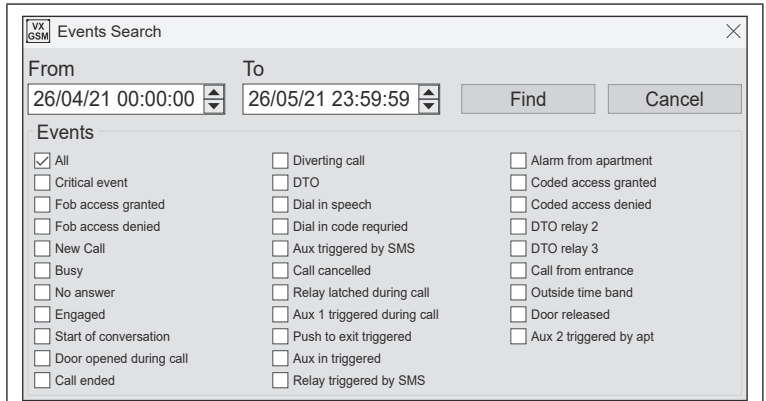


Fig. 76

- Click on the **FROM** and **TO** fields to select the date & time and use the up (▲) and down (▼) buttons to the right of the field to adjust the date & time required.
- There are 31 available events listed to choose from by ticking the check box to the left of the event required (by default the **'ALL'** check box is ticked). It is also possible to search for more than one specific event by ticking the required check box.
- Once the **FROM** and **TO** date and time periods have been set, and the required events have been ticked, simply click on the **FIND** button (if no further action is required click on the **'CANCEL'** button to exit out of the event search function).
- After a brief delay the events search window will disappear and the main events screen will update with the event or events that were selected in the events search window.
- If a print out of the searched events is required click on the **'PRINT'** button at the bottom of the event screen then follow the **'PRINT AN EVENT LOG'** steps described on the previous page.

RESET THE EVENTS SCREEN

The events shown on the events screen (after a recent events search) can be reset back to display all the events that were originally downloaded from the GSM's event logger by clicking on the **'RESET'** button at the bottom of the screen (see **Fig.74**). This will only reset the events shown on the screen, it won't clear the events actually stored in the GSM intercom (refer to notes on downloading an event log on page 39).

MANAGING GSM EVENTS REMOTELY

Users can also remotely monitor events in real-time from anyone of the GSM modules using VIDEX's web browser based events application. These events can then be viewed on any device such as a tablet, smartphone, laptop and PC.

Further details on how to register an online profile for this application can be found on the website: www.videxevents.co.uk

⚠ IMPORTANT NOTE: THE SIM CARD USED IN THE GSM MODULE REQUIRES A DATA PACKAGE TO BE INCLUDED IN ORDER TO SEND THE EVENTS TO THE SERVER. SETUP OF THE SYSTEM ONLY REQUIRES A FEW SHORT STEPS AND HELP ON THIS CAN BE FOUND ONCE REGISTERED AND LOGGED IN (ALSO SEE STEPS BELOW).

The steps below is a guide on how to setup a GSM to allow event communication between the GSM module and events webpage:

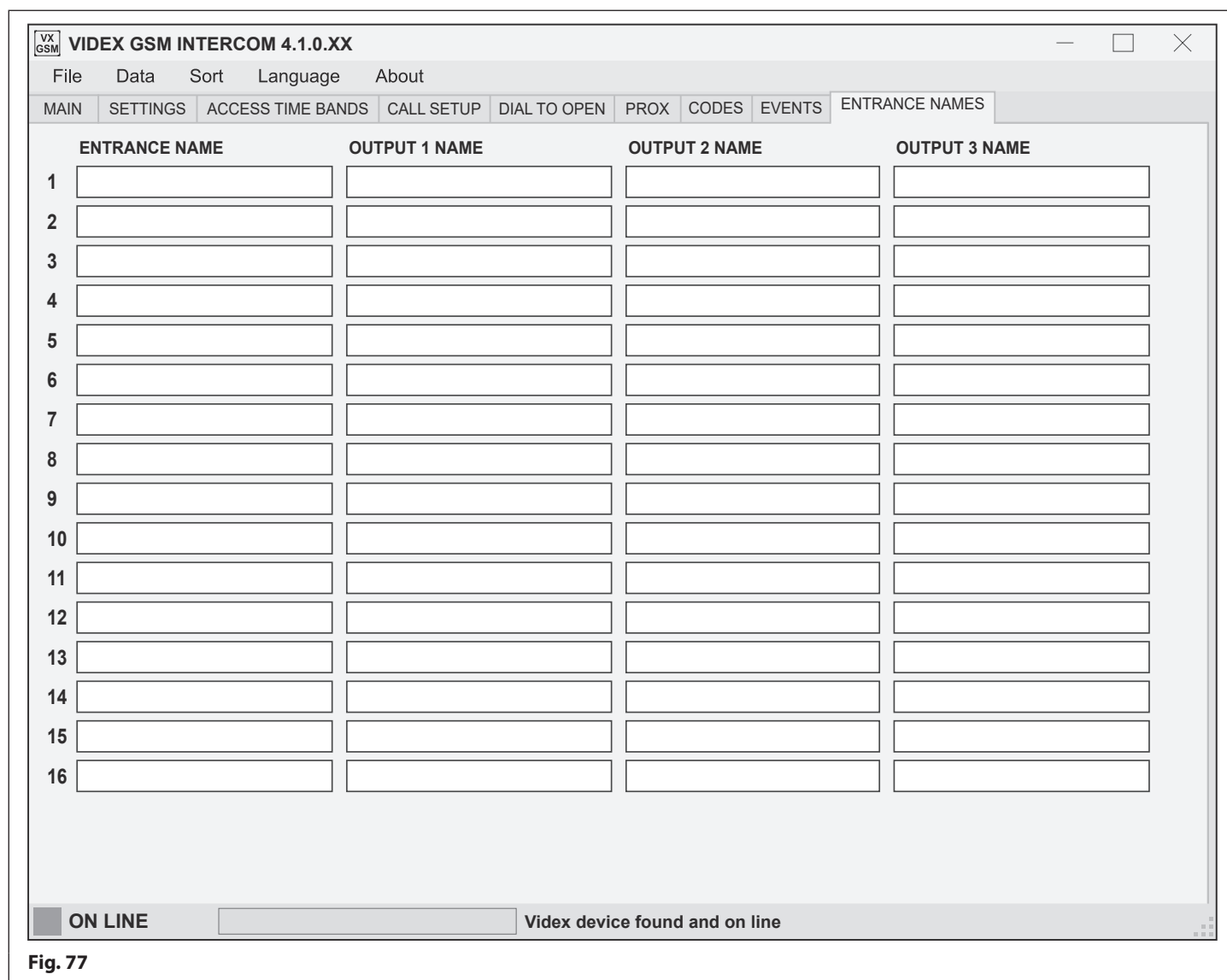
- From the **'My Modules'** page select **'Add new unit'**.
- Send the following SMS message to the GSM hardware to obtain it's unique 15 digit **IMEI** number:
 - 1111IME?** (please note: **1111** is the default engineers code)
- Complete the following fields:
 - IMEI** - 15 digit number obtained from **step 2**.
 - Description** - e.g. Videx Front Door.
 - Model** - Select a GSM model from the available drop down list.
 - Username** - Create a **username** for the GSM module - minimum 6 characters.
 - Password** - Create a **password** for the GSM module - minimum 6 characters.
- Press the **'Register'** button and you will be returned back to the **'My modules'** page where the GSM module will now be listed.
- Next send the following SMS message to the GSM module replacing **'username'** and **'password'** with the credentials created in **step 3**:
 - 1111PAS"username"/password"?**

Programming Using the PC Software

6. Determine the SIM card network providers **APN**, **username** and **password** details. This can usually be found on the network providers website (also refer to the table of **APN** details for the most common network providers in the UK on page 17).
7. Next send the following SMS message to the GSM module replacing the **APN**, **username** and **password** with the correct network providers information:
 - 1111APN"APN""username""password"?
 e.g. the SMS message for an O2 payandgo would be 1111APN"payandgo.o2.co.uk""payandgo""password"?
 (refer to **APN table** with other network providers APN information on page 17).
8. Finally to enable sending of events, send the following command to the GSM module:
 - 1111ENE01?

THE ENTRANCE NAMES WINDOW

The **entrance names window** layout is the same for each of the GSM systems (**GSM4K PRO series**, **GSMVRK series**, the **Digital GSM series** and the **Art.2270 GSM module**), refer to **Fig.77**.



	ENTRANCE NAME	OUTPUT 1 NAME	OUTPUT 2 NAME	OUTPUT 3 NAME
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				

ON LINE Videx device found and on line

The **entrance name** and **output name** fields 1, 2 and 3 can each have up to 16 characters in length.

For a **GSM4K PRO series** module the **entrance name** can be used to help identify the GSM module as an entrance and any additional devices such as an **Art.4903** keypad and/or **Art.4850R** expansion reader on the RS485 bus as additional entrances on the system.

For the **GSMVRK series** and **Digital GSM series** modules the entrance name, like the **GSM4K PRO series**, can be used to help identify the GSM modules as an entrance on a system.

For an **Art.2270 GSM** module the **entrance name** can be used to help identify up to 16 entry panels connected to the GSM module via the L and - databus.

In each of the cases described above the **output name** fields 1, 2 and 3 can be used to identify when an output of the GSM module,

Programming Using the PC Software

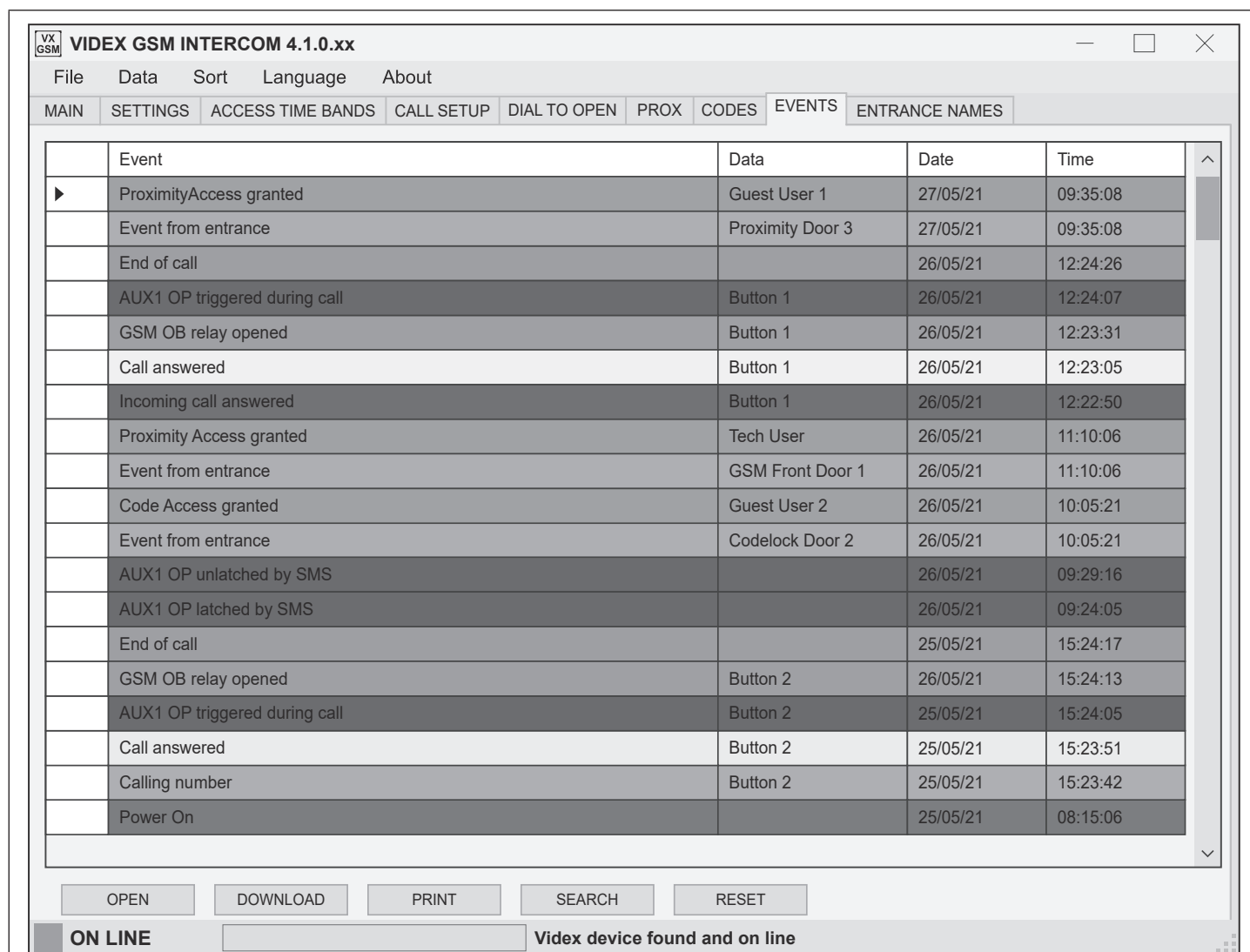
i.e. the onboard relay(s) or auxiliary output(s), have been activated. For example on a **GSM4K PRO series** intercom **output name 1** can be used to identify the GSM's onboard relay, while **output names 2 and 3** can be used to identify auxiliary outputs 1 and 2 respectively. The use of the **entrance names** and **output names** can be useful when trying to identify specific logged events that have been downloaded from a GSM module.

For example a **GSM4K PRO series** GSM intercom (**Art.4810**) could be connected via the RS485 bus to an **Art4903** keypad (setup as device **ID.2**) and an **Art.4850R** expansion proximity reader (setup as device **ID.3**). The details of the GSM module (the GSM's relay and auxiliary outputs) and both the **Art.4903** keypad and **Art.4850R** proximity reader have been entered into the appropriate name fields on the **entrance names window**, as shown in **Fig.78**.

	ENTRANCE NAME	OUTPUT 1 NAME	OUTPUT 2 NAME	OUTPUT 3 NAME
1	GSM Front Door 1	GSM OB relay	AUX1 OP	AUX2 OP
2	Codelock Door 2			
3	Proximity Door 3			

Fig. 78

After a series of events on the GSM system and these events then downloaded from the **GSM4K PRO series** module, **Fig.79**, we can easily identify when the GSM's onboard relay (**GSM OB relay**) and auxiliary output 1 on the GSM (**AUX1 OP**) were activated. We can also identify that the GSM's onboard proximity reader was activated and who activated it (**GSM Front Door 1**, activated by **Tech User**), also shown is when the **Art.4903** keypad (**Codelock Door 2**) and the **Art.4850R** proximity reader (**Proximity Door 3**) were activated and by who (**Guest User 2** and **Guest User 1** respectively).



