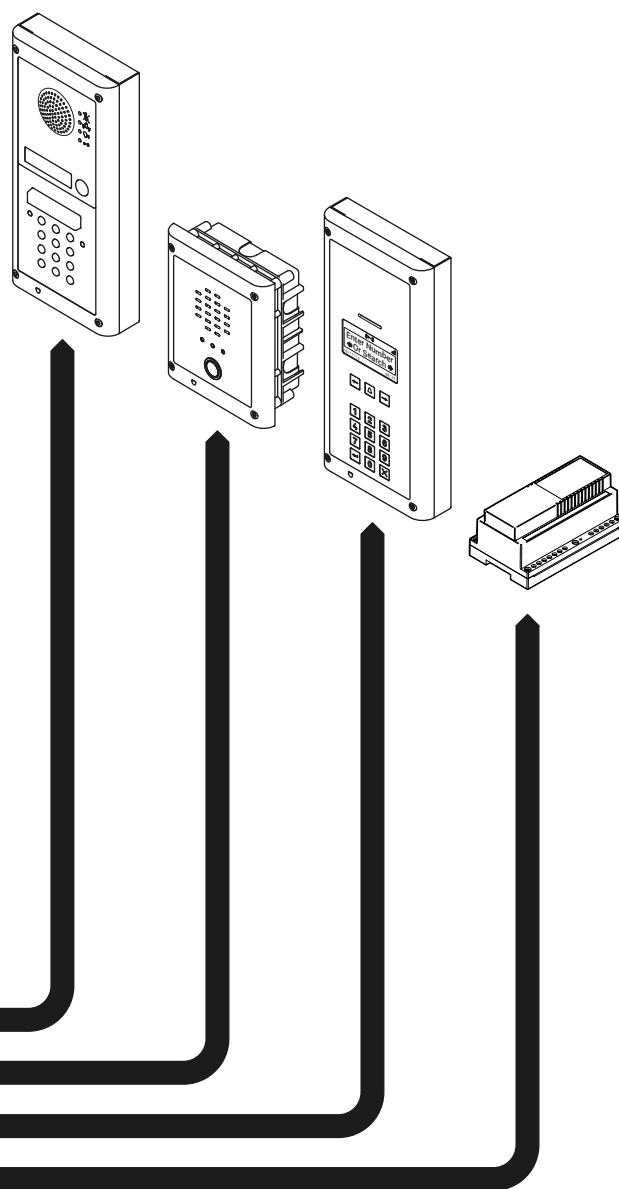
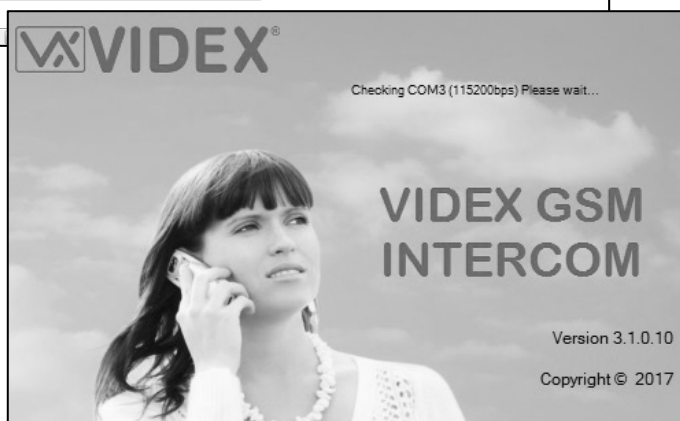


# GSMSK

## 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.

## MANUFACTURER



made in  
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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 intercoms can be programmed using the GSMSK software: **GSM4K, GSMVRK, Digital GSM Series (4812/4812R)** and the **Art.2270 GSM module**.

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 manual:

- **GSM4K-66250753-EN-V1-5 (or later);**
- **GSMVRK-66250675-EN-V1-0 (or later);**
- **DGSM-66251750-EN-V1-1 (or later);**
- **2270-66251225-EN-V1-0 (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 Security Ltd.

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

The GSMSK software is designed to work with the GSM4K, GSMVRK, Digital GSM Series (Art.4812/Art.4812R) intercom systems and also the Art.2270 GSM module (as previously mentioned). 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 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 system being installed.

Software Feature ▼	GSM System ►	GSM4K (PRO)	GSMVRK	Digital GSM (Art.4812/Art.4812R)	Art.2270 GSM Module
Call button or user apartment no. setup including divers		50 buttons (1 primary no. including 3 divers per button).	24 buttons (1 primary no. including 3 divers per button).	500 users (1 primary no. including 3 divers per button).	180 users (1 primary no. including 3 divers per button).
Dial to Open no. setup and enable/disable		1000 numbers (000-999).	1000 numbers (000-999).	2000 numbers (4x 000-499).	3000 numbers (1000 per relay, 000-999).
Proximity fobs/cards programming		1000 fobs/cards (000-999).	1000 fobs/cards when Wiegand reader installed.	2000 fobs/cards (0000-1999).	N/A.
Event logging download		up to 4000 stored events.	up to 4000 stored events.	up to 8000 stored events.	up to 8000 stored events.
Time settings		Call; divert; relay; auto dial; AUX1 & AUX2 times.	Call; divert; relay; auto dial; AUX1 time.	Call; divert; relay; auto dial; AUX1 time.	Call; divert; relays 1, 2 & 3 times; auto dial; delay call.
Mode settings		AUX1 mode settings: 6; D0 function enable/disable; Silent dialing enable/disable; D# function enable/disable; Speak 'gate open' enable/disable; Speak 'door open' enable/disable; DTO 0-899 by timeband enable.	AUX1 mode settings: 3; D0 function enable/disable; Silent dialing enable/disable; D# function enable/disable; DTO 0-899 by timeband enable.	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.	AUX1 (A1M) mode settings: 6; AUX2 (A2M) mode settings: 6; AUX3 (A3M) mode settings: 6; D0 function enable/disable; D# function enable/disable.



## Introduction

<b>Service Interval SMS setup</b>	Set next service date; Message: 96 characters (max.); Tel No. to SMS: 32 digits (max.).			
<b>Timeband setup</b>	1 programmable timeband.	1 programmable timeband.	9 programmable timebands (1-9). With default timeband 0 set: ON = 00:00, OFF = 23:59.	1 programmable timeband.
<b>General settings</b>	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: 0-14; Microphone volume: 0-7; 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.	Master code (default '1111'); Balance check string; Master telephone no.; Speaker volume: 0-14; Microphone volume: 0-7; 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.	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: 0-14; Microphone volume: 0-7; 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.	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: 0-12; Microphone volume: 0-24; Start Phone ID: 001-180 (default 150); End Phone ID: 001-180 (default 150); Entrance ID: 1-99 (default 1).
<b>Integrated bootloader function</b>	Available for all current GSM systems for updating the GSM intercom's firmware.			

### OTHER KEY FEATURES OF THE SOFTWARE

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

- 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 standard size SIM (25mm x 15mm) 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 pages 7 - 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 the RS485 bus connection can be used with the Art.481 RS485 to USB converter (also refer to connection diagrams on pages 10 - 12). 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

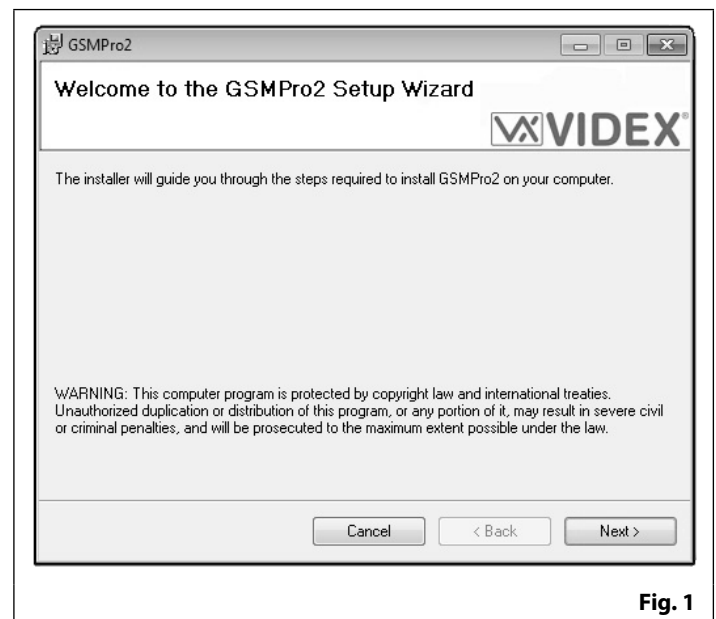
First install the USB drivers for the micro USB cable. Follow the steps below to install the driver:

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

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 will appear on the PC's desktop.



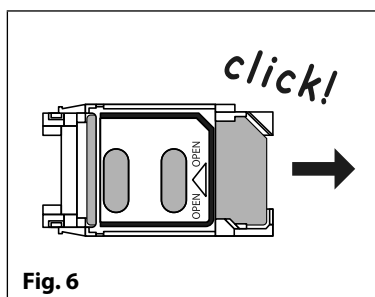
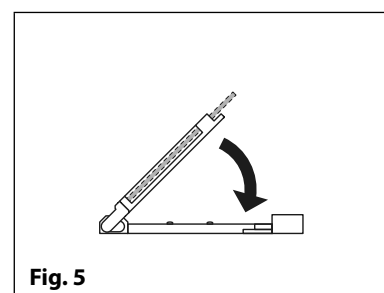
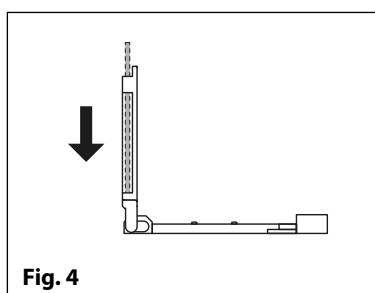
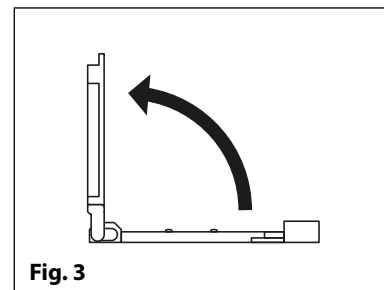
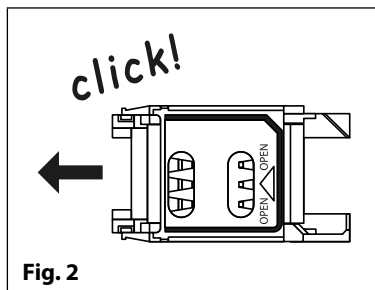
# Fitting the SIM & Connecting Power

## FITTING THE SIM CARD AND CONNECTING THE POWER TO THE GSM INTERCOM

Before connecting the GSM intercom to the PC the GSM antenna must be connected to the GSM module, a registered SIM card fitted into the SIM holder on the back of the module and 12Vdc power connected. The following steps advise how to do this for each GSM system (these steps can also be found in the relevant GSM technical manual previously mentioned on page 4).

### FOR THE GSM4K SERIES, GSMVRK SERIES & ART.2270 GSM MODULE

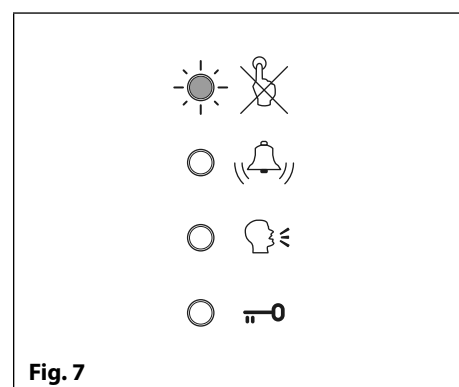
1. On the GSM4K module slide the SIM holder on the back of the unit to the left until it 'clicks', as shown in **Fig.2** (in the case of the GSMVRK and Art.2270 GSM modules slide the SIM holder to the right).
2. The SIM holder is hinged and will open out to the left, see **Fig.3** (in the case of the GSMVRK and Art. 2270 GSM modules it will open out to the right).
3. Place the SIM card into the holder (it will only fit one way, see **Fig.4**) and fold the holder back down, see **Fig.5**.
4. Slide the SIM holder back to the right until it 'clicks', see **Fig.6** (in the case of the GSMVRK and Art.2270 GSM modules slide it back to the left).
5. Once the SIM is in place connect the appropriate call buttons following the examples shown in the relevant GSM technical manual.
6. Connect the Art.432 GSM antenna and then connect the 12Vdc power supply but **DO NOT** power up the system yet.
7. Follow the initialisation process for the relevant GSM4K, GSMVRK or Art.2270 GSM modules below (the power up initialisation process can also be found in the appropriate GSM technical manual mentioned on page 4).



### POWER UP INITIALISATION SEQUENCE FOR THE GSM4K SERIES

The GSM4K module requires approximately 30 seconds to initialise properly. We recommend **NOT** sending SMS messages or pressing buttons during this time.

1. First check all the connections have been made correctly and when ready power up the system.
2. The busy LED will start to flash continuously, as shown in **Fig.7** (this will continue to flash until the end of the initialisation process).
3. Two short beeps will be heard from the GSM module followed by a 15 second delay.
4. Next a single short beep will be heard followed by another 15 second delay.
5. Finally another single short beep will be heard and the busy LED will continue to flash while it registers with the chosen network.
6. After a further delay the busy LED will stop flashing to indicate that the GSM module has registered with the network and is ready to begin programming.

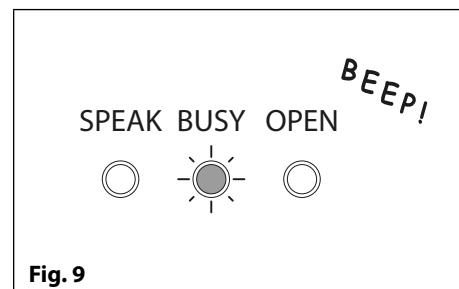
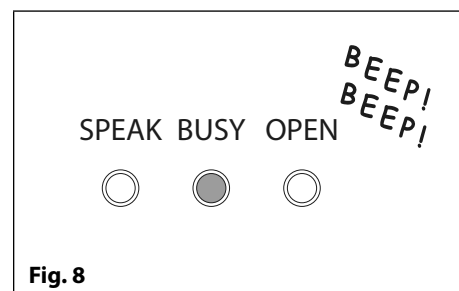


## Fitting the SIM & Connecting Power

### POWER UP INITIALISATION SEQUENCE FOR THE GSMVRK SERIES

The GSMVRK module requires approximately 30 seconds to initialise properly. We recommend **NOT** sending SMS messages or pressing buttons during this time.

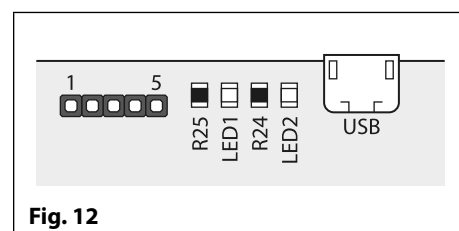
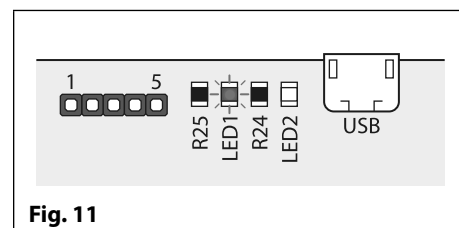
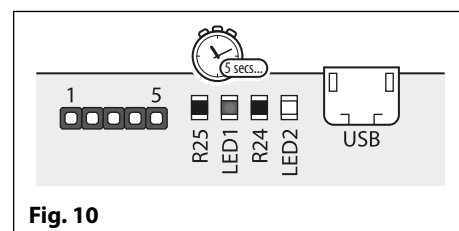
1. First check all the connections have been made correctly and then power up the system.
2. Two short beeps will be heard from the GSM module and the busy LED will switch ON, as shown in **Fig.8**.
3. After approximately 10 seconds the busy LED will start to flash for a further 10 seconds and then emit a single beep, as shown in **Fig.9**.
4. The busy LED will continue to flash while it registers with the chosen network.
5. After a further delay the busy LED will stop flashing to indicate that the GSM module has registered with the network and is ready to begin programming.



### POWER UP INITIALISATION SEQUENCE FOR THE ART.2270 GSM MODULE

The Art.2270 GSM module requires approximately 20 seconds to initialise properly. We recommend **NOT** sending SMS messages or pressing buttons on the intercom panel during this time.

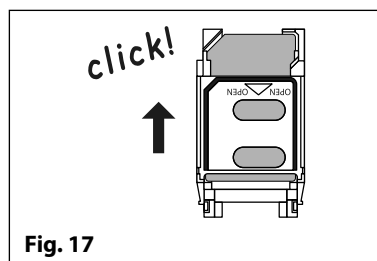
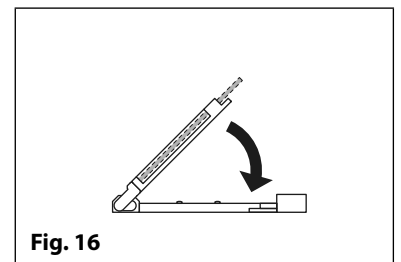
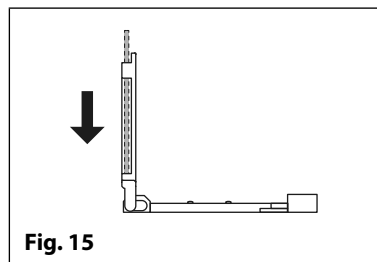
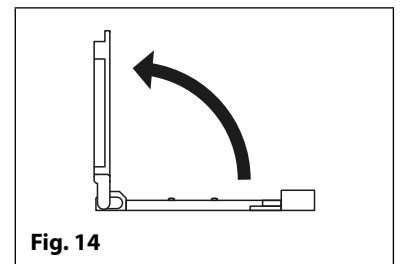
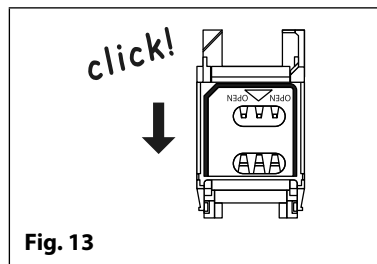
1. First check all the connections have been made correctly and then power up the system.
2. The red LED (LED1) will switch ON for approximately 5 seconds, as shown in **Fig.10**.
3. After this the red LED (LED1) will continue to flash while it registers with the chosen network, as shown in **Fig.11**.
4. After a further delay the red LED (LED1) will stop flashing, as shown in **Fig.12**, to indicate that the GSM module has registered with the network and is ready to begin programming.



## Fitting the SIM & Connecting Power

### FOR THE DIGITAL GSM (ART.4812 / ART.4812R)

1. First slide the SIM holder on the back of the digital GSM module down until it 'clicks', as shown in **Fig.13**.
2. The SIM holder is hinged and will open out, see **Fig.14**.
3. Place the SIM card into the holder (it will only fit one way, see **Fig.15**) and fold the holder back down, see **Fig.16**.
4. Slide the SIM holder back up until it 'clicks', see **Fig.17**
5. Once the SIM is in place connect the Art.432 GSM antenna and then connect the 12Vdc power supply but **DO NOT** power up the system yet.
6. Follow the initialisation process for the digital GSM below (this can also be found in the Digital GSM technical manual).

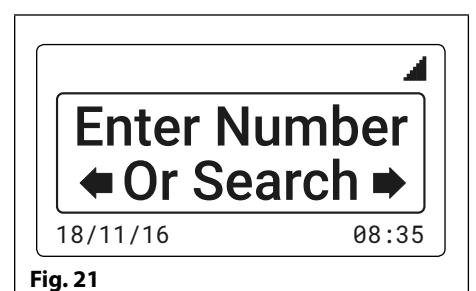
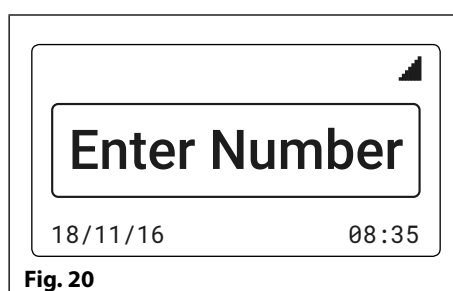
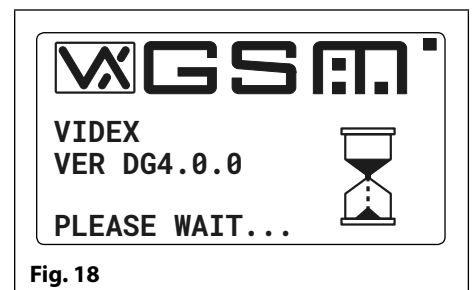


### POWER UP INITIALISATION SEQUENCE FOR THE DIGITAL GSM (ART.4812 / ART.4812R)

The digital GSM intercom requires approximately 25 - 30 seconds too initialise properly. We recommend **NOT** sending any SMS messages or pressing buttons during this time.