Event	Data	Date	Time
ProximityAccess granted	Guest User 1	27/05/21	09:35:08
Event from entrance	Proximity Door 3	27/05/21	09:35:08
End of call		26/05/21	12:24:26
AUX1 OP triggered during call	Button 1	26/05/21	12:24:07
GSM OB relay opened	Button 1	26/05/21	12:23:31
Call answered	Button 1	26/05/21	12:23:05
Incoming call answered	Button 1	26/05/21	12:22:50
Proximity Access granted	Tech User	26/05/21	11:10:06
Event from entrance	GSM Front Door 1	26/05/21	11:10:06
Code Access granted	Guest User 2	26/05/21	10:05:21
Event from entrance	Codelock Door 2	26/05/21	10:05:21
AUX1 OP unlatched by SMS		26/05/21	09:29:16
AUX1 OP latched by SMS		26/05/21	09:24:05
End of call		25/05/21	15:24:17
GSM OB relay opened	Button 2	26/05/21	15:24:13
AUX1 OP triggered during call	Button 2	25/05/21	15:24:05
Call answered	Button 2	25/05/21	15:23:51
Calling number	Button 2	25/05/21	15:23:42
Power On		25/05/21	08:15:06

Fig. 79

Draw & Edit Icons on the Screens Window

THE SCREENS WINDOW (FOR THE DIGITAL GSM ONLY)

The **screens window** can be selected by clicking on the tab at the top of the main programmer window. This programming feature is **not** available for the **GSM4K PRO series**, **GSMVRK series** and the **Art.2270 GSM** series modules. The **screens window** consists of an editable 128x64 pixel area (a blue grid which coincides with the size of the digital GSM's graphical display). It has vertical and horizontal image adjustment bars (in grey) that run along the top and down the left hand side of the pixel area and 16 edit icons down the right hand side, see **Fig.80**.

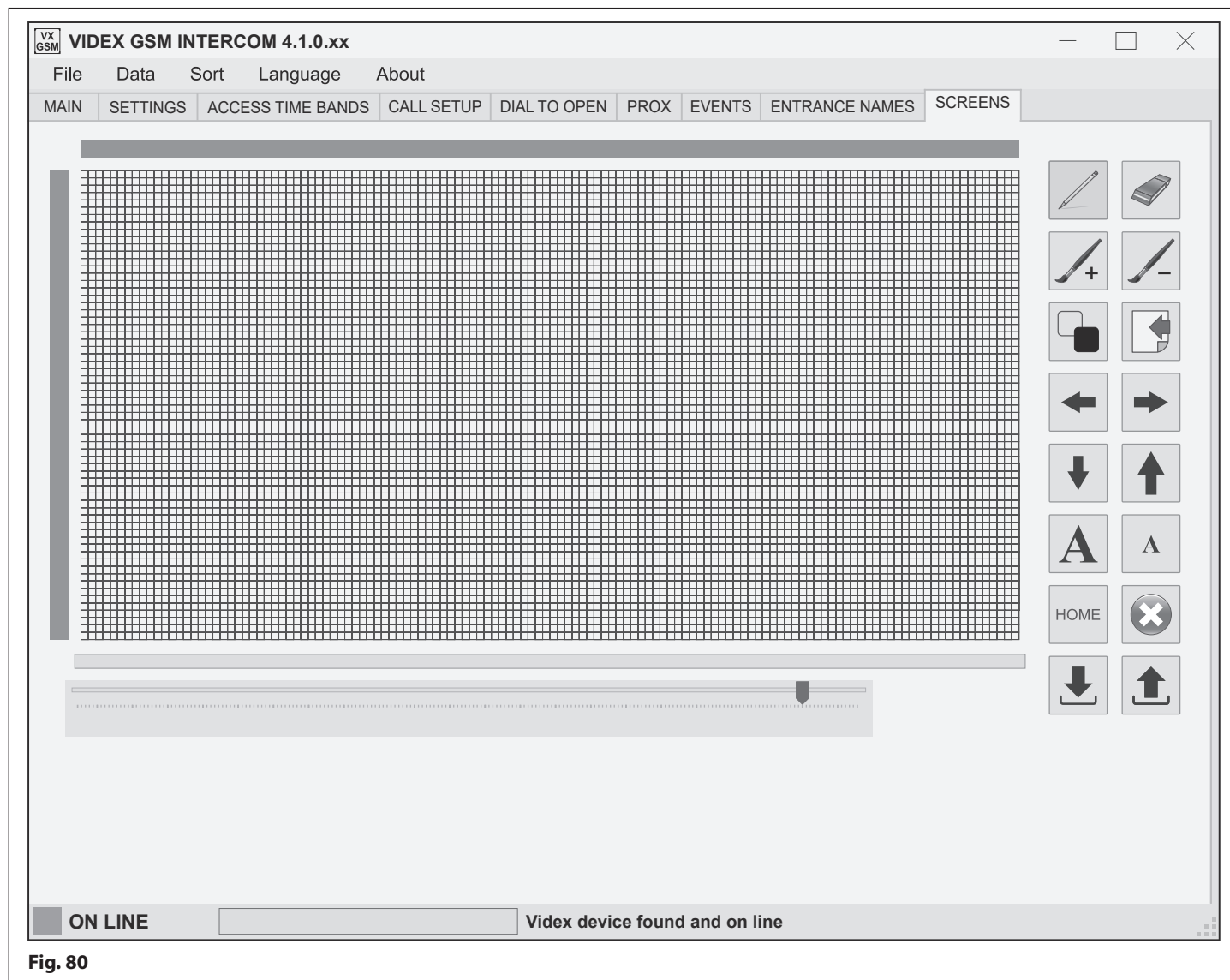


Fig. 80

Below the editing area is a resolution bar to increase or decrease the resolution of the image, see **Fig.80**. Using the blue slide adjustment and moving it left will reduce the pixels of the image and moving it to the right will increase the pixels of the image.

THE EDIT ICONS

The edit icons down the right hand side of the logo screen can be used to edit an imported image or create a new logo.



Draw Icon - The draw icon will allow the user to draw an image, logo or shape by individual pixels:

- First highlight and click on the draw icon.
- Next click and hold down the left mouse button and move the cursor (within the editing area) to draw a continuous line or.
- To draw an individual pixel move the cursor to the relevant pixel in the editing area and click the left mouse button once, **Fig.81**.

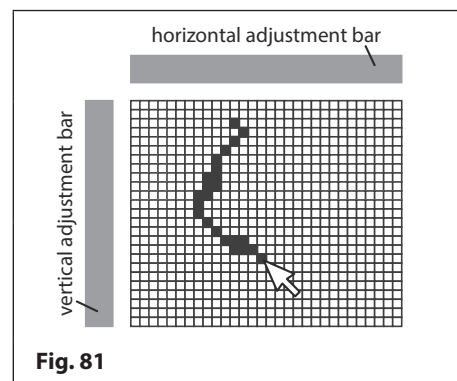


Fig. 81

Draw & Edit Icons on the Screens Window



Erase Icon - The erase icon will allow the user to delete individual pixels one at a time:

- First highlight and click on the erase icon.
- Next click and hold down the left mouse button and move the cursor (within the editing area) to erase/delete a continuous line or.
- To delete an individual pixel move the cursor to the relevant pixel in the editing area and click the left mouse button once, **Fig.82**.

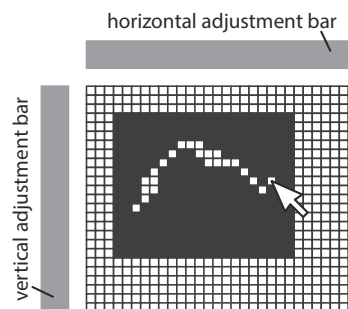


Fig. 82



Draw Box Icon - The draw box icon allows the user to draw a box larger than an individual pixel (with no size constraints other than the size of the 128x64 screen):

- First highlight and click on the draw box icon.
- Next click and hold down the left mouse button and move the cursor (within the editing area) to create a box, **Fig.83**.

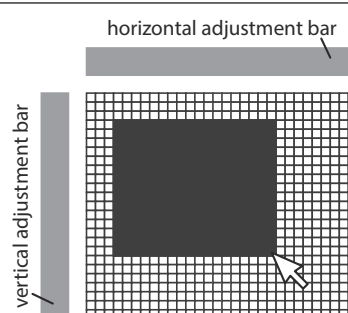


Fig. 83



Erase Box Icon - The erase box icon allows the user to delete a box larger than an individual pixel (with no size constraints other than the size of the 128x64 screen):

- First highlight and click on the erase box icon.
- Next click and hold down the left mouse button and move the cursor (within the editing area) to delete a box, **Fig.84**.

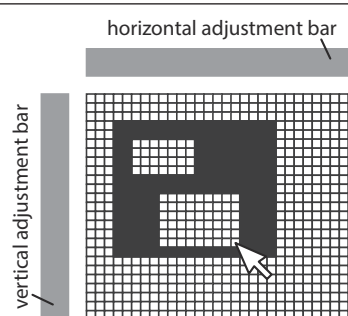


Fig. 84



Reverse Icon - The reverse icon will change the appearance of the image in the editing area. Any dark areas will become light and any light areas will become dark.

- Import or create an image (see notes below), as shown in **Fig.85**.
- Next highlight and click on the reverse icon, as shown in **Fig.86**.

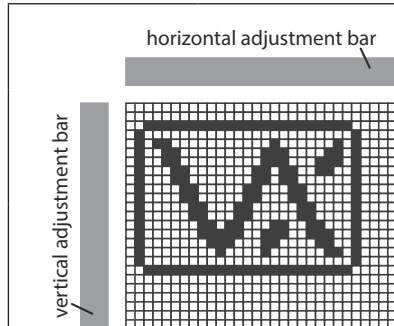


Fig. 85

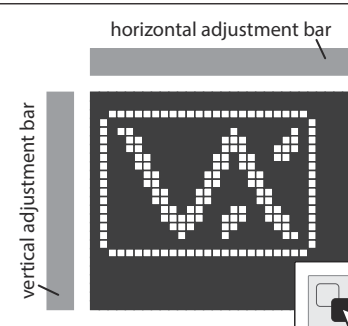


Fig. 86



Import Icon - The import icon allows the user to import an image or logo in the following file formats: **.bmp**, **.jpg** or **.png**. into the main editing area:

- First highlight and click on the import icon.
- When the open window appears locate the file and click the 'OPEN' button.
- The imported image will appear in the main editing area, **Fig.85**.

IMPORTANT NOTE: It may be necessary to scale down the image size to 128x64 pixels before importing it into the main editing area especially if it is a high resolution image. The reason for this is that the detail in higher resolution images may be lost when importing. Any third party image software (e.g. Microsoft Paint, Adobe Illustrator, Coral Draw etc.) can be used to do this so long as the file is saved in one of the 3 file formats mentioned above. If necessary the resolution bar below the editing area can be used to refine the pixel resolution of the image imported (see **Fig.80** and notes on previous page).

Draw & Edit Icons on the Screens Window



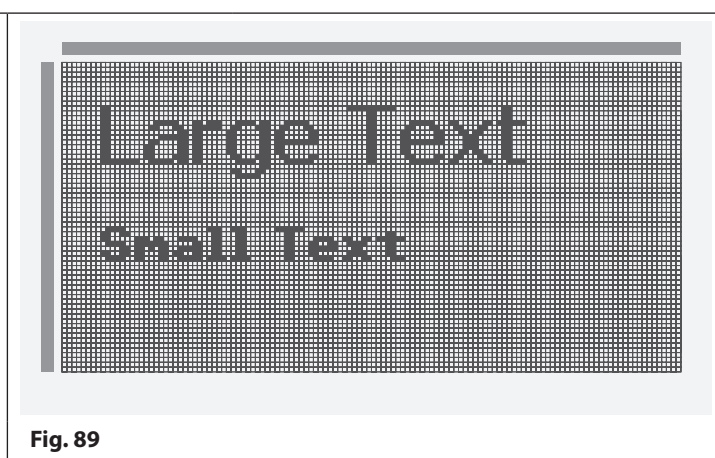
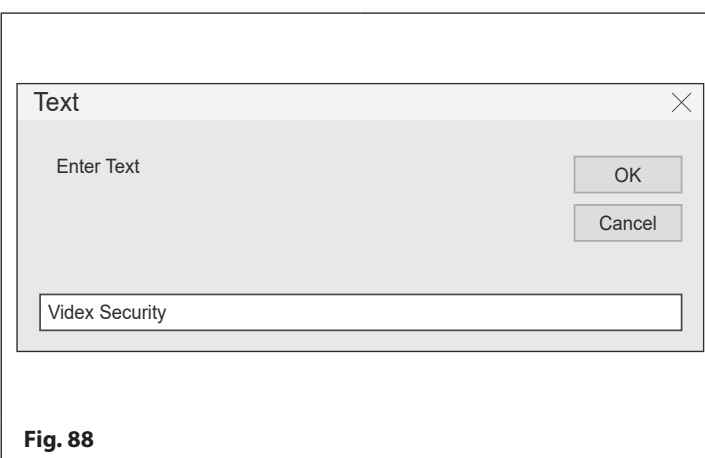
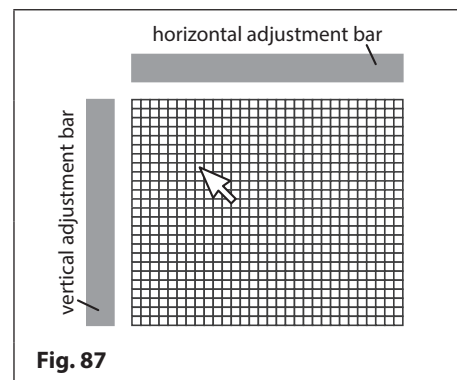
Justify Image Icons - The justify icons will allow the user to move the image or object within the editing area left (←), right (→), down (↓) and up (↑).



Text Icons - There are two text icons, one to enter large text and one to enter small text into the main editing area. The text entered will be the text that will be shown on the **Digital GSM's** display, 2nd home screen:



- First highlight and click on the required text icon.
- Next move the cursor onto the main editing area and position the pointer to where the text will be located, as shown in **Fig.87**.
- Once the desired position has been located click the left mouse button and the text window will appear, as shown in **Fig.88**.
- Type the required text into the field at the bottom of the text window and click on the 'OK' button or to exit click on the 'CANCEL' button.
- The text entered into the field will appear in the main editing area where the pointer was last positioned, as shown in **Fig.89**.