1. First check all the connections have been made correctly and then power up the system.
2. The graphical display and the keypad buttons will illuminate.
3. After approximately 5 seconds the display will show the Videx GSM logo and current firmware version number, as shown in **Fig.18**.
4. After a further 10 seconds the GSM will emit a beep and below the Videx logo it will indicate the digital GSM is registering with the network, as shown in **Fig.19**.
5. After a further delay the display will then show the default welcome screen, refer to **Fig.20** for the Art.4812 and **Fig.21** for the Art.4812R below. The digital GSM is ready to begin programming.

The date and time is shown along the bottom of the display and the signal is indicated at the top right corner of the display.



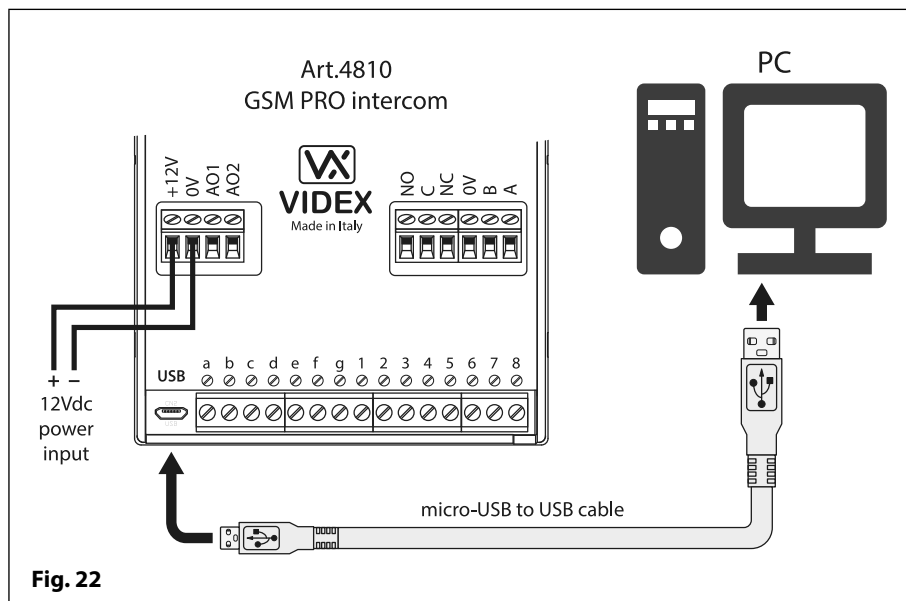
# Connecting the GSM Intercom to the PC

## CONNECTING THE GSM4K SERIES TO A PC

For the GSM4K series (Art.4810, GSM PRO intercom) 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

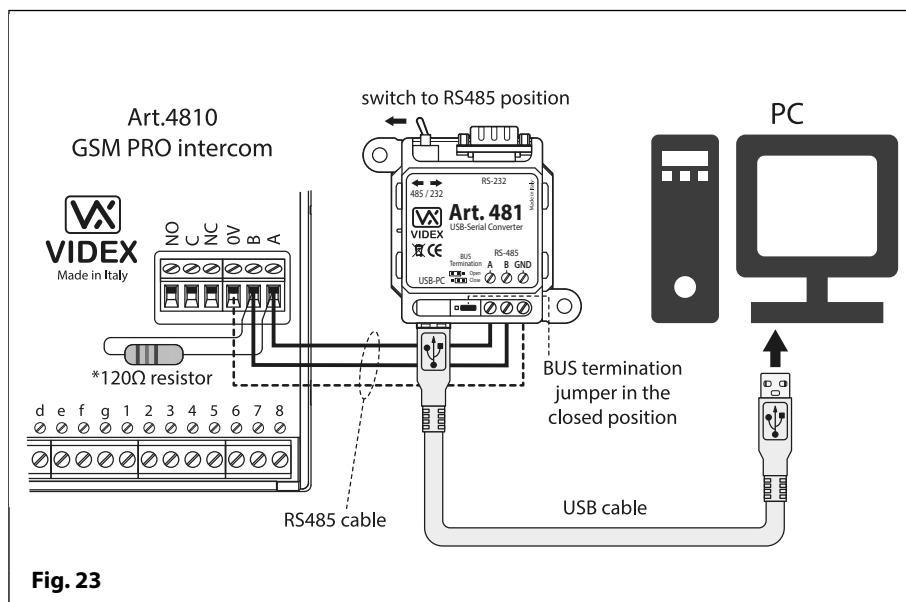
The GSM4K (PRO) series module can be connected using a standard micro-USB to USB cable as shown in **Fig.22**. This method of connection is primarily used for programming and setup of the GSM module.



### OPTION 2: RS485 CONNECTION

The GSM4K (PRO) series module can also be connected using an RS485 bus connection via an RS485 to USB converter (Art.481) as shown in **Fig.23**. 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. 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 120 Ohm resistor must be fitted across the RS485 terminals A and B, as shown in **Fig.23**.



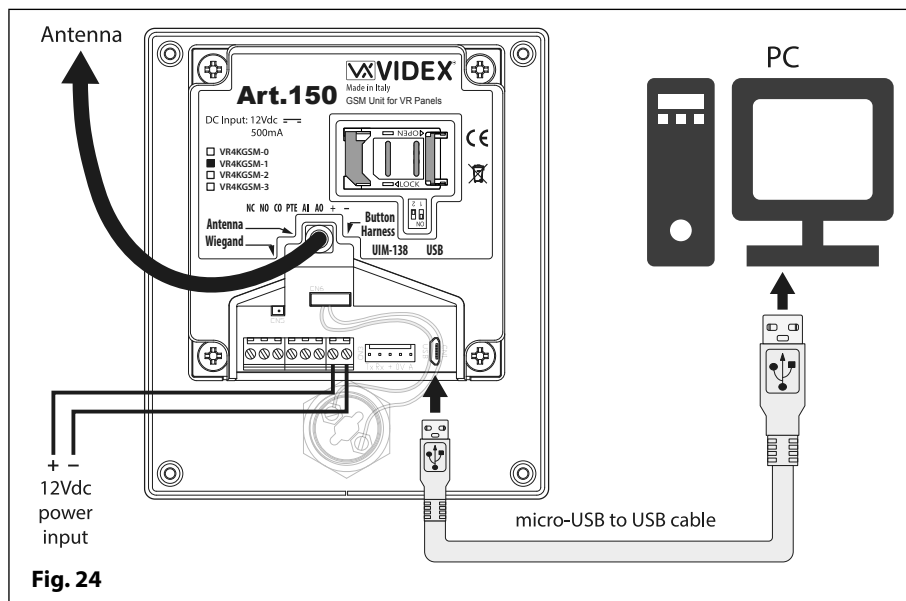
## Connecting the GSM Intercom to the PC

### CONNECTING THE GSMVRK SERIES TO A PC

The GSMVRK series (vandal resistant GSM) intercom 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.

#### USB CONNECTION

The GSMVRK series (vandal resistant GSM) module can be connected using a standard micro-USB to USB cable as shown in **Fig.24**.



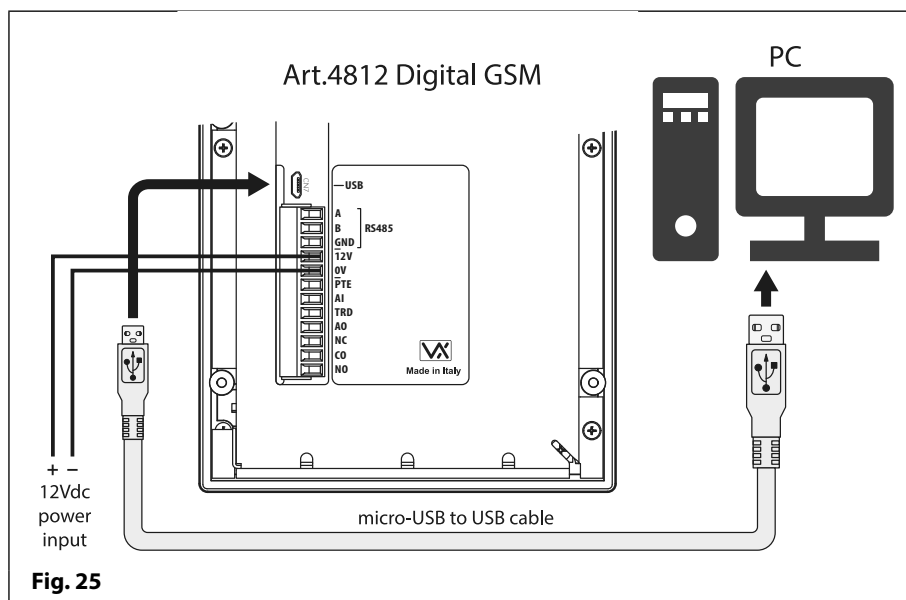
**Fig. 24**

### CONNECTING THE DIGITAL GSM TO A PC

The digital GSM intercom (Art.4812/Art.4812R), like the GSM4K series module 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.4812 digital GSM can be connected directly to the PC using a standard micro-USB to USB cable as shown in **Fig.25**.