Home Screen Toggle Icon - This icon allows the user to switch between the GSM's default home (welcome) screen and the 2nd home screen so that any edits can be made to the image in the main editing area. The default home (welcome) screen is displayed after the GSM is first powered up.



Clear Image Icon - This icon allows the user to clear the current image/logo displayed in the main editing area.

IMPORTANT NOTE: Please note that this does not delete any image/logo currently stored in the Digital GSM panel, it merely clears the main editing area.



Download to PC Icon - This icon allows the user to download the currently stored image/logo (either the GSM's default home (welcome) screen or a stored image/logo used as the 2nd home screen).



Upload to Panel Icon - This icon allows the user to upload the current image/logo shown in the main editing area back into the digital GSM panel. The image/logo uploaded to the panel will be displayed as the default home (welcome) screen and/or the 2nd home screen on the panel's graphical display.

The following example shows how to import an image/logo, toggle between the home screen images in the main editing area, download the default home (welcome) screen and then upload the images back into the **Digital GSM** panel.

1. Click on the import icon. When the open window appears locate the required image (logo etc.) and click on the 'OPEN' button to import the file, **Fig.90**.
2. Next click on the home screen icon. The size of the main editing area will change to 128x48 pixels, as shown in **Fig.91**.
3. Next click on the download icon and the default home (welcome) screen from the **Digital GSM** will be downloaded and appear in the main editing area, as shown in **Fig.92**.
4. Make any edits required using the edit icons previously described on pages 43 - 44 and above.
5. Next click on the home screen icon to switch back to the imported image/logo from step 1, as shown in **Fig.93**.
6. Make any edits required using the edit icons previously described on pages 43 - 44 and above.

Draw & Edit Icons on the Screens Window

7. Click on the home screen icon to switch back to the default home (welcome) screen and then click on the upload to panel icon, as shown in **Fig.94**. This image/logo will be uploaded back into the panel (including any edits made to it from step 4).
8. Click on the home screen icon again to toggle back to the imported image/logo from step 1 and then click on the upload to panel icon, as shown in **Fig.95**. This image/logo will be uploaded back into the panel (including any edits made to it from step 6).

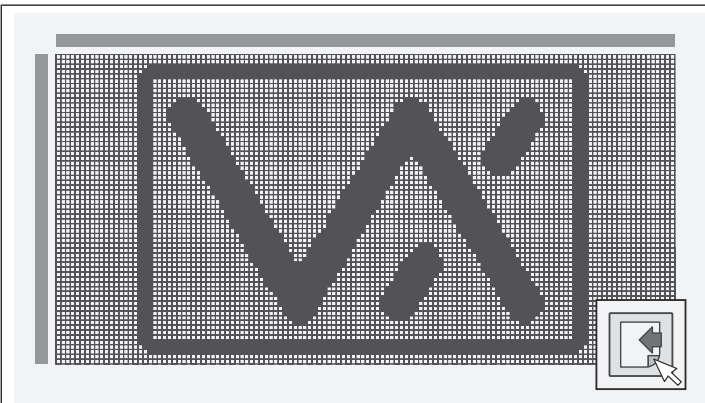


Fig. 90

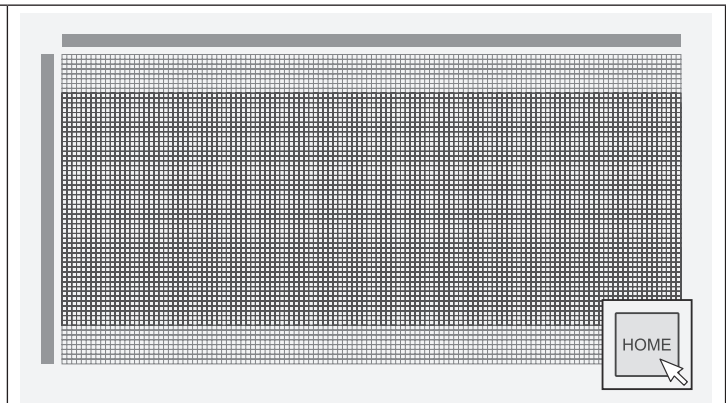


Fig. 91

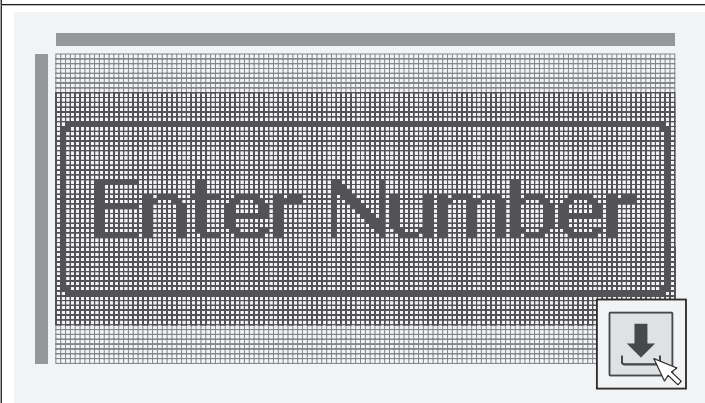


Fig. 92

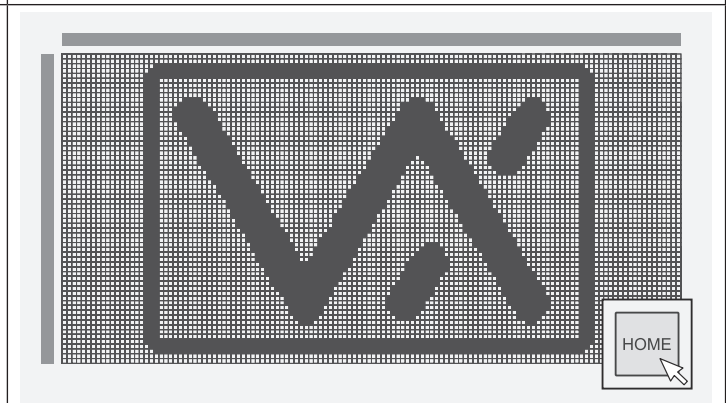


Fig. 93

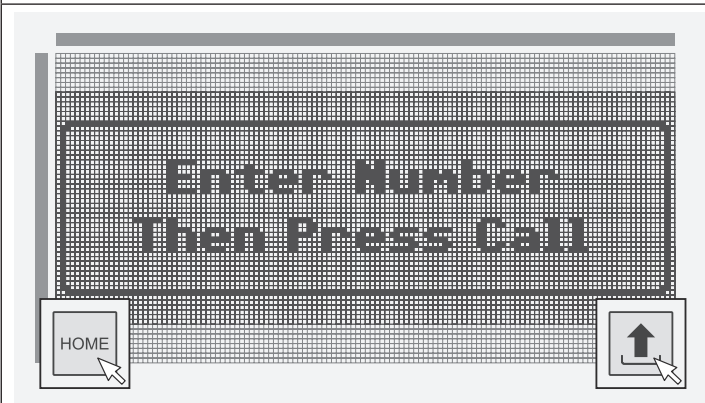


Fig. 94

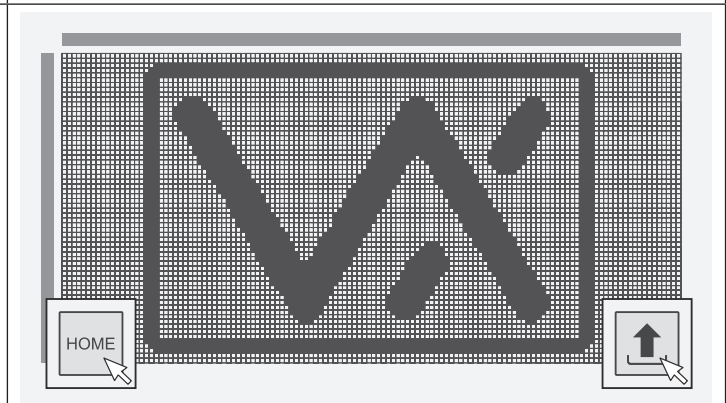


Fig. 95

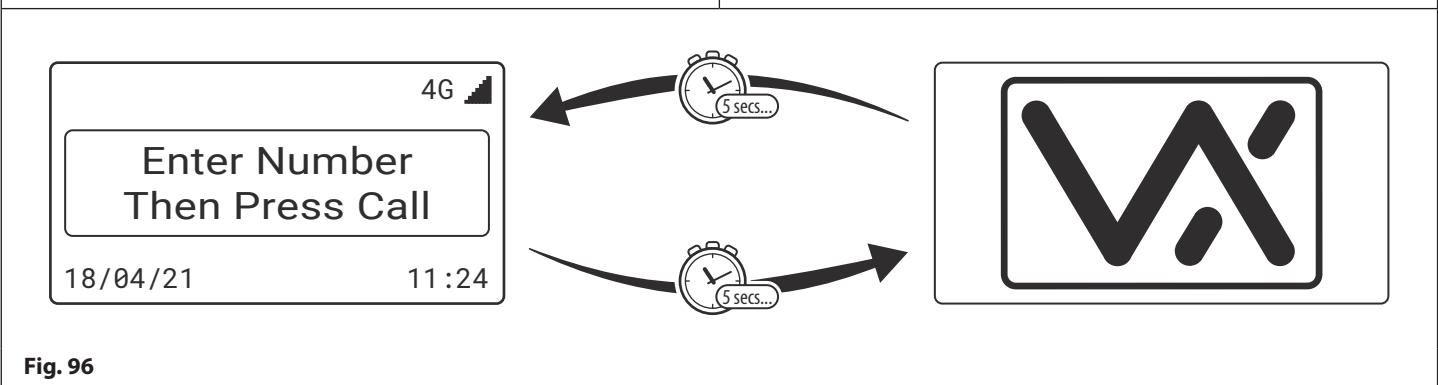


Fig. 96

Draw & Edit Icons on the Screens Window

After uploading the logo back into the **Digital GSM** panel when the **Digital GSM** intercom is in standby and the display switch time has been set (see **Fig.44** and refer to notes on how to set up the display switch time page 26) it will initially show the logo from **Fig.94** as the new default home (welcome) screen on the main graphical display.

After the display switch time has elapsed it will then switch to the 2nd home screen (i.e. the company logo that was uploaded from **Fig.95**) and then switch back again to the new default home (welcome) screen and so on, as shown in **Fig.96**.

VERTICAL AND HORIZONTAL ADJUSTMENT BARS

The vertical and horizontal adjustment bars that run down the left side and along the top side of the main editing area allows the user to select a specific region within the 128x64 pixel area and move the image, part of an image or move text within that specified region by creating 'pixel zones'. This is achieved by selecting individual pixels up and down the vertical adjustment bar and/or selecting individual pixels along the horizontal adjustment bar. The following example shows how to do this.

HORIZONTAL ADJUSTMENT

1. To create a 'pixel zone' along the top horizontal adjustment bar first place the cursor on the top bar in the area you wish to select.
2. Click and hold down on the left mouse button whilst moving the cursor left and the individual pixels will highlight (in white) one by one along the top bar, as shown in **Fig.97**.

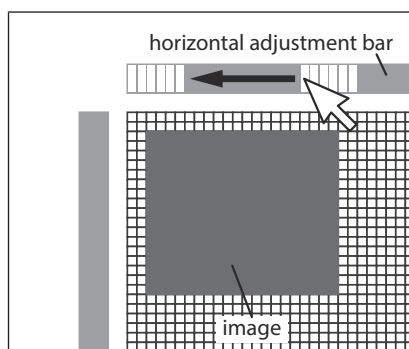


Fig. 97

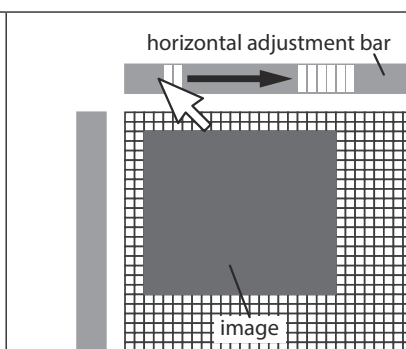


Fig. 98

3. To de-select the 'pixel zone' click and hold down on the left mouse button whilst moving the cursor right and the individual pixels will 'grey out' (de-select) one by one as the cursor continues to move back along the bar, as shown in **Fig.98**.

VERTICAL ADJUSTMENT

1. To create a 'pixel zone' down the vertical adjustment bar place the cursor on the left bar in the area you wish to select.
2. Click and hold down on the left mouse button whilst moving the cursor up and the individual pixels will highlight (in white) one by one up the bar, as shown in **Fig.99**.

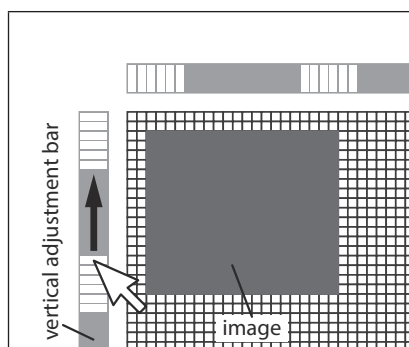


Fig. 99

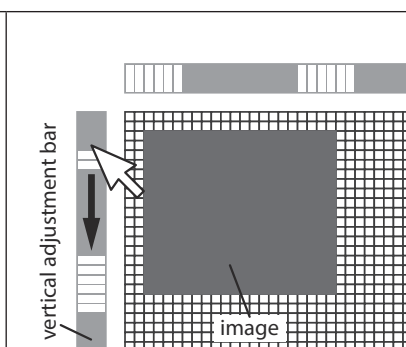


Fig. 100

3. To de-select the 'pixel zone' click and hold down on the left mouse button whilst moving the cursor down and the individual pixels will 'grey out' (de-select) one by one as the cursor continues to move back down the bar, as shown in **Fig.100**.

ADJUSTING & MOVING THE IMAGE

After a 'pixel zone' has been created along each adjustment bar (the areas highlighted in white) any image, part of an image or text that is within this region will be fixed in position.

Any image, part of an image or text that is not within this region (the areas that are greyed out), **Fig.101**, can be moved using the four justify image icons (refer to justify image icons on page 45). The following step shows how this is achieved.