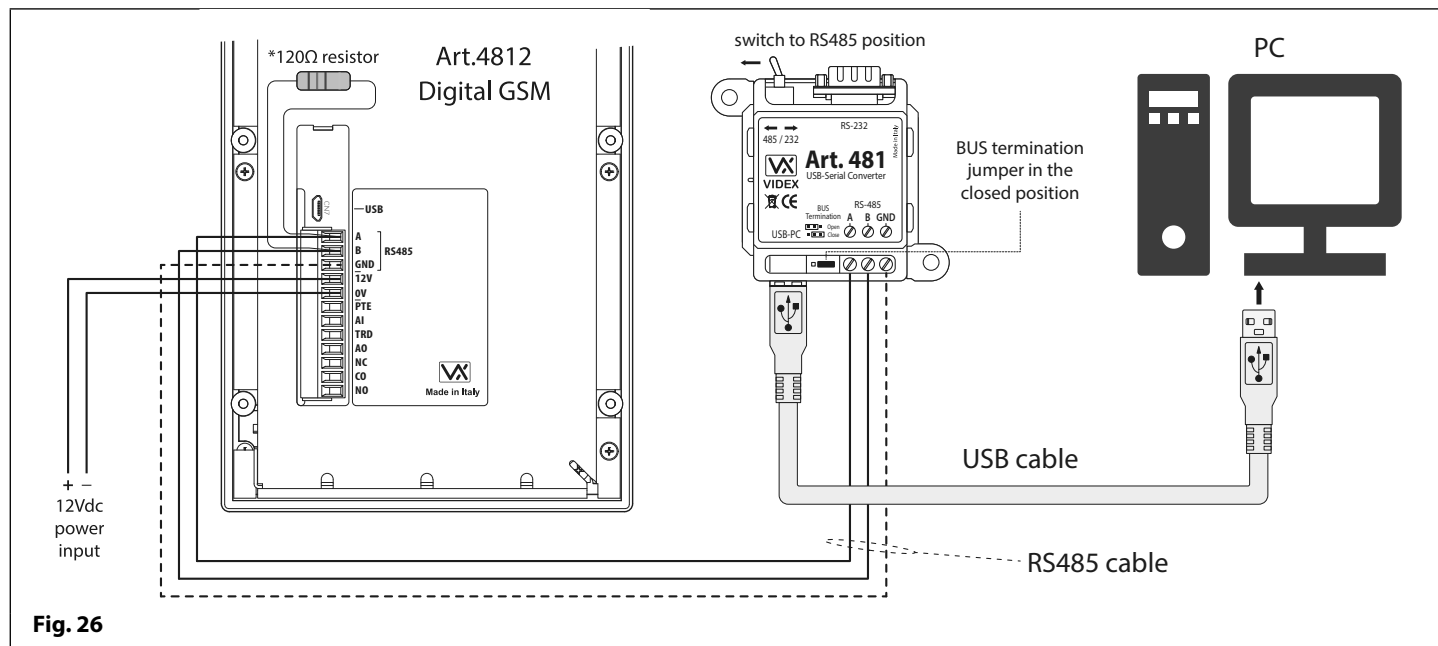


**Fig. 25**

# Connecting the GSM Intercom to the PC

## OPTION 2: RS485 CONNECTION

The Art.4812 digital GSM 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.26**.



**Fig. 26**

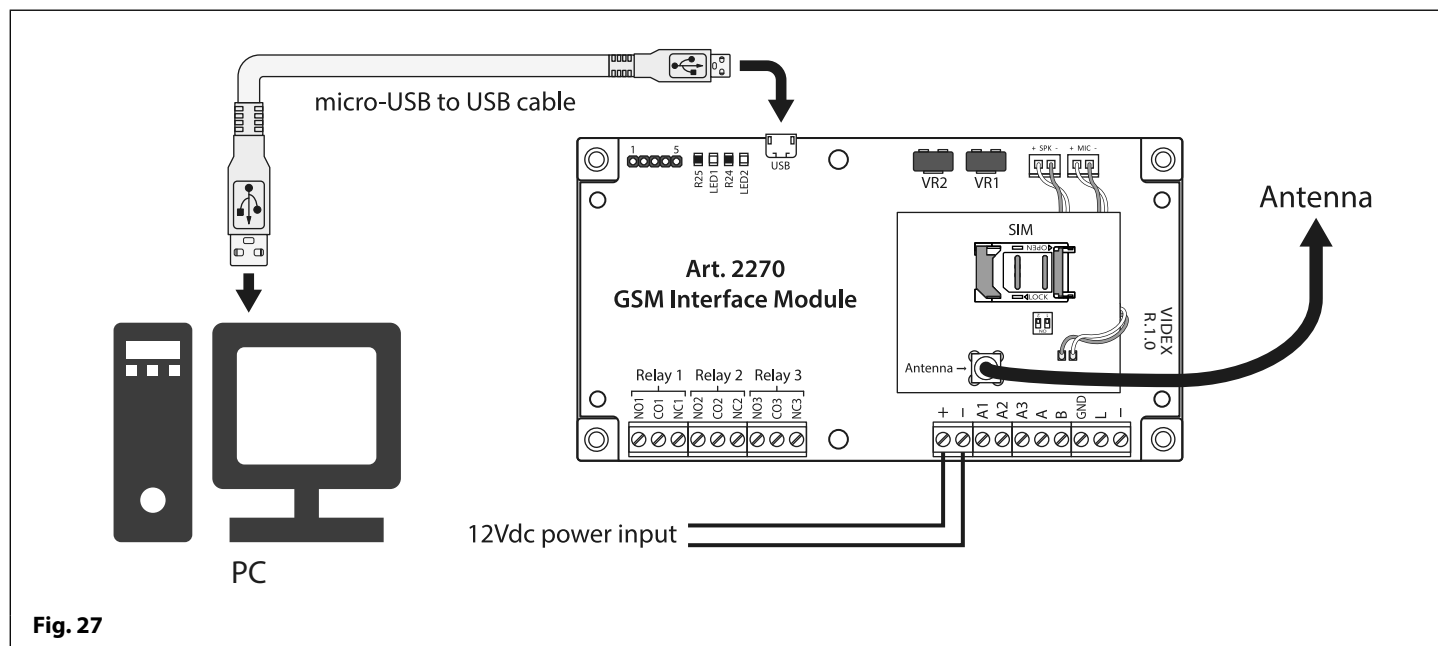
\* For end of line termination a 120 Ohm resistor must be fitted across the RS485 terminals A and B, as shown above in **Fig.26**.

## CONNECTING THE ART.2270 GSM MODULE TO A PC

The Art.2270 GSM module, 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.27**. This method of connection is primarily used for programming and setup of the GSM module.



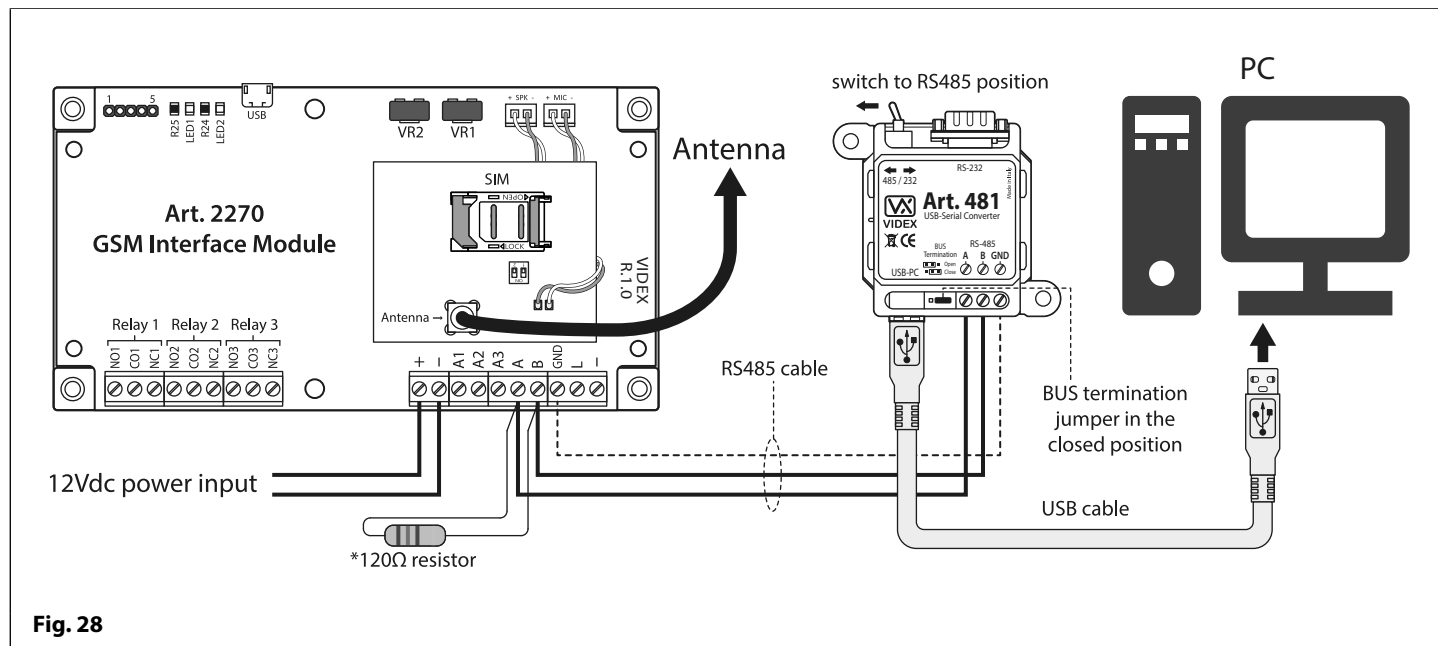
**Fig. 27**



## 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.28**.



**Fig. 28**

\* For end of line termination a 120 Ohm resistor must be fitted across the RS485 terminals A and B on the GSM module, as shown above in **Fig.28**.

**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 3.1.0.10 OR LATER)

After all the relevant drivers and the software have been installed on the PC, connect the GSM intercom 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.

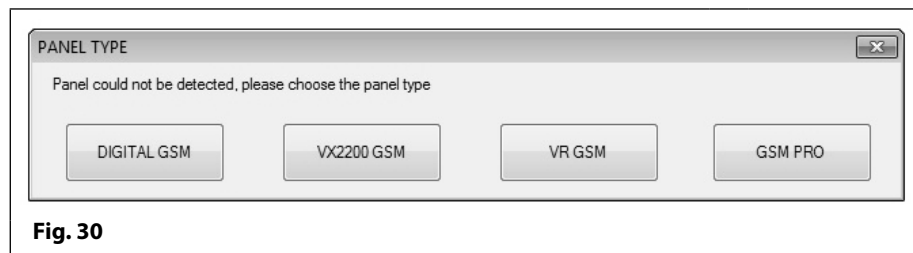


After a brief delay the start up window will appear, see **Fig.29**.

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 it. If the software cannot detect a device the panel type window will appear, as shown in **Fig.30**.



**Fig. 29**



**Fig. 30**

Four options are available from this window: **DIGITAL GSM**, **VX2200 GSM**, **VR GSM** and **GSM PRO**.

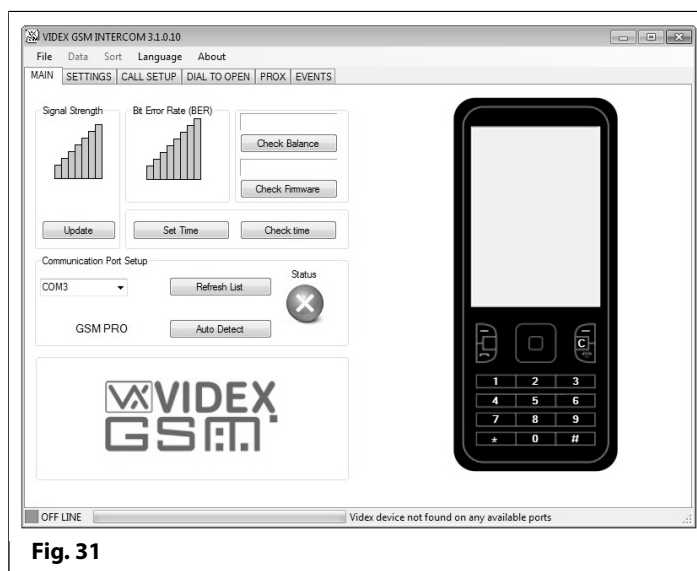
### PANEL TYPE SELECTION

Select the panel type required by clicking on the relevant button to open the main programmer window.

- For the digital GSM (Art.4812 / Art.4812R) click on the **DIGITAL GSM** button.
- For the VX2200 series (Art.2270 GSM module) click on the **VX2200 GSM** button.
- For the vandal resistant GSM (GSMVRK series, Art.150) click on the **VR GSM** button.
- For the 4000 series GSM module (GSM4K series, Art.4810) click on the **GSM PRO** button.

### THE MAIN PROGRAMMER WINDOW

Once the required selection has been made the main programmer window will appear (as shown in **Fig.31**). Just below the Communication Port Setup heading and below the COM port drop down list the type of GSM module that was selected from the panel type 'pop up' window will be shown.



**Fig. 31**

## GSM PANEL DETECTION

If the software has detected the GSM module the main programmer window will show it as **ON LINE** in green at the bottom left corner of the window and the status icon will be ticked in green, refer to **Fig.32**. If the software has not detected the GSM module then it will show it as **OFF LINE** in red at the bottom left corner of the window and the status icon will be crossed in red, refer to **Fig.33**. When **OFF LINE** it will also show to the right of the progress bar 'Videx device not found on any available ports', refer to **Fig.151** on page 49.



Fig. 32



Fig. 33

## CONNECTING THE SOFTWARE TO THE GSM MODULE (ON LINE)

If the software is showing the GSM module as **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. Click on the 'Refresh List' button on the software;
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.34**, also refer to **Fig.152** on page 49.

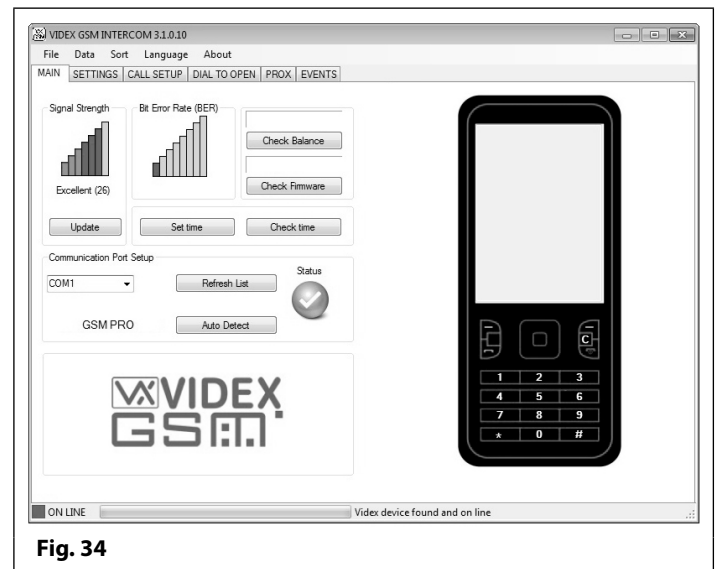


Fig. 34

## THE MAIN PROGRAMMING WINDOW

Regardless of which GSM module (GSM4K series, GSMVRK series, the Art.2270 GSM module or digital GSM) is connected to the PC software the main programming screen will display the same features. On this main screen it is possible to do the following:

### 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.35**.

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).



Fig. 35

### 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.36**.

Refer to the relevant GSM technical manual, previously mentioned on page 4, to see the available balance check strings.

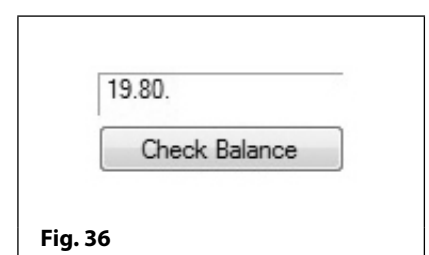


Fig. 36

## Programming Using the PC Software

### 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.37**. 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.

VER4K3.0.0

Check Firmware

Fig. 37

### SETTING THE TIME & DATE

Click the 'Set time' button to synchronise the time & date of the GSM module with the time & date of the PC, see **Fig.38**.

Set time

Fig. 38

### CHECKING THE TIME & DATE

Click the 'Check time' button to confirm the current time & date settings in the GSM module, see **Fig.39**.

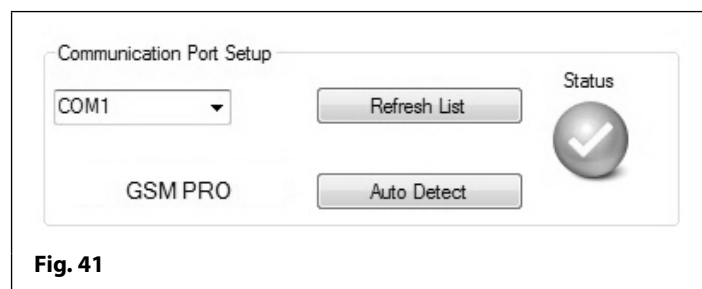
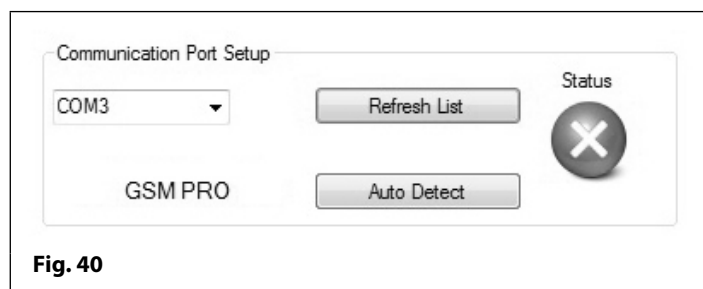
Check time

Fig. 39

### COMMUNICATION PORT SETUP



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

If the communication port status is showing as OFF LINE, as shown in **Fig.40**, 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.41**.



### MOBILE PHONE

The mobile phone image that is shown on the main programming screen, see **Fig.42**, can be used like a normal mobile phone to make calls from the GSM module connected. This can be useful when setting up the GSM unit's SIM card with functions such as switching OFF voice mail and text alerts 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.

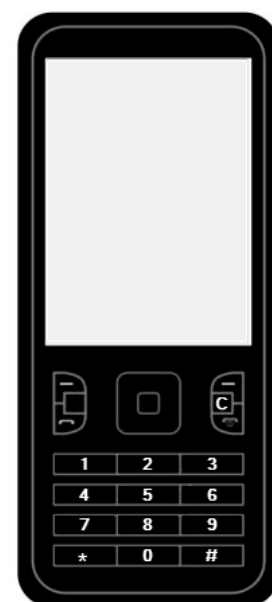


Fig. 42

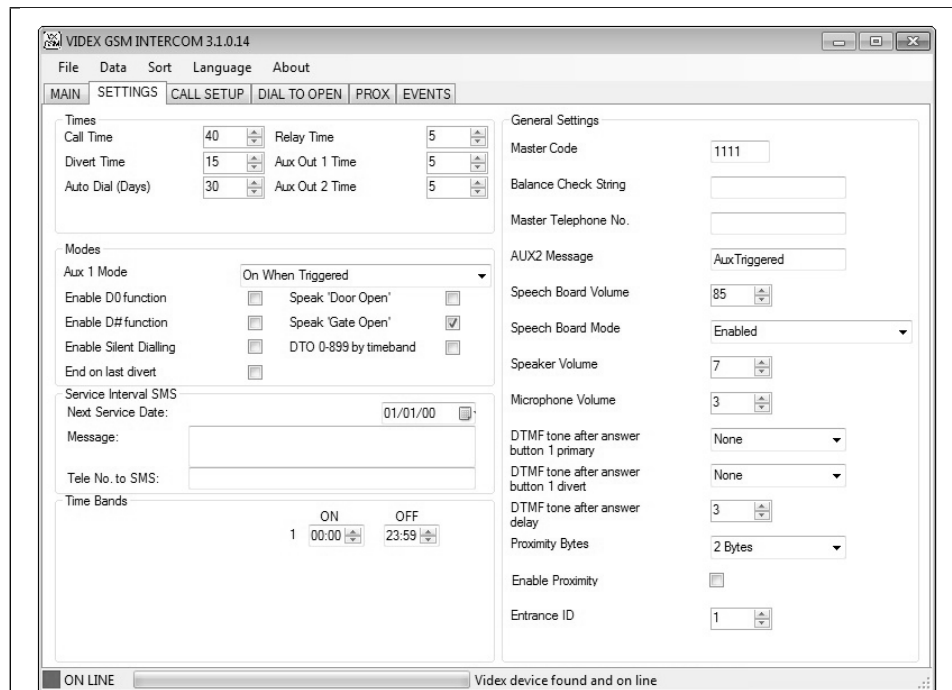
## Programming Using the PC Software

### THE SETTINGS WINDOW

The settings screen 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 GSM systems (GSM4K PRO series, GSMVRK series, digital GSM and the Art.2270 GSM module). The features and settings displayed is based on the key features that are shown in the table on pages 4 and 5 of this manual.

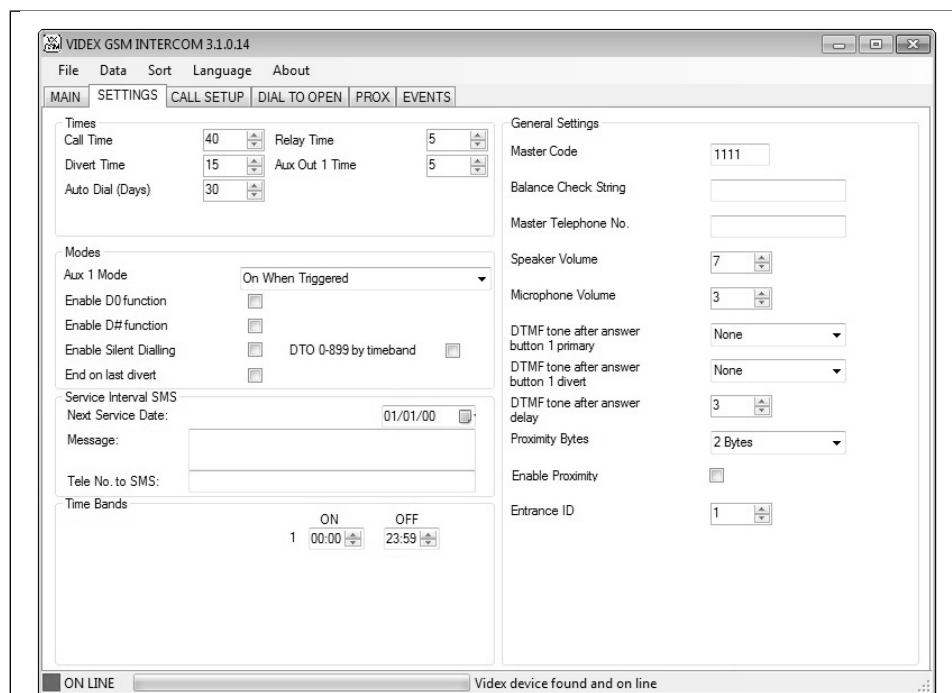
### THE SETTINGS SCREEN

The settings screen displayed for each of the GSM systems are very similar with the exception of some features. Below **Fig.43** shows the settings available for the GSM4K series module, **Fig.44** shows the settings available for the GSMVRK series module, **Fig.45** shows the settings available for the digital GSM module and **Fig.46** shows the settings available for the Art.2270 GSM module. The features and settings are broken down into 5 groups: **Times**, **Modes**, **Service Interval SMS**, **Time Bands** and **General Settings**.