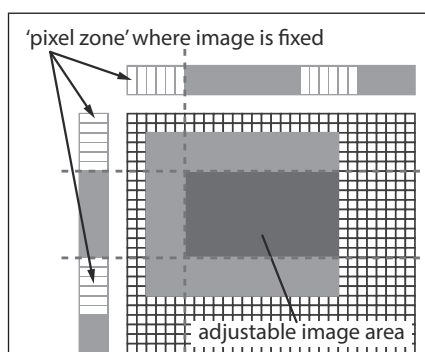


Fig. 101

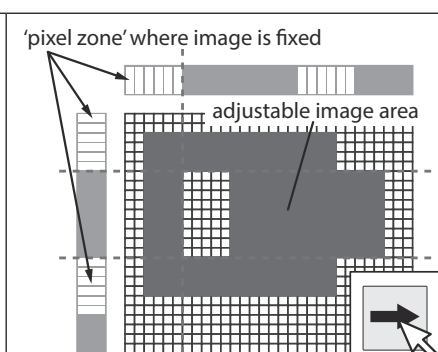


Fig. 102

To move part of the image that is contained within the adjustable image area to the right, for example, click on the right justify icon. The part of the image that is not within the 'pixel zone' that was previously created will start to move across to the right, as shown in **Fig.102**. Using this method of creating 'pixel zones' with the horizontal and vertical adjustment bars and using the four justify image icons a company logo can be edited or created with the **GSM SK** software and then uploaded to the **Digital GSM** intercom.

Drop Down Menus

TOP MENU OPTIONS

At the top of the main programmer screen there are 5 drop down menu options: **File**; **Data**; **Sort**; **Language** and **About**. From these drop down menus several functions can be performed.

If the GSM intercom that is connected to the PC was not detected (**OFF LINE**) when the **GSMSK** software was first opened the **Data** and **Sort** menu options will be greyed out and unavailable for selection. Once the GSM intercom (whichever GSM module is connected) is detected and **ON LINE** both of these menu options will become available (also refer to notes on pages 14 - 16 to connect the GSM intercom **ON LINE**).

FILE

When **File** has been selected from the top menu the following drop down list becomes available (see **Fig.103**) :

- New
- Open
- Open Recent ►
- Save
- Save As
- Import ►
- Export ►
- Upload data to cloud
- Print
- Update Firmware
- VoLTE Files
- Test Mode (greyed out)
- Exit

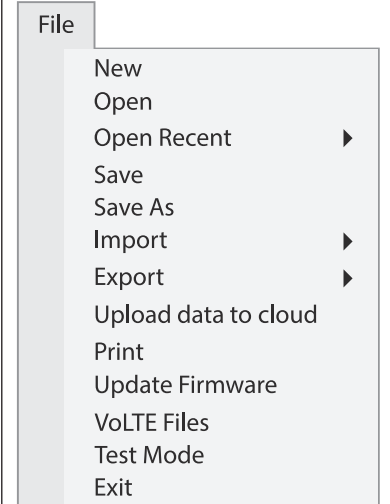


Fig. 103

New - Select this option to create and save a file as a **.dat** file.

Open - Select this option from the drop down list to open an existing **.dat** file that was previously saved.

Open Recent ► - Select this option from the list to show the most recent **.dat** files that were previously opened or saved. To open a recent file use the cursor to highlight the required file then click the left mouse button to open.

Save - Select this option to save the current file that is open (will save the file as a **.dat** file).

Save As - Select this option from the list to save the file under a new filename (if required) and in a specific file location.

Import ► - Select this option from the list to import an old **.dat** file from previous versions of the **GSMSK software (version 2.0.9 or earlier)** for older GSM intercom modules. This option can also be used to import excel files containing call button setup, dial to open numbers or proximity fob/card numbers.

From the **Import ►** option in the drop down list the following selections can be made:

Import Old Dat File: to import an old **.dat** file select this option from the next drop down list. After the open window appears locate the **.dat** file required then click on the **'OPEN'** button. To cancel this option click on the **'CANCEL'** button. All the **.dat** file information (i.e. the settings, call button setup and dial to open numbers) will appear in the relevant fields under the relevant tabs.

Import Calls From Excel: select this option from the drop down list to import call button setup numbers that have previously been saved as an excel file. After the open window appears locate the relevant excel file (containing call button programming) and click on the **'OPEN'** button. To cancel this option click on the **'CANCEL'** button. After a short delay a confirmation window will appear advising **'Import complete'**, simply click on the **'OK'** button. The relevant fields under the call setup tab will show all the imported call button numbers.

Import DTO's From Excel: (for the **GSM4K series**, **GSMVRK series** and the **Art.2270 GSM** modules only) select this option from the drop down list to import dial to open numbers that have previously been saved as an excel file. After the open window appears locate the relevant excel file (containing dial to open numbers) and click on the **'OPEN'** button. To cancel this option click on the **'CANCEL'** button. After a short delay a confirmation window will appear advising **'Import complete'**, simply click on the **'OK'** button. The relevant fields under the dial to open tab will show all the imported dial to open numbers.

Import Prox From Excel: (not available for the **Art.2270 GSM** module) select this option from the drop down list to import proximity fob/card numbers that have previously been saved as an excel file. After the open window appears locate the relevant excel file (containing proximity fob/card numbers) and click on the **'OPEN'** button. To cancel this option click on the **'CANCEL'** button. After a short delay a confirmation window will appear advising **'Import complete'**, simply click on the **'OK'** button. The relevant fields under the prox tab will show all the imported fob/card numbers.

Drop Down Menus

Import Codes From Excel: (for the **GSM4K series** module only) select this option from the drop down list to import access codes that have previously been saved as an excel file. After the open window appears locate the relevant excel file (containing the access codes) and click on the '**OPEN**' button. To cancel this option click on the '**CANCEL**' button. After a short delay a confirmation window will appear advising '**Import complete**', simply click on the '**OK**' button. The relevant fields under the codes tab will show all the imported access codes.

Export ► - select this option from the list to export call button number programming, dial to open numbers or proximity fob/card numbers and save them as a Microsoft excel file.

From the **Export ►** option in the drop down list the following selections can be made:

Export Calls To Excel: select this option from the list to export call button numbers that have been entered in the call setup screen (refer to **Fig.52** on page 29). After the '**Save As**' window appears find a location to save the file and create a filename, then click on the '**SAVE**' button. To cancel this option click on the '**CANCEL**' button. After a short delay a confirmation window will appear advising '**Export complete and saved as...**', simply click on the '**OK**' button. The call button numbers will be saved as a windows excel file.

Export DTO's To Excel: select this option from the list to export dial to open numbers that have been entered in the dial to open screen (refer to **Fig.55** on page 31). After the '**Save As**' window appears find a location to save the file and create a filename, then click on the '**SAVE**' button. To cancel this option click on the '**CANCEL**' button. After a short delay a confirmation window will appear advising '**Export complete and saved as...**', simply click on the '**OK**' button. The dial to open numbers will be saved as a windows excel file.

Export Prox To Excel: (not available for the 2G & 3G **Art.2270 GSM module**) select this option from the list to export proximity fob/card numbers that have been entered in the prox screen (refer to **Fig.56** on page 32). After the '**Save As**' window appears find a location to save the file and create a filename, then click on the '**SAVE**' button. To cancel this option click on the '**CANCEL**' button. After a short delay a confirmation window will appear advising '**Export complete and saved as...**', simply click on the '**OK**' button. The proximity fob/card numbers will be saved as a windows excel file.

Export Codes To Excel: (for the **GSM4K PRO series** and 4G **Art.2270 GSM module** only) select this option from the list to export access codes that have been entered in the codes screen (refer to **Fig.67** on page 36). After the '**Save As**' window appears find a location to save the file and create a filename, then click on the '**SAVE**' button. To cancel this option click on the '**CANCEL**' button. After a short delay a confirmation window will appear advising '**Export complete and saved as...**', simply click on the '**OK**' button. The access codes will be saved as a windows excel file.

EXAMPLE: PROGRAMMING AND EDITING CALL BUTTON NUMBERS (EXPORTING/IMPORTING)

Programming of call button numbers, dial to open numbers, proximity fob/card numbers and access codes can be exported as a Windows excel file for ease of programming (described above). The following example shows programming for 3 call buttons each with a single divert number and then saved as a windows excel file.

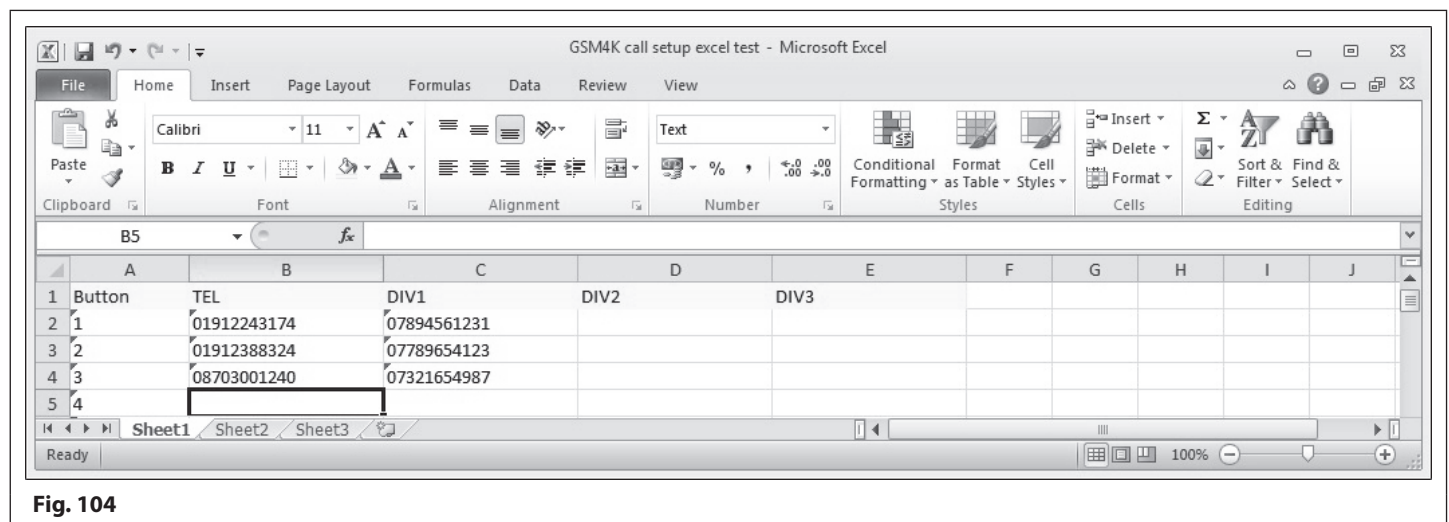


Fig. 104

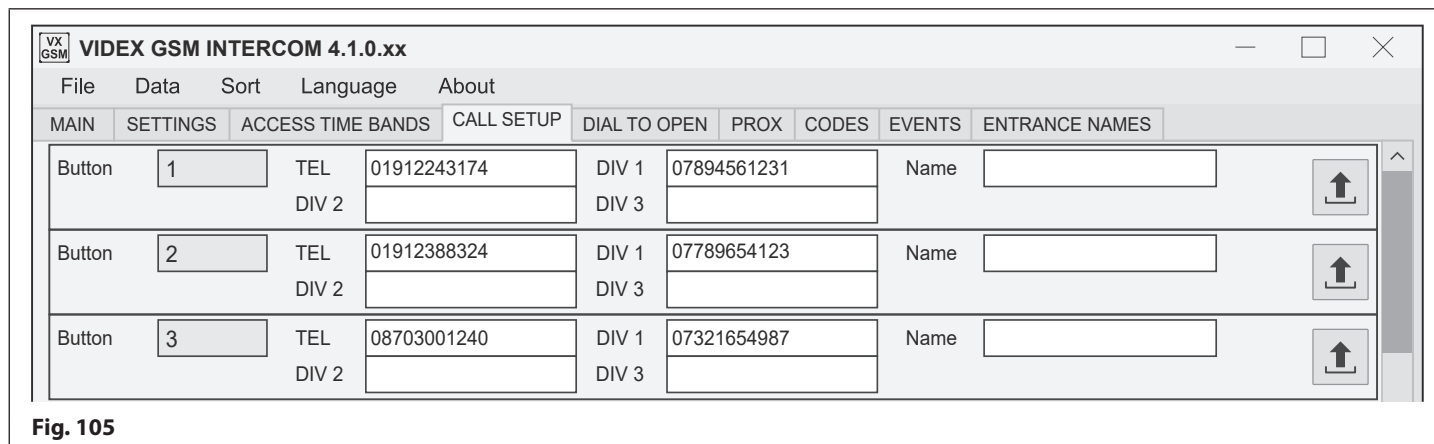
The example shown in **Fig.104** above shows the call button numbers and divert numbers (for a **GSM4K PRO series**, **GSMVRK series** or the **Art.2270 GSM module**) and follows a typical Windows excel spreadsheet layout (column titles: **Button** or **ID**, **TEL**, **DIV1**, **DIV2** and **DIV3** highlighted in yellow at the top with editable cell rows across the page).

The numbers can be edited in the usual way using the standard tab key, up, down, left and right (↑, ↓, ←, →) arrow keys to move the cursor to the required cell to add or edit the information. After any edits have been made the file can be saved in the normal way as an excel file.

The saved excel file, from the example above, can then be imported into the **GSM SK** software using the '**Import Calls From Excel**'

Drop Down Menus

menu option (previously described on page 49). The imported excel file will update the call button information into the relevant fields on the call setup screen as shown in **Fig.105**.



Button	TEL	DIV 1	DIV 2	Name
1	01912243174	07894561231		
2	01912388324	07789654123		
3	08703001240	07321654987		

Fig. 105

Upload data to cloud - Select this option from the list in order to upload an imported or saved .dat file (containing the GSM module's programming and settings) to the cloud that links to a specific GSM module setup in the **Videx SMS Wizard PRO App**. This is a particularly useful feature if there is a lot of GSM programming data required (call button numbers, DTO's, proximity fobs/cards etc.) for a GSM intercom.



IMPORTANT NOTE: BEFORE THE "UPLOAD DATA TO CLOUD" FEATURE CAN BE USED PLEASE ENSURE THAT THE PC WITH THE GSM SK PC SOFTWARE INSTALLED HAS AN INTERNET CONNECTION (ETHERNET OR WIFI).

ALSO BEFORE ANY DATA CAN BE UPLOADED TO THE CLOUD THE VIDEX SMS WIZARD PRO APP MUST FIRST BE INSTALLED ON A SMART DEVICE (SMARTPHONE, iPHONE, TABLET OR IPAD) AND THE APPROPRIATE GSM MODULE (I.E. THE GSM INTERCOM REQUIRED BY THE USER) SETUP WITHIN THE SMS WIZARD PRO APP ITSELF.