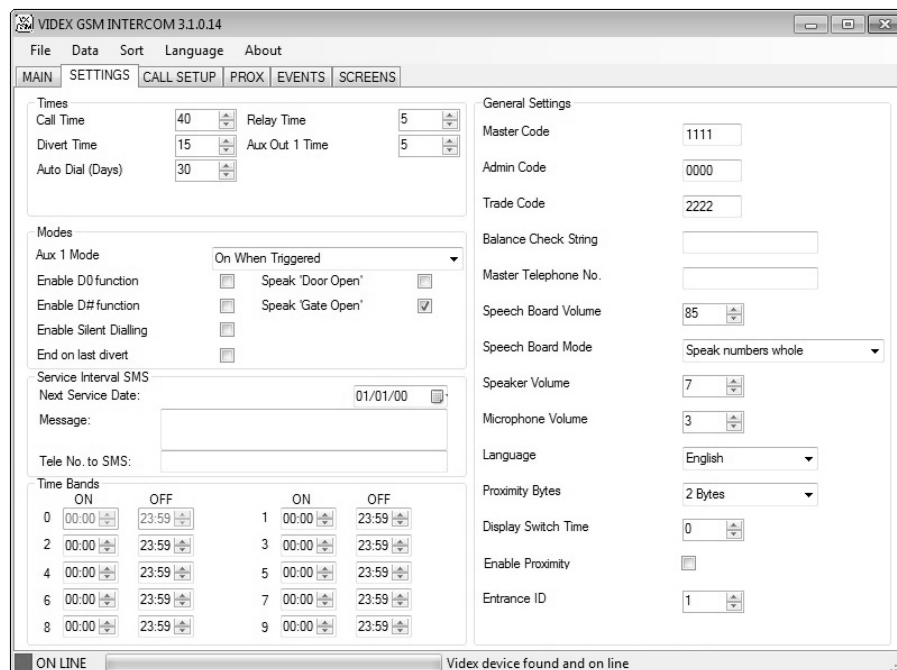
GSM4K Series

Fig. 43



GSMVRK Series

Fig. 44

**Digital GSM Module  
(Art.4812 / Art.4812R)**


VIDEX GSM INTERCOM 3.1.0.14

File Data Sort Language About

MAIN SETTINGS CALL SETUP PROX EVENTS SCREENS

**Times**

Call Time: 40 Relay Time: 5

Divert Time: 15 Aux Out 1 Time: 5

Auto Dial (Days): 30

**Modes**

Aux 1 Mode: On When Triggered

Enable D0 function: ☐ Speak 'Door Open': ☐

Enable D# function: ☐ Speak 'Gate Open': ☒

Enable Silent Dialling: ☐

End on last divert: ☐

**Service Interval SMS**

Next Service Date: 01/01/00

Message:

Tele No. to SMS:

**Time Bands**

	ON	OFF		ON	OFF
0	00:00	23:59	1	00:00	23:59
2	00:00	23:59	3	00:00	23:59
4	00:00	23:59	5	00:00	23:59
6	00:00	23:59	7	00:00	23:59
8	00:00	23:59	9	00:00	23:59

**General Settings**

Master Code: 1111

Admin Code: 0000

Trade Code: 2222

Balance Check String:

Master Telephone No.:

Speech Board Volume: 85

Speech Board Mode: Speak numbers whole

Speaker Volume: 7

Microphone Volume: 3

Language: English

Proximity Bytes: 2 Bytes

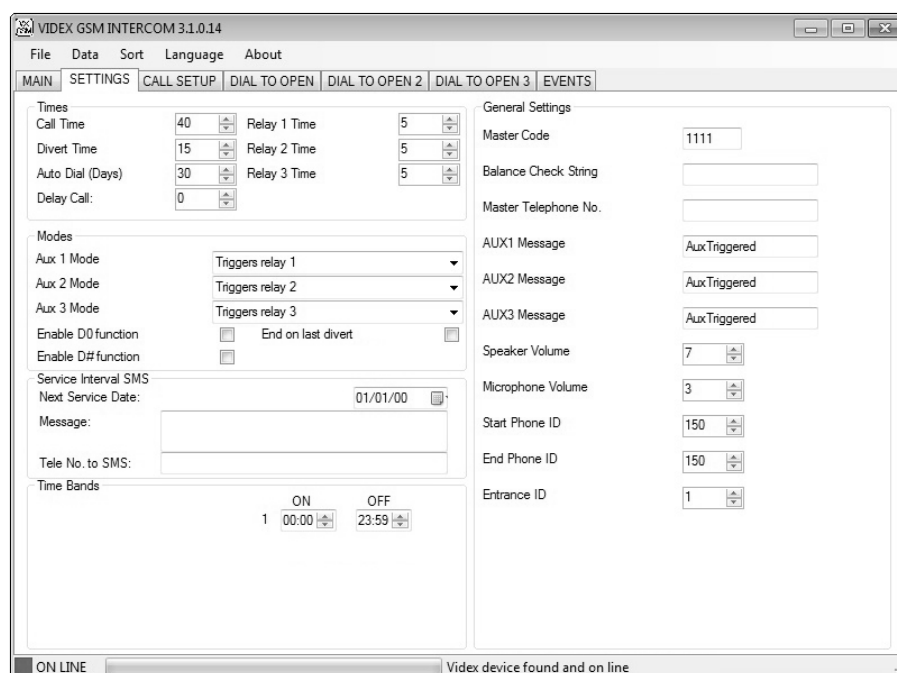
Display Switch Time: 0

Enable Proximity: ☐

Entrance ID: 1

ON LINE Videx device found and on line

Fig. 45

**Art.2270 GSM Module**


VIDEX GSM INTERCOM 3.1.0.14

File Data Sort Language About

MAIN SETTINGS CALL SETUP DIAL TO OPEN 1 DIAL TO OPEN 2 DIAL TO OPEN 3 EVENTS

**Times**

Call Time: 40 Relay 1 Time: 5

Divert Time: 15 Relay 2 Time: 5

Auto Dial (Days): 30 Relay 3 Time: 5

Delay Call: 0

**Modes**

Aux 1 Mode: Triggers relay 1

Aux 2 Mode: Triggers relay 2

Aux 3 Mode: Triggers relay 3

Enable D0 function: ☐ End on last divert: ☐

Enable D# function: ☐

**Service Interval SMS**

Next Service Date: 01/01/00

Message:

Tele No. to SMS:

**Time Bands**

	ON	OFF
1	00:00	23:59

**General Settings**

Master Code: 1111

Balance Check String:

Master Telephone No.:

AUX1 Message: AuxTriggered

AUX2 Message: AuxTriggered

AUX3 Message: AuxTriggered

Speaker Volume: 7

Microphone Volume: 3

Start Phone ID: 150

End Phone ID: 150

Entrance ID: 1

ON LINE Videx device found and on line

Fig. 46

## Programming Using the PC Software

### TIME SETTINGS

Initially when the settings screen is selected each field will show the default time settings. The example, **Fig.47**, shows the default times 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.

#### CALL TIME

This is the maximum length of a call before it automatically clears down (between 20 - 240 seconds). The default setting is 40 seconds and can be adjusted in multiples of 20 seconds for the GSM4K and GSMVRK modules.

#### DIVERT TIME

This is the time in which (from 1 - 99 seconds) 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.

#### 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 (from 1 - 99 days). The default setting is disabled.

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

The delay call time is the time delay (from 0 - 255 seconds) from when the call button is pressed on the intercom panel to when the Art.2270 GSM module starts to dial the programmed telephone number.

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

This is the relay activation time (from 1 - 99 seconds). 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 (from 1 - 255 seconds). 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 module and **AO** for the GSMVRK 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 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 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.

### MODE SETTINGS

Under the modes section the mode (**Aux 1 Mode**) of auxiliary output **A1** (for the GSM4K series module) and the mode (**Aux 1 Mode**) of auxiliary output **AO** (for the GSMVRK series and digital GSM modules) can be set. 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**).

There are 6 mode options for the GSM4K series module, see **Fig.48**, and 3 mode options for the GSMVRK series and digital GSM modules, see **Fig.49**. The default mode for the GSM4K, GSMVRK and digital GSM modules is set to mode: **01 'On When Triggered'**, this can be seen in the **Aux 1 Mode** drop down list.

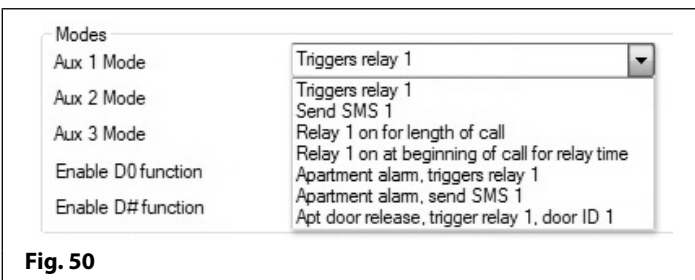
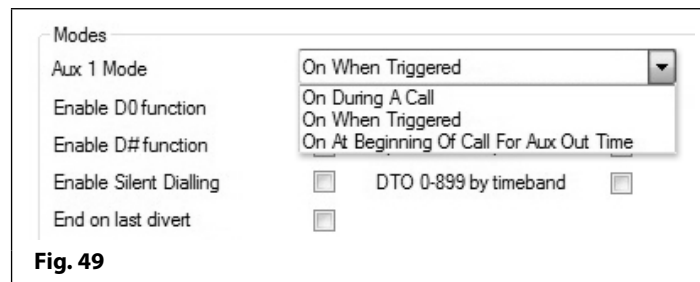
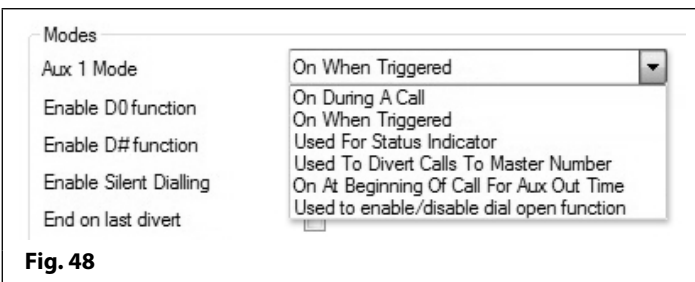
For the Art.2270 GSM module each auxiliary output has 7 mode options, see **Fig.50**, where the default for each is set to mode: **000 'Triggers relay 1' for auxiliary A1; 'Triggers relay 2' for auxiliary A2; 'Triggers relay 3' for auxiliary A3**, which can be seen in the respective **Aux Mode** drop down list.



Times			
Call Time	40	Relay Time	5
Divert Time	15	Aux Out 1 Time	5
Auto Dial (Days)	30	Aux Out 2 Time	5

**Fig. 47**

## Programming Using the PC Software



From the **Aux 1 Mode** (**Aux 2 Mode** or **Aux 3 Mode**) drop down list, refer to **Fig.50**, the required auxiliary output mode can be selected. The list of modes available for the respective GSM module can be seen in the tables below.

GSM4K module	
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 and Digital GSM modules	
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

Art.2270 GSM module	
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)

### 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



## Programming Using the PC Software

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.

### DTO 0-899 BY TIMEBAND (FOR THE GSM4K SERIES AND GSMVRK SERIES ONLY)

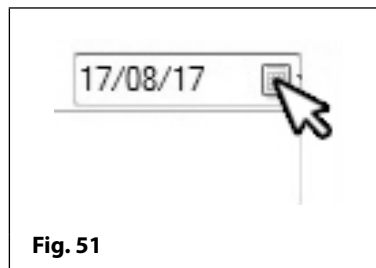
When this box is ticked (and a time period setup using the timebands feature) it will only allow the dial to open numbers that are stored in memory locations 000 - 899 to work during the time period setup. Any time outside of the programmed time period then these dial to open numbers will not work. For any dial to open numbers that are stored in memory locations 900 - 999 will continue to work as normal regardless of whether this feature is enabled or disabled. By default this box is unchecked.

### SERVICE INTERVAL SMS SETUP

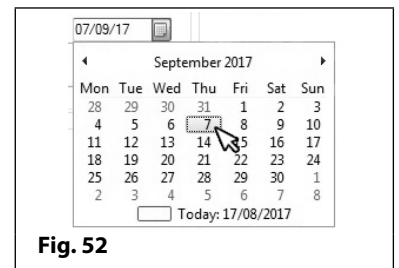
The service interval SMS option is available for each of the GSM systems and it allows a brief message to be setup and automatically sent on a specified date to a programmed mobile number. For example the message sent could be the next time the GSM module requires a maintenance check. The setup consists 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, see **Fig.51**.

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, as shown in **Fig.52**.



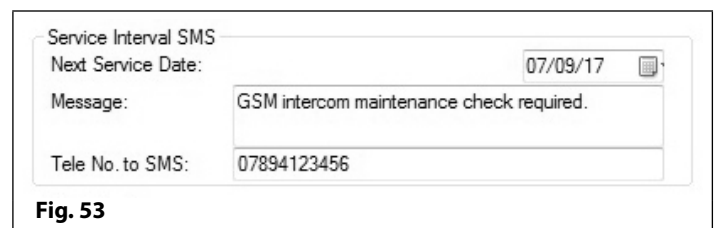
**Fig. 51**



**Fig. 52**

**Message:** In this field the desired message can be entered (up to 96 characters max.), see **Fig.53**.

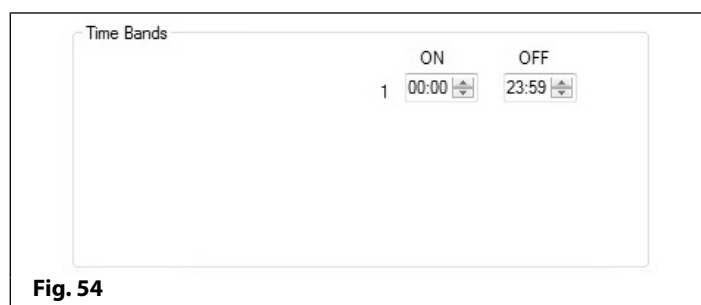
**Tele No. to SMS:** In this field the mobile number the message will be sent to can be entered (up to 32 digits max.), refer to **Fig.53**.




**Fig. 53**

### TIMEBANDS

Under the timebands section the GSM4K, GSMVRK and Art.2270 GSM modules only have 1 timeband setting, see **Fig.54**. For the digital GSM there are 10 timebands, see **Fig.55**, the default timeband '0' is greyed out and cannot be amended, the other 9 timebands can be adjusted.



**Fig. 54**



**Fig. 55**

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 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, GSMVRK 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.

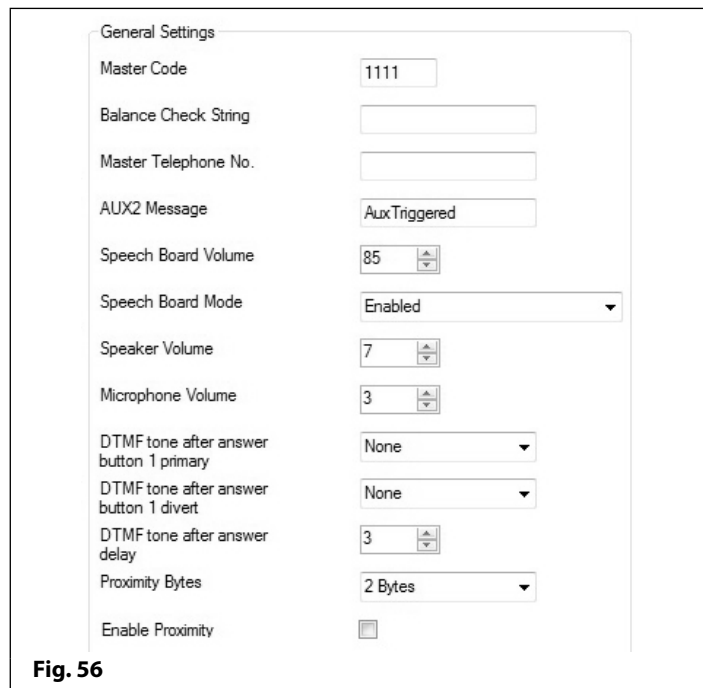
## Programming Using the PC Software

- For the GSM4K 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 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:** In order 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, this can be achieved by synchronising the time and date following the instructions **SETTING THE TIME & DATE** as described on page 16.

### GENERAL SETTINGS

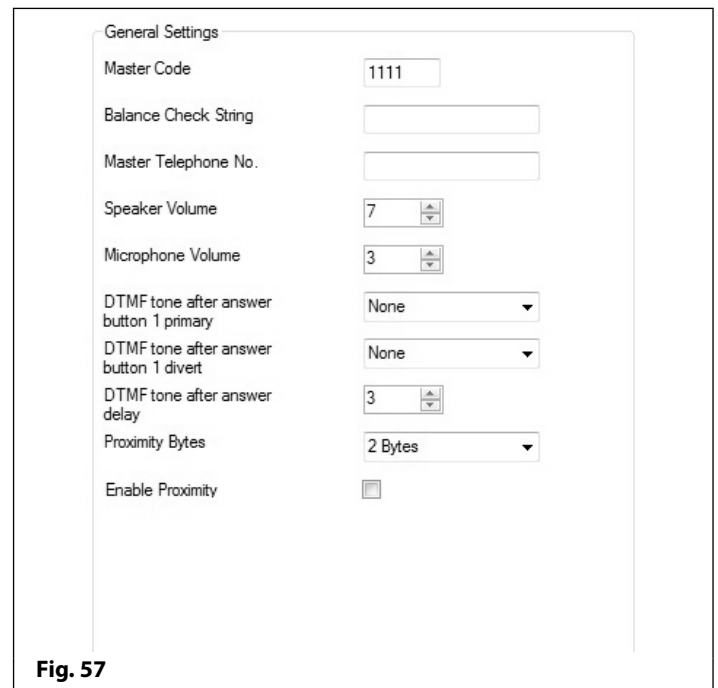
Under the general settings section each GSM system has different options available. For the GSM4K module refer to **Fig.56**, for the GSMVRK module refer to **Fig.57**, for the digital GSM refer to **Fig.58**, and for the Art.2270 GSM module refer to **Fig.59**.