THE VIDEX SMS WIZARD PRO APP CAN BE DOWNLOADED FOR FREE AND IS AVAILABLE FOR BOTH ANDROID AND iOS OPERATING SYSTEMS.

FOR ANDROID DEVICES DOWNLOAD FROM
THE GOOGLE PLAY STORE:



FOR iOS DEVICES DOWNLOAD FROM
THE APP STORE:



Once the **SMS Wizard PRO App** has been installed on the smart device the appropriate GSM module will also need to be setup within the App. Steps in the following **Videx Application Note** can be used to help setup a GSM module in the **SMS Wizard PRO App**:

- AN0060_GSM PRO_APP_Initial_Setup.

After a GSM module has been setup within **SMS Wizard PRO App** the **Upload data to cloud** option from the **File** drop down menu can be used. The following example shows how to upload a .dat file.

EXAMPLE: UPLOADING A .DAT FILE TO THE CLOUD

1. First open a previously saved .dat file containing the GSM intercom's programming or alternatively create a new .dat file and go through each of the PC software's programming windows to setup features and program the GSM intercom remembering to save the file after all the necessary programming requirements is complete.
2. After saving the .dat file click on **File** from the top menu and then select the **Upload data to cloud** option from the drop down menu. The **SMS Wizard PRO App** email and password login prompt window will appear, **Fig.106**.

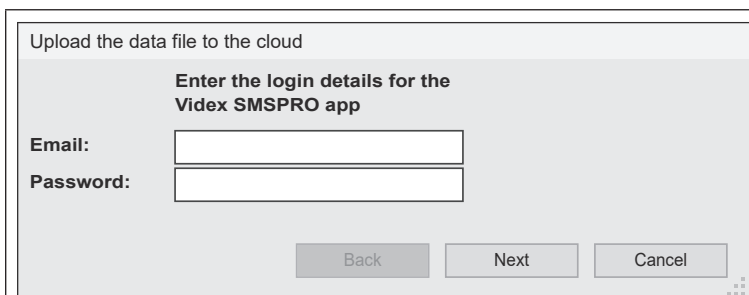


Fig. 106

Drop Down Menus

3. Enter the **email** and **password** login details that were created for the **SMS Wizard PRO App**, then click on the **'NEXT'** button. The sites drop down list prompt window will appear, **Fig.107**.

To go back to the previous step click on the **'BACK'** button or to cancel the operation click on the **'CANCEL'** button.

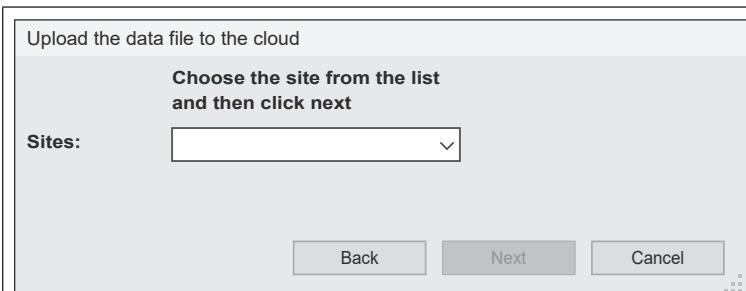


Fig. 107

4. Select the name of the site that was created in the **SMS Wizard PRO App** from the drop down list. The sites contact details will appear to the right of the drop down list, as shown in **Fig.108**.

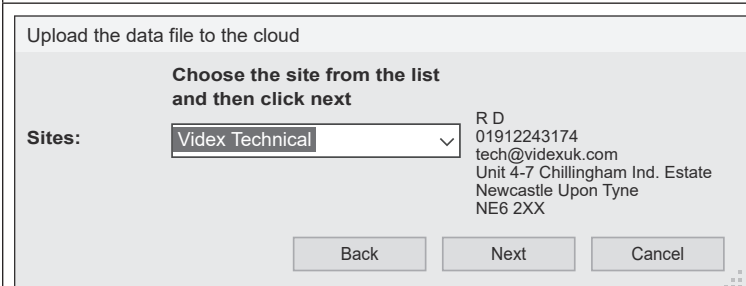


Fig. 108

5. Click on the **'NEXT'** button and the intercoms drop down list will appear (just below the sites drop down list), as shown in **Fig.109**.

To go back to the previous step click on the **'BACK'** button or to cancel the operation click on the **'CANCEL'** button.

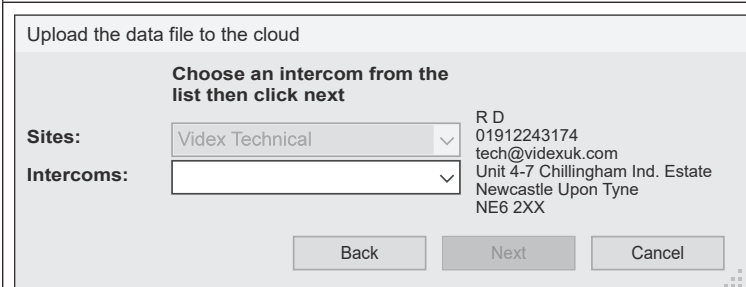


Fig. 109

6. From the intercoms drop down list select the name given to the GSM intercom that was setup in the **SMS Wizard PRO App**. Just below the site contact details the GSM intercom type and the SIM number will appear, as shown in **Fig.110**.

Click on the **'NEXT'** button to proceed, alternatively to go back to the previous step click on the **'BACK'** button or to cancel the operation click on the **'CANCEL'** button.

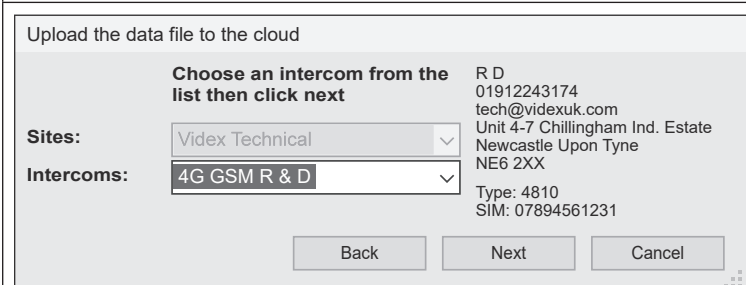


Fig. 110

7. An upload warning prompt window will appear, as shown in **Fig.111**. To confirm the upload of data to the cloud simply click the **'YES'** button. To cancel out of the operation click on the **'NO'** button.

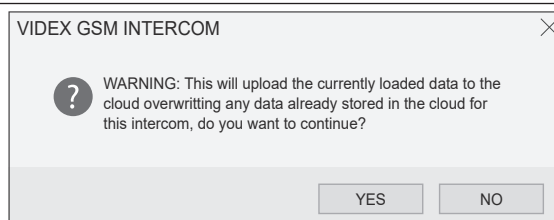


Fig. 111

8. After a brief delay the **.dat** file data will be uploaded to the cloud and an **'OK'** prompt window will appear, **Fig.112**.

The **.dat** file data uploaded to the cloud will be linked to the GSM intercom that was selected in step 6, in the example **Fig.110** the named GSM intercom **'4G GSM R & D'**.

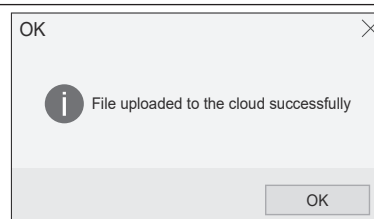


Fig. 112

Drop Down Menus

CONFIRMING A SUCCESSFUL UPLOAD TO THE CLOUD

Another way to confirm a successful upload of the .dat file to the cloud simply login into the **SMS Wizard PRO App** on your smart device (smartphone or tablet) locate the appropriate site and GSM name created on the App and check through the programming (e.g. call button setup, dial to open numbers, proximity etc.) as this should correspond with the initial .dat file created using the **GSM SK PC** software.

Print - Select this option from the list to print out a copy of all the .dat file information: all settings in the GSM intercom including call button setup (for the **Digital GSM** this would be the apartment name and numbers etc.), dial to open numbers, any proximity fobs/cards and access codes if connected to a **GSM4K PRO series** intercom, as shown in **Fig.113**.

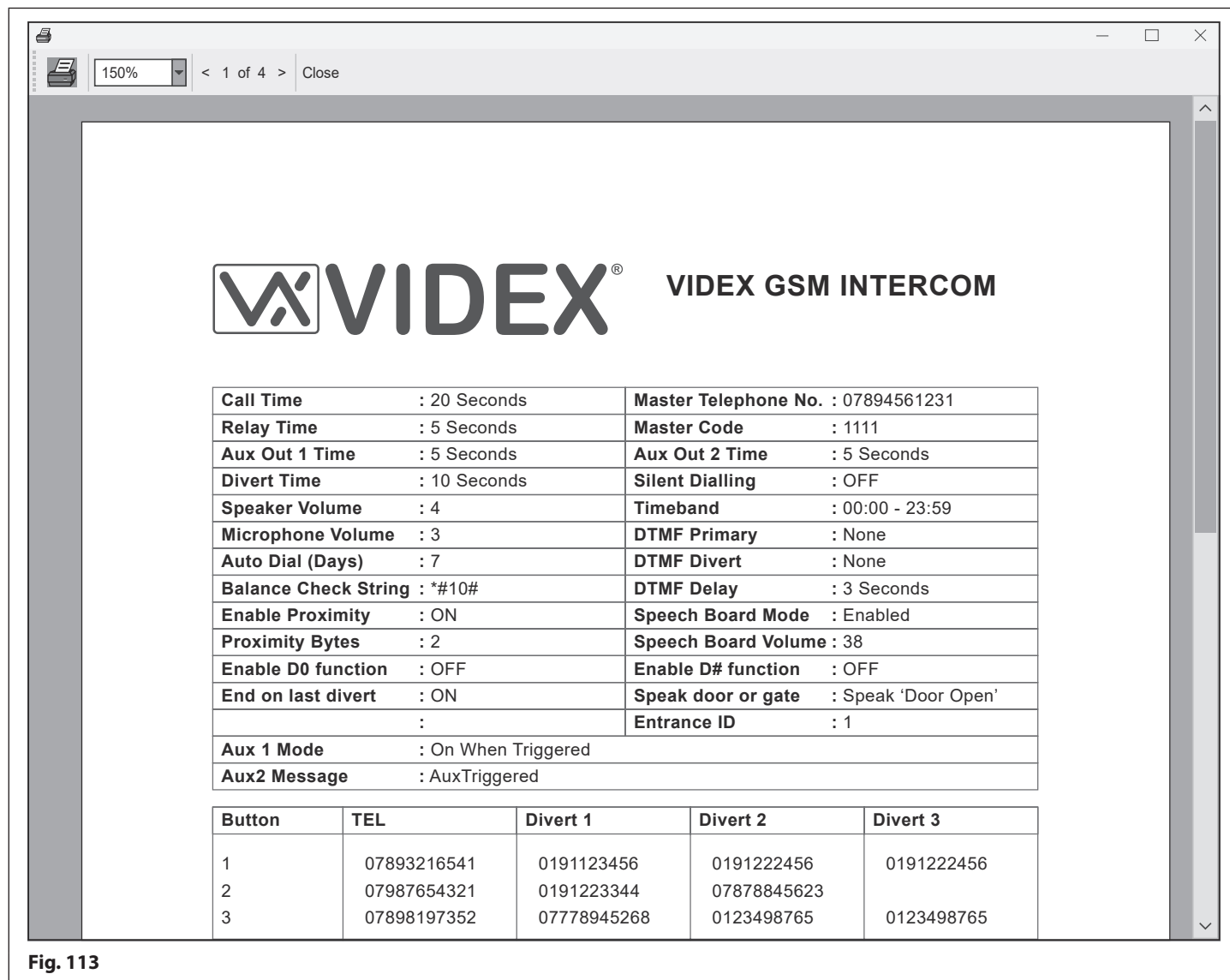


Fig. 113

The left (<) and right (>) buttons at the top of the window can be used to scroll through the pages of settings, dial to open numbers, proximity access fobs/cards and access code details.

To print off a copy of the file simply click on the printer icon  in the top left corner of the window.

Update Firmware - If a firmware update is required (these are saved as .vxd files) for the GSM intercom this option can be selected from the drop down list. Click on this option and the following firmware update prompt window will appear, as shown in **Fig.114**.

1. To update the GSM's firmware click on the upload icon.
2. When the open file window appears, locate the firmware update file (.vxd file).

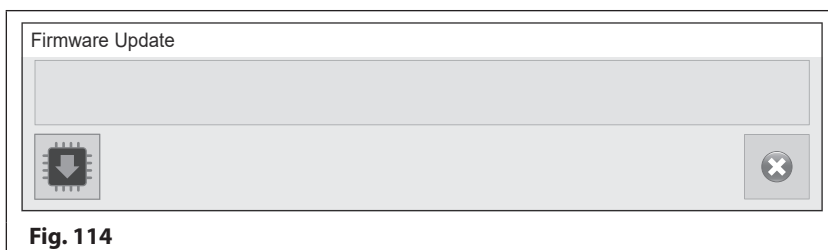


Fig. 114

Drop Down Menus

3. Next click on the **OPEN** button and the latest firmware update will be uploaded to the GSM intercom, as shown in **Fig.115**.

4. If no firmware update is required or this option was selected in error simply click on the **CANCEL** icon, as shown, to exit from this option.

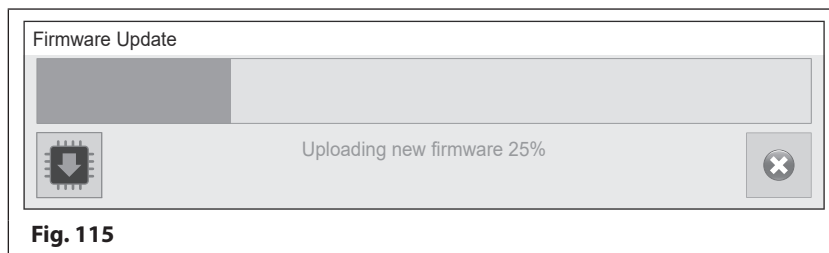


Fig. 115

VoLTE Files - This option is reserved for Videx Technical.

Test Mode - This option is reserved for Videx Technical.

Exit - Click on this option to exit and close the GSMSK software.

DATA

When **Data** is selected from the top menu the following drop down list becomes available:

- **Upload** ▶
- **Download** ▶
- **Speed** ▶

The last option on the list, speed, determines how quickly the upload or download will take.

Upload ▶ - When this option is selected from the list it will expand further to show another drop down list with options for the user to upload all the file information or specific file information (i.e. the GSM settings, call button numbers/apartment numbers, dial to open numbers, proximity fobs/cards, access codes etc.) into the GSM module.

Any upload option that is 'greyed out' on the drop down list will not be applicable for the particular GSM module that is connected to the PC software. For example, for the **GSM4K PRO series**, **GSMVRK series** and the **Art.2270 GSM module** the '**Upload Calls in Range**' option will be 'greyed out' as this menu option is only available for the **Digital GSM series**. Also the **Art.2270 GSM module** will include upload options for dial to opens 1, 2 and 3. For the **Digital GSM module** the '**Upload Dial To Opens**' option will be 'greyed out' as this menu option is not required for the **Digital GSM** as it is a selectable option within the call setup window for the **Digital GSM** (refer to **DTO notes** and **Fig.54** on page 30). From the Upload option in the drop down list the following selections can be made:

Upload All: select this option to upload all the .dat file programming information into the GSM module. Once selected the following GSM prompt window will appear, see **Fig.116**.

To confirm and upload the file information click on the **YES** button. To cancel the upload click on the **NO** button.

Upload Settings: select this option to only upload the GSM settings into the module. As before click the **YES** button to confirm the upload or the **NO** button to cancel (refer to **Fig.116**).

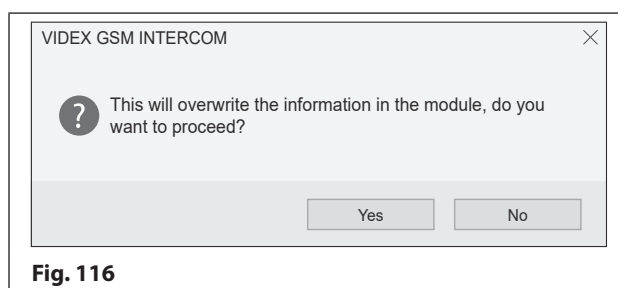


Fig. 116

Upload All Calls: select this option to only upload the call button numbers. For the **Digital GSM** it will upload the file information relating to the call setup window i.e. **Apt No.**, **TEL**, **DIV1**, **DIV2**, **DIV3**, **Name**, **Code**, **TB** and the dial to open **DTO** setting, also refer to **Fig.54** on page 30. As before click the **YES** button to confirm the upload or the **NO** button to cancel (refer to **Fig.116**).

Upload Calls in Range: this option is only available for the **Digital GSM**. When selected from the list it allows the user to specify the range - **From** 000 up **To** 499 (for the 2G & 3G version), **From** 000 up **To** 749 or **From** 000 up **To** 999 (for the 4G versions) of the call setup numbers they want to upload to the **Digital GSM** intercom, see **Fig.117**.

- **From** ▶ - is the first specified memory location which will upload to the **Digital GSM**.
- **To** ▶ - is the last specified memory location which will upload to the **Digital GSM**.
- **Start** - click on this option to begin the upload of the call setup numbers in the specified range.

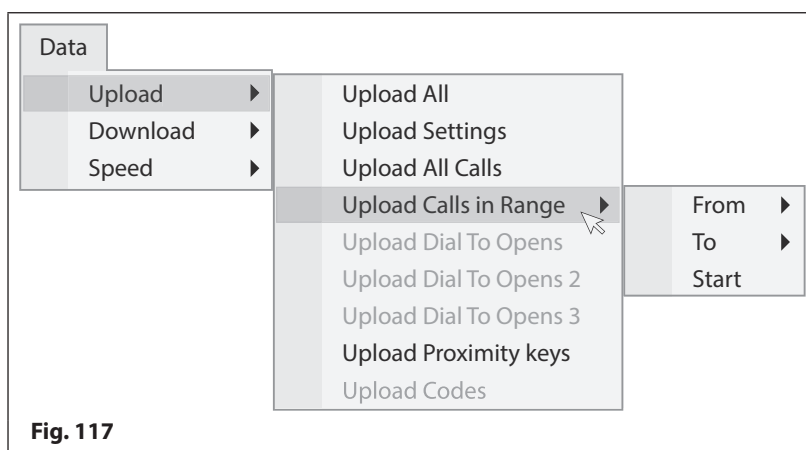


Fig. 117

Upload Dial To Opens: this option is only available for the **GSM4K PRO series**, **GSMVRK series** and the **Art.2270 GSM module**. Select this option to only upload the dial to open numbers **DTO** (dial to open 2 and 3 for the **Art.2270 GSM module** as previously mentioned above). As before click the **YES** button to confirm the upload or the **NO** button to cancel (refer to **Fig.116**).

Drop Down Menus

Upload Proximity Keys: (not available for the **Art.2270 GSM module**, 2G & 3G version) select this option to only upload the proximity fob/card numbers to the GSM intercom. As before click the **YES** button to confirm the upload or the **NO** button to cancel (refer to **Fig.116**).

Upload Codes: (available for the **GSM4K PRO series** and the **Art.2270 GSM module** 4G version only) select this option to only upload the access codes, for use with the **Art.4903** keypad, to the GSM module. As before click the **YES** button to confirm the upload or the **NO** button to cancel (refer to **Fig.116**).

When uploading information to the GSM module for both the **GSM4K PRO series** and **GSMVRK series** modules the busy LED will illuminate to indicate that an upload is in progress. For the **Art.2270 GSM module** the green LED2 will switch **ON** indicating an upload is in progress. For the **Digital GSM** the display will indicate an upload by displaying 'uploading please wait...' as shown in **Fig.118**.

At the bottom of the software screen the status of the upload will be shown along the progress bar, as shown in **Fig.119**.



Fig. 118

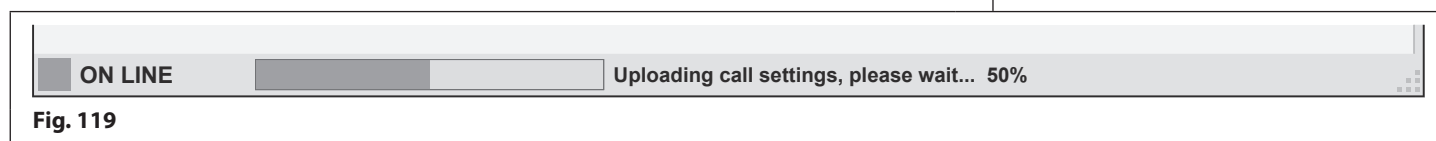


Fig. 119

Once all of the information has been uploaded to the GSM module the software will confirm this by showing an 'upload complete' prompt window, simply click on the **OK** button to confirm. On the **GSM4K PRO** and **GSMVRK series** modules the busy LED will switch **OFF**. For the **Art.2270 GSM module** the green LED2 will switch **OFF**. For the **Digital GSM** intercom when the upload is complete the display will switch back to the welcome screen and the panel will emit a single beep.

Download ▶ - When this option is selected from the list it will expand further to show another drop down list with options for the user to download all the file information or specific file information (i.e. the GSM settings, call button numbers/apartment numbers, dial to open numbers, proximity fobs/cards and access codes etc.) from the GSM module.

Like with the upload menu option previously described any download option that is 'greyed out' on the drop down list will not be applicable for the particular GSM module that is connected to the PC software.

From the Download option in the drop down list the following selections can be made:

Download All: select this option to download all the programming information from the GSM module. Once selected the following save prompt window will appear, see **Fig.120**.

This prompt window allows the user to save a file that may already be opened in the PC software before downloading information that is currently stored in the GSM module.

Click on the **YES** button (to save the existing file) or the **NO** button (to discard the existing file) before downloading the currently stored information from the GSM module.

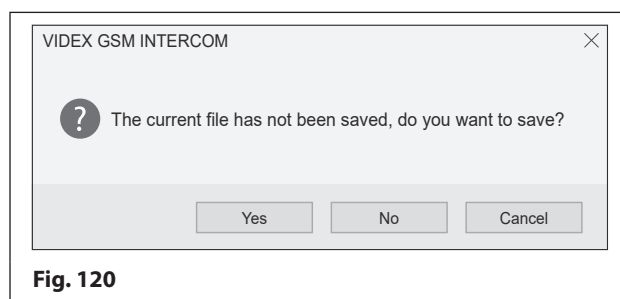


Fig. 120

If no further action is required and to cancel the download operation click on the **CANCEL** button.

Download Settings: select this option to only download the GSM settings from the module. As before the save prompt window will appear, **Fig.120**, follow the steps described above to save a file that is already open or to cancel the download operation.

Download Calls: select this option to only download the call button numbers (or ID's if connected to the **Art.2270 GSM module**). For the **GSM4K PRO series**, **GSMVRK series** and the **Art.2270 GSM module** this option will download the primary number (TEL) and the three divert numbers (DIV1, DIV2 and DIV3).

For the **Digital GSM** it will download the file information relating to the call setup screen i.e. **Apt No.**, **TEL**, **DIV1**, **DIV2**, **DIV3**, **Name**, **Code**, **TB** and the dial to open **DTO** setting, see **Fig.54** on page 30. As before the save prompt window will appear, follow the previous steps described above to save a file that is already open or to cancel the download operation.

Download Dial To Opens: this option is only available for the **GSM4K PRO series**, **GSMVRK series** and the **Art.2270 GSM module**. Select this option to only download the dial to open numbers **DTO**. For the **Digital GSM** this menu option is not required as it is a selectable option within the call setup window for the **Digital GSM** (also refer to **DTO** notes and **Fig.54** on page 30). As before the save prompt window will appear, follow the previous steps described above to save a file that is already open or to cancel the download operation.

Download Proximity Keys: (not available for the **Art.2270 GSM module**, 2G & 3G version) select this option to only download the proximity fob/card numbers from the GSM module. As before the save prompt window will appear, follow the previous steps described above to save a file that is already open or to cancel the download operation.

Drop Down Menus

Download Codes: (available for the **GSM4K PRO series** and the **Art.2270 GSM module** 4G version only) select this option to only download the access codes, used for the **Art.4903 keypad**, from the GSM module. As before the save prompt window will appear, follow the previous steps described above to save a file that is already open or to cancel the download operation.

Download Events: select this option to download and save the stored events from the GSM module. When the **Save As** prompt window appears to download and save an events log follow the steps '**Download an Event Log stored in the GSM module**' described on page 39.

When downloading information from the GSM module for both the **GSM4K PRO series** and **GSMVRK series** modules the busy LED will illuminate to indicate that an download is in progress. For the **Art.2270 GSM module** the green LED2 will switch **ON** indicating a download is in progress. For the **Digital GSM** the display will indicate a download by displaying '**downloading please wait...**' as shown in **Fig.121**.

At the bottom of the software screen the status of the download will be shown along the progress bar, as shown in **Fig.122**.



Fig. 121

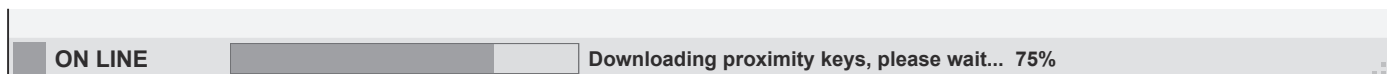


Fig. 122

Once all of the information has been downloaded from the GSM module the software will confirm this by showing a '**download complete**' prompt window, simply click on the OK button to confirm. On the **GSM4K PRO series** and **GSMVRK series** modules the busy LED will switch **OFF**. For the **Art.2270 GSM module** the green LED2 will switch **OFF**. For the **Digital GSM** intercom when the download is complete the display will switch back to the welcome screen and the panel will emit a single beep.

SORT (FOR THE DIGITAL GSM ONLY)

The sort option from the top menu, **Fig.123**, allows the user to sort the information shown in the call setup screen (refer to **Fig.54** on page 30) by apartment number in ascending order or by name in alphabetical order.

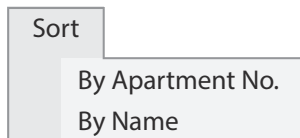


Fig. 123

LANGUAGE

The language drop down menu, **Fig.124**, allows the user to select from 3 different languages to display the **GSM SK PC software** in.

The available languages to display the software in are: English (default), Nederlands (Dutch) and Français (French).



Fig. 124

ABOUT

This option from the top menu confirms the current version and date of the **GSM SK PC software** being used, as shown in **Fig.125**.

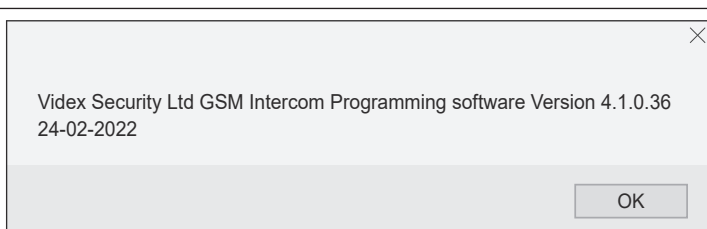


Fig. 125

Troubleshooting

PROGRAMMING SCREEN CONNECTION STATUS INDICATION AND PROGRESS BAR

At the bottom of the main programming screen is the connection status and progress bar to indicate if the **GSMSK PC software** is connected to the GSM module. It also shows the progress of an upload or download to and from the GSM module. The following notes describe the different statuses that the software might show:

- **OFF LINE:** see **Fig.126**, this indicates that the GSM module has not been detected by the PC software and is not connected. It should be noted that when the connection status is showing as **OFF LINE** the 'Data' and 'Sort' top menu options are greyed out and not available. These menu options will only become available when the software is connected to the GSM module and showing as **ON LINE**. To get the GSM module back **ON LINE** refer to the following notes: **GSM panel detection** and **Connecting the Software to the GSM module (ON LINE)** on page 15.

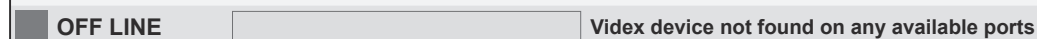


Fig. 126

- **CHECKING COMM PORTS (OFF LINE):** see **Fig.127**, this indicates that the PC software is checking through the PC's available comm ports trying to make a connection with the GSM module, usually after the **Auto Detect** button has been pressed on the **main programmer window**. After a brief delay the panel type prompt window will appear (refer back to **Fig.12**, page 14) so that the appropriate GSM panel type can be selected before trying to re-establish a connection again between the GSM module and the PC software.

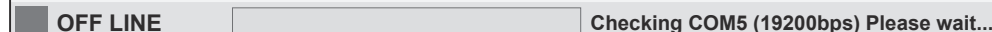


Fig. 127

- **ON LINE:** see **Fig.128**, this indicates that the GSM module has been detected by the PC software and is currently connected.

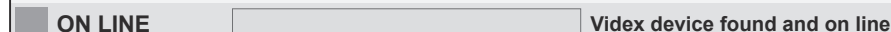


Fig. 128

- **UPLOADING (ON LINE):** see **Fig.129**, this indicates that the software is currently uploading any programmable settings, call button numbers/apartment numbers, dial to open numbers etc. to the GSM module.

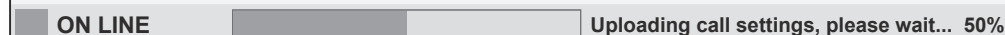


Fig. 129

- **DOWNLOADING (ON LINE):** see **Fig.130**, this indicates that the software is currently downloading any programmable settings, call button numbers/apartment numbers, dial to open numbers etc. from the GSM module.

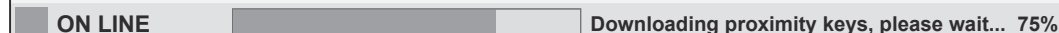


Fig. 130

- **FILE OPEN (ON LINE):** see **Fig.131**, this indicates that an imported or recently saved **.dat** GSM file is open or has just been opened.

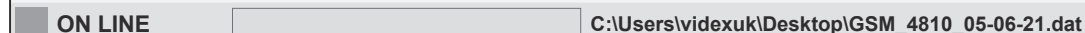


Fig. 131

If Connection is lost during Upload or Download

In the event that the connection to the GSM module is lost during an upload or download the connection status indication at the bottom of the programming screen will show **OFF LINE**, as shown in **Fig.132**, while the progress bar will show that it is still attempting to upload or download.

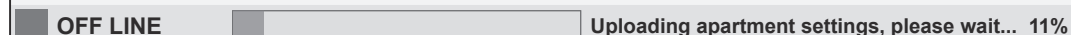


Fig. 132

Troubleshooting

After a brief delay the following prompt window (connection lost to the GSM module) will appear, as shown in **Fig.133**.

Click on the **OK** button then follow the notes on **GSM panel detection** and **Connecting the Software to the GSM module (ON LINE)**, on page 15, to resolve any connection issues that may have occurred between the PC software and GSM module during the upload or download.

If this still does not continue with the upload or download and resolve the issue then close down the PC software.

Check the physical connection (USB or RS485) between the GSM module and the PC. Open the **GSM SK PC software** and follow the notes **GSM panel detection** and **Connecting the Software to the GSM module (ON LINE)** on page 15 again.

If uploading file information re-open the saved **.dat** file and retry an upload. If downloading from the GSM module retry downloading again.

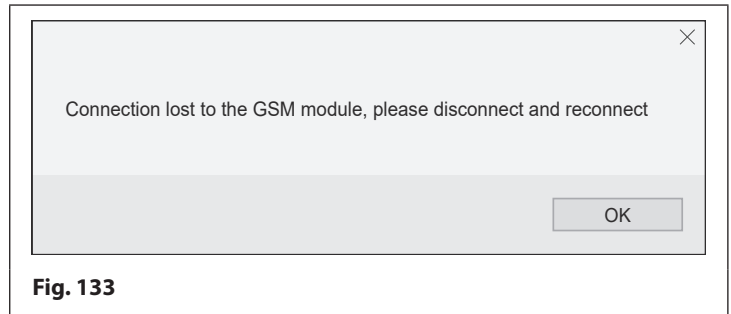


Fig. 133

IMPORTANT NOTE: It is important that the **.dat** file is saved **BEFORE** an attempt to upload or download file information to or from the GSM module.

OTHER MESSAGES AND ON SCREEN PROMPTS

During programming (whether uploading or downloading from the GSM module) other messages or on screen prompts may appear. The following examples will help you understand their meaning and what, if anything, needs to be done to resolve any issues that may arise.

Upload, Download and No Comm Port Prompts

After an upload has finished an upload prompt window will appear, **Fig.134**. Similarly after a download has finished a download prompt window will appear, **Fig.135**.

In either instance click on the **OK** button to confirm the upload or download is complete.

In these instances no other action will be required as this is normal behaviour after an upload or download.

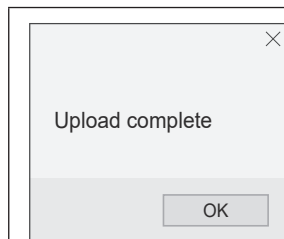


Fig. 134

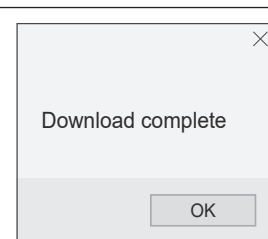


Fig. 135

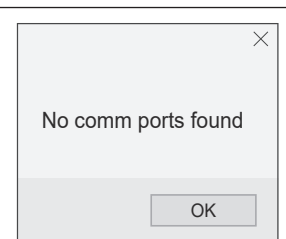


Fig. 136

If there is an issue with the connection (whether it is the USB or RS485 connection) and the PC software is showing the GSM module is **OFF LINE** (as indicated by **Fig.126**) and the **REFRESH** button has been pressed on the **main programmer window** the no comm ports prompt window will appear, **Fig.136**. Click on the **OK** button then follow the **OFF LINE** notes on the previous page (also refer to **Fig.126** and **Fig.127**). If there is still an issue with the PC software detecting the GSM module also try following the notes on **GSM panel detection** and **Connecting the Software to the GSM module (ON LINE)**, on page 15, to try and resolve the issue.

Unable to Retrieve Information

If the following message appears, see **Fig.137**, after attempting to check the GSM's balance or checking the GSM's current firmware or checking the date and time setting this could be due to one of the following:

In the case of the balance check ensure that the correct balance check string has been stored via the settings screen (at this time Videx only has the check strings for the **Vodafone** and **O2** networks). Also the balance check feature will only work with pay as you go SIM cards and **not contract SIMs**.

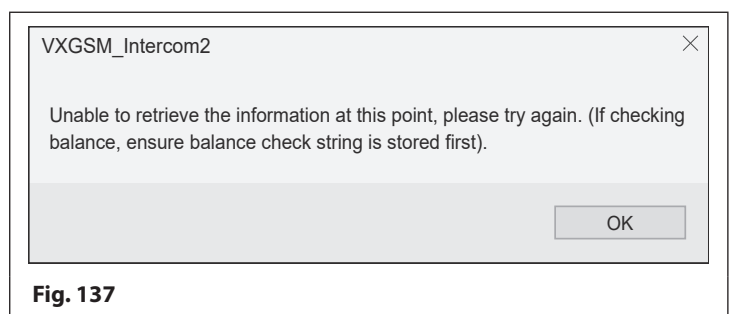


Fig. 137

For checking the current firmware stored in the GSM module or checking the date and time setting ensure that the connection status of the PC software is showing as **ON LINE** (refer to **Fig.128** and follow the notes **GSM panel detection** and **Connecting the Software to the GSM module (ON LINE)** on page 15). Also check the physical connection between the PC and GSM module. In the case of the **GSM4K PRO series**, the **Art.2270 GSM module** and **Digital GSM** this can either be a connection by USB or by RS485 connection and for the **GSMVRK series** USB only (refer to connection diagrams on pages 10 - 13, **Fig.5 - Fig.11**).

Troubleshooting

If the connection is using RS485 ensure that a 120 Ohm resistor is fitted where required, also ensure that the **Art.481** RS485 to USB converter has the switch in the RS485 position and the bus termination jumper is in the closed position (also refer to the various connection diagrams on pages 10 - 13, **Fig.5 - Fig.11**).

It may also be necessary to re-terminate the RS485 bus wires into the **Art.481** terminals and the RS485 bus terminals on the GSM module.

It is also recommended that the **GSMSK PC software** is closed down and reloaded again.

If the connection is using USB (for all GSM modules: **GSM4K PRO series**, **GSMVRK series**, the **Art.2270 GSM module** and **Digital GSM**, again refer to connection diagrams on pages 10 - 13, **Fig.5 - Fig.11**) then ensure that the USB cable is firmly connected into a spare USB port on the PC and the micro-USB connection on the GSM module.

It may also be necessary to check the correct COM port is being used on the PC via the PC's device manager, as shown in **Fig.138**.

The COM port the GSM module is connected to will be shown in the '**Ports (COM & LPT)**' drop down list, in this example it is shown as '**USB Serial Port (COM5)**'.

This COM port will appear in the **USB/RS485 communication port setup** drop down list on the **main programming window** (also see notes on page 16, **Communication Port Setup, Fig.21** and **Fig.22**).

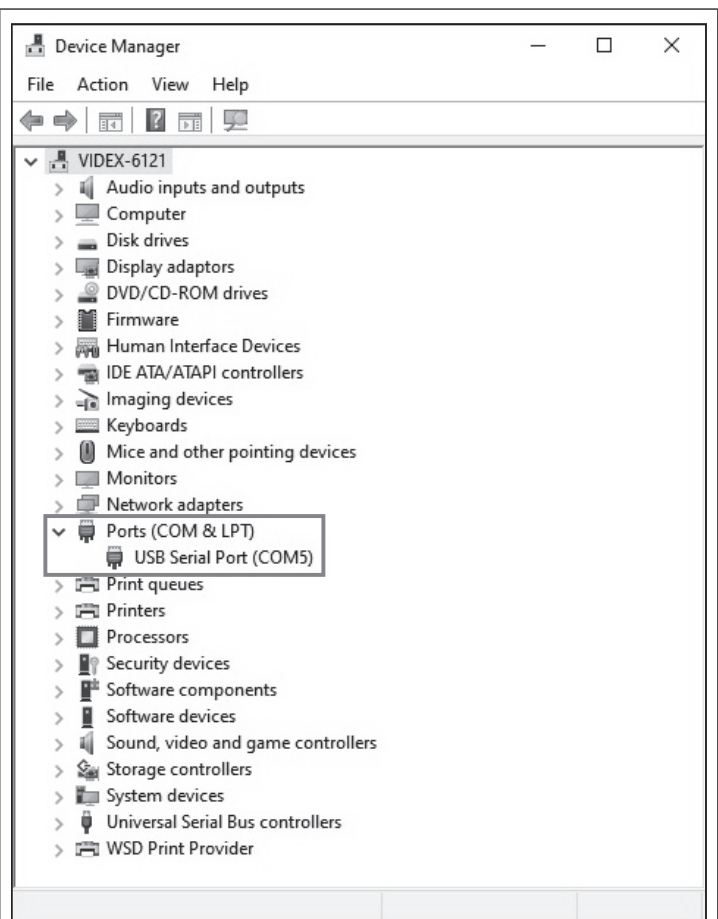


Fig. 138

Upload or Download Fails

If the software fails to upload to or download from the GSM module then an upload/download failed prompt window will appear, **Fig.139**. To try and resolve the issue follow the steps below:

- First click on the **OK** button to confirm.
- From the top menu select **Data** and then from the drop down list select **Speed**.
- Adjust the upload/download speed (normal or slow), **Fig.140**.
- Retry uploading the file to the GSM module again.

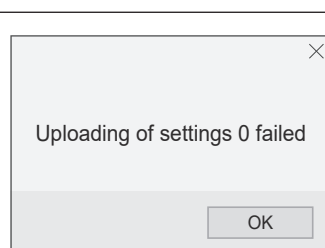


Fig. 139

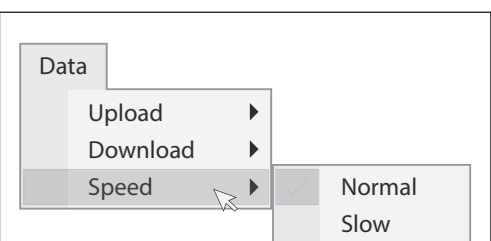


Fig. 140

Download Interrupted due to Power loss on GSM module

If there is an interruption during a download due to a power failure to the GSM module, then the PC software will display the following prompt: **the panel stopped sending data**, see **Fig.141**. To try and resolve the issue follow the steps below:

- First click on the **OK** button to confirm.
- Another prompt will appear, unable to download at this time, as shown in **Fig.142**.
- Click on the **OK** button to confirm again.
- At this point the connection status at the bottom of the programming screen will show **OFF LINE**, refer to **Fig.126**.
- Check the power connections on the GSM module (12Vdc) and the output of the power supply is giving out 12Vdc. If necessary re-terminate these connections at each end and secure them firmly back into the terminals.
- Close down and then reload the **GSMSK PC software**, to see if the software re-establishes a connection to the GSM module (i.e.

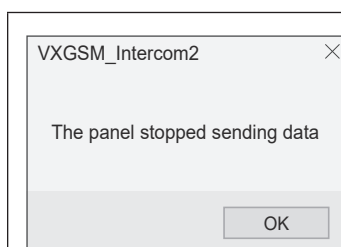


Fig. 141

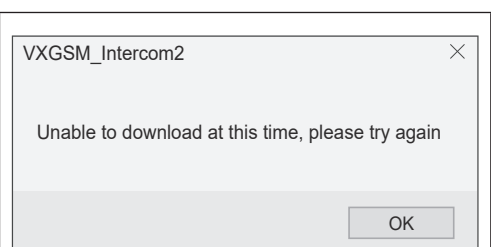


Fig. 142

Troubleshooting

ensure that the software shows the connection status is showing as **ON LINE**, refer to **Fig.128**).

- If the PC software is still showing the GSM module as **OFF LINE**, see **Fig.126**, then follow the notes **GSM panel detection** and **Connecting the Software to the GSM module (ON LINE)** on page 15.
- Once the GSM module has power and the software is showing the connection status as back **ON LINE**, try another download.

Intermittent Issues with the RS485 bus connection

If communication issues still persist between the GSM module and the PC when an RS485 connection is being used and the steps described on page 57 have been followed it may be necessary to try one of the following suggestions instead to see if it resolves the issue (we recommend trying each suggestion in turn):

- Check and confirm the polarity of the RS485 bus connections making sure that the A, B and GND connections on the GSM module are connected correctly to the corresponding terminals on the **Art.481** RS485 to USB converter;
- Next try removing the 120 Ohm resistor then close down the GSMSK software and reload it again to see if it establishes a connection to the GSM module;
- Also try disconnecting the RS485's GND connection at one end (or moving the bus termination jumper on the **Art.481** to the open position). Close down the GSMSK software and reload it again to see if it establishes a connection to the GSM module;

If any of the above suggestions still doesn't resolve the issue then it may be necessary to change the cable being used to connect the **Art.481** converter and the GSM module. A typical cable to use as the RS485 bus is a 2 core cable with low capacitance, which is compliant to RS485 specification, although equivalent alternatives can be used instead.

A **CAT-5** cable is an acceptable alternative where 1 pair is used for the **0V/GND** connection and a second pair is split between the **A** and **B** connections, i.e. 1 core of the pair is used for the **A** terminal and the other core of the pair is used for the **B** terminal, as shown in **Fig.143**.

Always ensure that the cable used is pure copper and **not** copper coated steel (**CCS**) or copper clad aluminium (**CCA**), although these types of cable may offer a low cost solution they will have a higher resistance than pure copper and can affect the overall performance of the system.

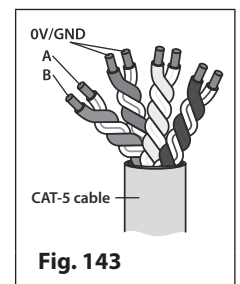


Fig. 143

Server Setup and Local Network Issues

When the PC software loads up regardless of whether or not it detects the GSM module it will automatically open on the **main programmer window** (refer to **Fig.13** and **Fig.14**, pages 14 - 15).

Under the **Server Setup (Port forwarding required on the router)** section the PC software should automatically detect the IP address of the PC on the local network (**LAN IP:**) and the IP address that is used to communicate outside of the local network and allow direct access over the internet (**PUBLIC IP:**), refer to **Fig.25** on page 18.

If neither the **LAN IP** and **PUBLIC IP** have been detected by the PC software, as shown in **Fig.144**, then it means there maybe a local network fault. Clicking on the '**Run Server**' button will confirm this, via a warning prompt window, that the IP details displayed are invalid, see **Fig.145**.

If this event occurs it is recommended that you contact your local network provider to re-establish a network connection for the PC. It could be a problem anywhere from a damaged Ethernet cable to the local network router or an overall network issue.

Without both of these IP addresses the programming "**over the air**" feature will not be possible until the issue is resolved.

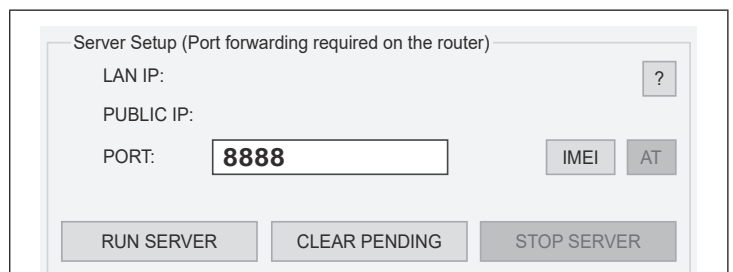


Fig. 144

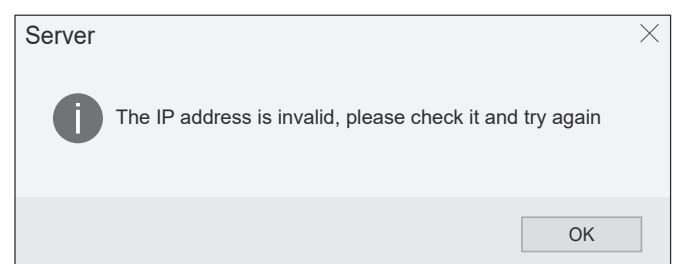


Fig. 145

Once the PC is connected back on the local network both the **LAN IP** and **PUBLIC IP** information will be displayed, again refer to **Fig.25** on page 18. To continue with the server setup follow the notes **server setup for programming "over the air" feature** on pages 17 - 18.

General Information

SOFTWARE REVISION

DATE	SOFTWARE VERSION	REVISION
10/05/16	3.0.0.5	Launch of GSM SK PC software.
20/07/16	3.0.0.7	Update to event log download.
10/07/17	3.1.0.10	Update to include digital GSM (4812/4812R) programming and other features.
09/10/17	3.1.0.13	Update DTO 000-899 (EDR) included for GSM4K & GSMVRK series.
13/11/17	3.1.0.14	End on last divert feature included on the settings screen for all GSM modules.
03/01/19	4.0.0.7	Updates include: Art.4903 code lock integration. Access levels, additional prog. and operational features for the GSM4K PRO series (Art.4810) , GSMVRK series (Art.150) , Digital GSM series (Art.4812 / Art.4812R) and Art.2270 GSM (for 2G/3G versions).
25/01/19	4.0.0.8	Production release for use with GSM4K PRO series firmware update (4K4.0.3/2G and 4K4.1.3/3G or later).
05/02/19	4.0.0.9	Improved import of old .dat files to set timeband days to all ON as default setting and free access to all OFF as default setting.
04/03/19	4.0.0.10	"Greyed out" unselected memory locations on the Art.2270 GSM call setup window until "start phone ID" and "End phone ID" limits have been entered on settings window.
04/04/19	4.0.0.11	Fixed issue: timeband days were unticked when importing from upgraded GSM's.
28/08/19	4.0.0.12	Slower upload down to allow intercom more time to write data.
12/09/19	4.0.0.13	Fixed issue with printing when there is more than one page needed for dial to opens.
06/01/20	4.0.0.14	Added check for updates with redirect to download page if updates are available.
15/01/20	4.0.0.15	Added timeband days of the week for Digital GSM series panels.
16/01/20	4.0.0.16	Fixed small bug with auto check for updates.
31/03/21	4.1.0.20	New GSM SK software release with features included for all 4G GSM variants: GSM4K PRO series , GSMVRK series , Digital GSM series and Art.2270 GSM module .
16/04/21	4.1.0.21	Dat file upload to cloud improvements.
20/04/21	4.1.0.22	Fixed issue with location 999 apartment on 1000 user Digital GSM series upload via "over the air" feature.
06/05/21	4.1.0.23	Fixed issue name sort facility.
24/05/21	4.1.0.24	Updates included on settings window: extended relay/aux time (Ext.) check boxes for GSM4K PRO series & GSMVRK series only. Unlatch protection check box for all GSM models. Automatic time correction feature for 4G GSM variants only. Prox & Codes window (feature) included for Art.2270 GSM module .
08/06/21	4.1.0.25	Fixed issue with automatic time correction - Time Zone (UTC+0) & DST section highlighted on NTC selection only (greyed out on any other selection). Fixed location numbering for Prox & Codes window for Art.2270 GSM module .
29/10/21	4.1.0.30	Added VoLTE file uploader and minor bug fixes.
06/01/22	4.1.0.33	Minor bug fixes
24/02/22	4.1.0.34	Added additional events for receiving and sending SMS and server connection. Fixed bug with OTA upload to digital panel missing last memory location.
20/03/22	4.1.0.35	Added additional events for receiving and sending SMS, lost connection and server connection.
05/04/22	4.1.0.36	Added additional events for connection type changes, also added button offset feature on settings tab for Art.4810-n/4G GSM modules only.

General Information

FURTHER READING

Additional programming information and GSM module installation instructions can be found in the following technical manuals:

- GSM4KCR_66250754-EN_V1-3 (or later)
- GSMVRK_66250675-EN_V2-1 (or later)
- DGSM_66251750-EN_V2-0 (or later)
- 2270_66251245-EN_V2-1 (or later)
- GSM4K_66250754-4G-EN_V2-0 (or later)
- GSMVRK_66250675-4G-EN_V1-2 (or later)
- DGSM_66251750-4G-EN_V2-0 (or later)
- 2270_66251245-4G-EN_V1-1 (or later)

Additional programming and setup information for the expansion proximity reader module and the access control keypad can be found in the following installation instructions:

- ART.4850R_66250407_EN_V1-1 (or later).
- ART.4903_66251800_EN_V1-2 (or later).

Additional port forwarding, server setup and configuration information can be found in Videx application note:

- AN0046_RemotelyProgramming4GIntercomsViaPCSoftware.

Additional programming setup and guidance on the **Videx SMS Wizard PRO** app can be found in the following Videx application notes:

- AN0059_GSMPRO_APP_Program_a_Call_Button.
- AN0060_GSMPRO_APP_Initial_Setup.
- AN0061_GSMPRO_APP_Proximity.
- AN0062_GSMPRO_APP_Dial_To_Open.

ENG DISPOSAL

In accordance with the Legislative Decree no. 49 of 14 March 2014 "Implementation of the Directive 2012/19/EU on waste electrical and electronic equipment (WEEE)".

The crossed-out bin symbol on the equipment or on the packaging indicates that when the product reaches the end of its lifetime, it must be collected separately from mixed municipal waste. The user must, therefore, dispose of the equipment at the end of its lifetime in the suitable waste collection centres or bring it to the retailer during the purchase of a new equipment of equivalent type at the ratio of one-to-one. Furthermore, the user is allowed to dispose of the WEEEs of very small size (domestic appliances without any external dimension exceeding 25 cm (9.84 inches) for free to the retailers, without any purchase obligation. The correct waste disposal of the WEEEs contributes to their reuse, recycling and recovery and avoids potential negative effects on the environment and human health due to the possible presence of dangerous substances within them.

**ITA SMALTIMENTO**

Ai sensi del Decreto Legislativo 14 marzo 2014, n° 49 "Attuazione della direttiva 2012/19/UE sui rifiuti di apparecchiature elettriche ed elettroniche (RAEE)".

Il simbolo del cassonetto barrato riportato sull'apparecchiatura o sulla sua confezione indica che il prodotto alla fine della propria vita utile deve essere raccolto separatamente dagli altri rifiuti urbani misti. L'utente dovrà, pertanto, conferire l'apparecchiatura giunta a fine vita presso gli idonei centri di raccolta differenziata oppure riconsegnarla al rivenditore al momento dell'acquisto di una nuova apparecchiatura di tipo equivalente, in ragione di uno a uno. L'utente ha, inoltre, la possibilità di conferire gratuitamente presso i distributori, senza alcun obbligo di acquisto, per i RAEE di piccolissime dimensioni (per le apparecchiature di tipo domestico con nessuna dimensione esterna superiore a 25 cm).

L'adeguata raccolta differenziata dei RAEE contribuisce al loro riutilizzo, riciclaggio e recupero ed evita potenziali effetti negativi sull'ambiente e sulla salute umana dovuti alla eventuale presenza di sostanze pericolose al loro interno.

FRA ÉLIMINATION

Conformément au décret législatif n° 49 du 14 mars 2014 relatif à l'« Application de la directive 2012/19 / UE relative aux déchets d'équipements électriques et électroniques (DEEE) ».

Le symbole de la poubelle barrée sur l'équipement ou sur son emballage indique que le produit en fin de vie utile doit être collecté séparément des autres déchets municipaux en mélange. L'utilisateur doit donc remettre l'équipement en fin de vie aux centres de collecte appropriés ou le restituer au revendeur lors de l'achat d'un nouveau type d'équipement équivalent, dans le rapport de un à un. De plus, l'utilisateur a la possibilité de conférer gratuitement aux distributeurs, sans aucune obligation d'achat, de très petits DEEE (pour les appareils ménagers sans dimensions extérieures supérieures à 25 cm). La collecte séparée adéquate des DEEE contribue à leur réutilisation, leur recyclage et leur valorisation et évite les éventuels effets négatifs sur l'environnement et la santé humaine en raison de la présence possible de substances dangereuses dans ceux-ci.

SPA ELIMINACIÓN

De conformidad con el Decreto legislativo n. 49 de 14 de marzo 2014 "Aplicación de la Directiva 2012/19/UE relativa a residuos de aparatos eléctricos y electrónicos (RAEE)".

El símbolo del contenedor tachado indicado sobre los aparatos o sobre los embalajes señala que el producto al final de su vida útil debe ser recogido separadamente de otros residuos municipales mezclados. Por tanto, el usuario deberá conferir los aparatos al final de su vida útil en los apropiados centros de recogida selectiva o devolverlos al revendedor al momento de la compra de nuevos aparatos equivalentes, en una relación de uno a uno. Además, el usuario tiene la posibilidad de entregar sin cargo a los distribuidores, sin ninguna obligación de compra, los RAEEs muy pequeños (para electrodomésticos sin dimensiones externas superiores a 25 cm).

La recogida selectiva apropiada de los RAEEs contribuye a su reutilización, reciclaje y valorización y evita potenciales impactos negativos sobre el medio ambiente y la salud humana debidos a la posible presencia de sustancias peligrosas dentro de ellos.

NLD VERWIJDERING

In overeenstemming met het Wetsbesluit nr. 49 van 14 maart 2015 "Implementatie van de Richtlijn 2012/19/EU inzake afgedankte elektrische en elektronische apparaten (AEEA)".

Het doorgeslechte vuilnisbaksymbool op het apparaat of de verpakking geeft aan dat het product aan het einde van zijn levensduur niet samen met het gewone huisvuil weggegooid mag worden. De gebruiker moet het apparaat aan het einde van zijn levensduur inleveren bij een gepast inzameelpunt of de winkel waar hij een nieuw apparaat van een gelijksoortig type zal kopen. De gebruiker kan tevens AEEA's van een zeer klein formaat (huishoudapparaten met een buitenafmeting kleiner dan 25 cm (9,84 inch) gratis en zonder enige aankoopverplichting bij handelaars inleveren. Een juiste verwijdering van AEEA's draagt bij tot hergebruik, recycling en terugwinning, en voorkomt potentiële negatieve effecten op het milieu en de menselijke gezondheid door de mogelijke aanwezigheid van gevaarlijke stoffen.

POR ELIMINAÇÃO

De acordo com o Decreto Legislativo n.º 49 de 14 de março de 2014 "Implementação da Diretiva 2012/19/UE relativa aos resíduos de equipamentos elétricos e eletrônicos (REEE)".

O símbolo do caixote do lixo riscado no equipamento ou na embalagem indica que quando o produto atinge o fim da sua vida útil, deve ser recolhido separadamente dos resíduos urbanos mistos. O utilizador deve, portanto, eliminar o equipamento no final da sua vida útil nos centros de recolha de resíduos adequados ou levá-lo ao vendedor durante a compra de um novo equipamento de tipo equivalente, na proporção de um para um. Além disso, o utilizador pode eliminar gratuitamente os REEE de dimensões muito reduzidas aos vendedores, sem qualquer obrigação de compra. (só aparelhos domésticos sem qualquer dimensão externa que exceda 25 cm, ou seja 9,84 polegadas). A correta eliminação dos REEE contribui para a sua reutilização, reciclagem e recuperação e evita potenciais efeitos negativos sobre o ambiente e a saúde humana devido à possível presença de substâncias perigosas no seu interior.

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