General Settings

Master Code	1111
Balance Check String	
Master Telephone No.	
AUX2 Message	AuxTriggered
Speech Board Volume	85
Speech Board Mode	Enabled
Speaker Volume	7
Microphone Volume	3
DTMF tone after answer button 1 primary	None
DTMF tone after answer button 1 divert	None
DTMF tone after answer delay	3
Proximity Bytes	2 Bytes
Enable Proximity	<input type="checkbox"/>

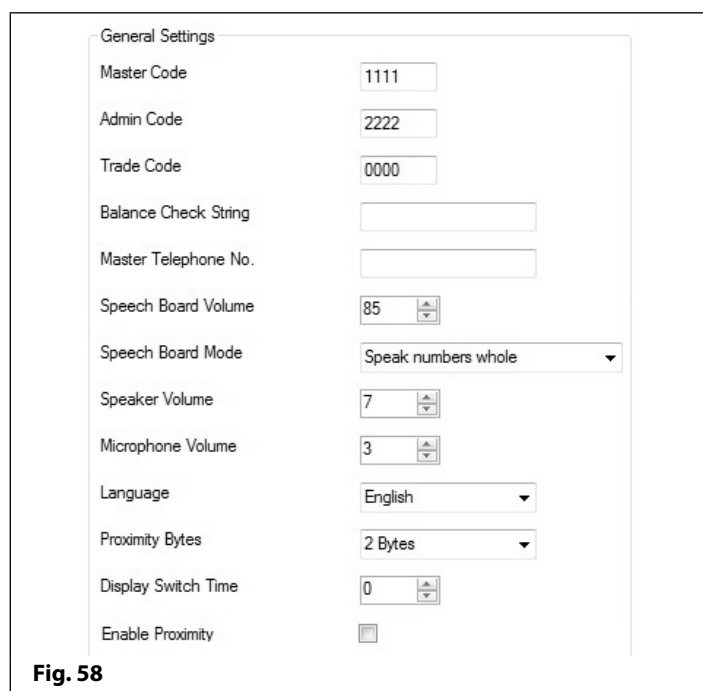
Fig. 56



General Settings

Master Code	1111
Balance Check String	
Master Telephone No.	
Speaker Volume	7
Microphone Volume	3
DTMF tone after answer button 1 primary	None
DTMF tone after answer button 1 divert	None
DTMF tone after answer delay	3
Proximity Bytes	2 Bytes
Enable Proximity	<input type="checkbox"/>

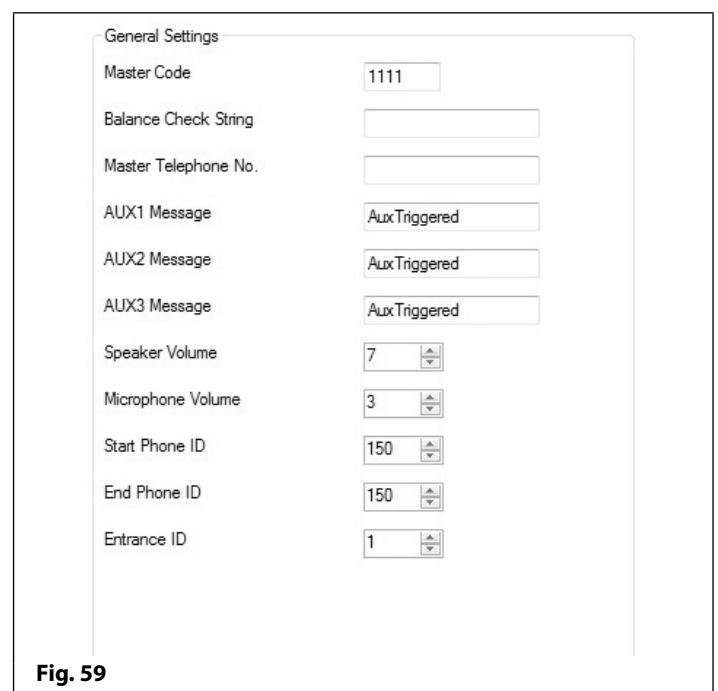
Fig. 57



General Settings

Master Code	1111
Admin Code	2222
Trade Code	0000
Balance Check String	
Master Telephone No.	
Speech Board Volume	85
Speech Board Mode	Speak numbers whole
Speaker Volume	7
Microphone Volume	3
Language	English
Proximity Bytes	2 Bytes
Display Switch Time	0
Enable Proximity	<input type="checkbox"/>

Fig. 58



General Settings

Master Code	1111
Balance Check String	
Master Telephone No.	
AUX1 Message	AuxTriggered
AUX2 Message	AuxTriggered
AUX3 Message	AuxTriggered
Speaker Volume	7
Microphone Volume	3
Start Phone ID	150
End Phone ID	150
Entrance ID	1

Fig. 59

## Programming Using the PC Software

### MASTER CODE

By default the master code is '1111' and will already be shown in the master code field, as shown in **Fig.60**. The master code can be edited in this field and must be 4 digits in length.

This code is required when sending SMS programming messages to GSM module 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.

Master Code

1111

Fig. 60

### ADMIN CODE (FOR THE DIGITAL GSM ONLY)

By default the admin code is '2222' and will already be shown in the admin code field, as shown in **Fig.61**. The admin code can be edited in this field and must be 4 digits in length.

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

Admin Code

2222

Fig. 61

### TRADE CODE (FOR THE DIGITAL GSM ONLY)

By default the trade code is '0000' and will already be shown in the trade code field, as shown in **Fig.62**. The trade code can be edited in this field and must be 4 digits in length.

This code is used (for the digital GSM only) when a trade code is required.

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

Trade Code

0000

Fig. 62

### BALANCE CHECK STRING

The balance check string field, as shown in **Fig.63**, 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 notes on page 15)

**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.

Balance Check String

Fig. 63

### MASTER TELEPHONE NO.

The master telephone number, as shown in **Fig.64**, 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 series module the master telephone number is also used:

Master Telephone No.

Fig. 64

- When auxiliary output **AO1** has been set to **mode 03 'DIVERT CALLS TO MASTER NUMBER'** (refer to the **GSM4K-66250753-EN-V1-5** manual or later for further details).
- To send an SMS message (32 characters max.) to the stored master number when auxiliary input 2 on the GSM4K module is triggered by a normally open switch signal across terminals g & 4 (also see notes on **AUX2 MESSAGE** on page 24).
- 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).

## Programming Using the PC Software

### AUX2 MESSAGE (FOR THE GSM4K MODULE ONLY)

The AUX2 message field, as shown in **Fig.65**, 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 module. The maximum length of the message can be up to 32 characters long.

AUX2 Message

Aux Triggered

Fig. 65

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

The AUX1, AUX2 and AUX3 message field, as shown in **Fig.66**, is used to enter a customised SMS text message 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 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**.

The maximum length of the message can be up to 32 characters long.

AUX1 Message

Aux Triggered

AUX2 Message

Aux Triggered

AUX3 Message

Aux Triggered

Fig. 66

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

For both the GSM4K module and digital GSM the speech board volume can be adjusted, as shown in **Fig.67**, 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. 67

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

For the GSM4K series and digital GSM the speech board mode can be set by selecting the required option from the drop down list, see **Fig.68** for the GSM4K series and **Fig.69** for the digital GSM. By default on the GSM4K series module the speech board is 'enabled' with the option to disable it (switch OFF) from the drop down list. On the digital GSM it is default to 'speak numbers whole' with two further options to 'speak individual numbers' or disable it altogether, from the drop down list.

Speech Board Mode

Enabled

Speaker Volume

Disabled

Enabled

Fig. 68

Speech Board Mode

Speak numbers whole

Speaker Volume

Disabled

Speak numbers individually

Speak numbers whole

Fig. 69

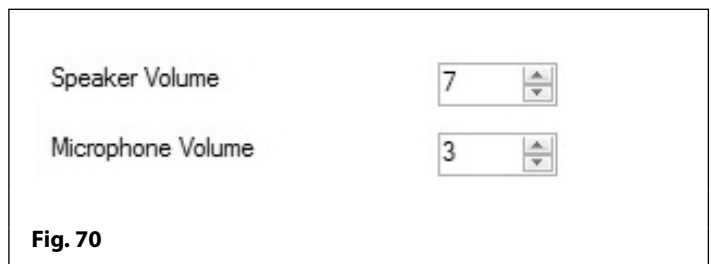
For the digital GSM when set to:

- '**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".

## Programming Using the PC Software

### SPEAKER VOLUME AND MICROPHONE VOLUME

For each of the GSM systems the speaker and microphone volume settings can be adjusted, as shown in **Fig.70**, using the up (▲) and down (▼) buttons to the right of the speaker and microphone fields. The default volume setting for the speaker is set to level 7 and the microphone is set to level 3 and are both shown in their respective fields. Each volume adjustment can be set to the desired level. The speaker can be adjusted between 0 (low) up to 14 (high) and the microphone can be adjusted between 0 (low) up to 7 (high).



**Fig. 70**

### LANGUAGE SELECTION (FOR THE DIGITAL GSM ONLY)

For the digital GSM intercom it is possible to set the displays language. There are 14 available language options from the drop down list: 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**).

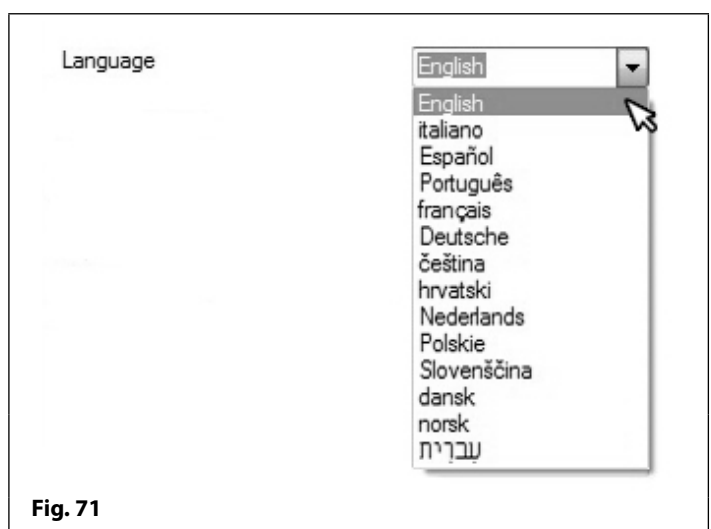
To select a language first click on the down (▼) button to the right of the language field to expand the drop down list, as shown in **Fig.71**.

Use the cursor to highlight and select the required language to confirm the selection.

**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 GSMSK software menus and programming screens etc. will still be shown in English and NOT the chosen language.

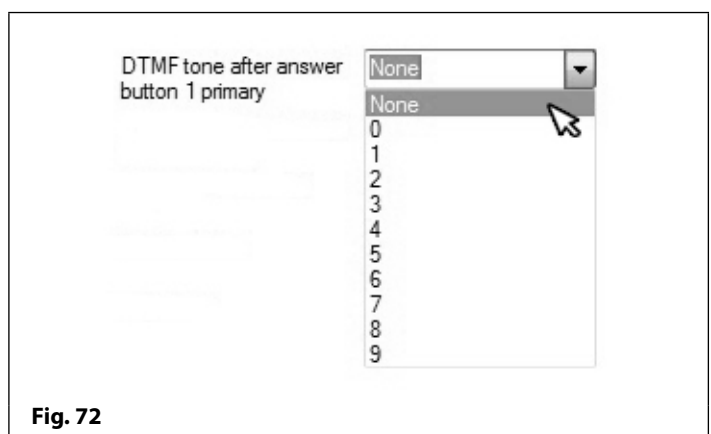


**Fig. 71**

### DTMF TONE AFTER ANSWER, BUTTON 1 PRIMARY (FOR THE GSM4K SERIES AND GSMVRK SERIES ONLY)

A unique feature of both the GSM4K series and GSMVRK series 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. This feature is available for the primary number for button 1 only and not available for any other button.

By default this feature is switched OFF (None). Using the drop down list to the right of the DTMF tone field a DTMF tone can be selected from tones 0 - 9 using the up (▲) and down (▼) buttons, as shown in **Fig.72**.



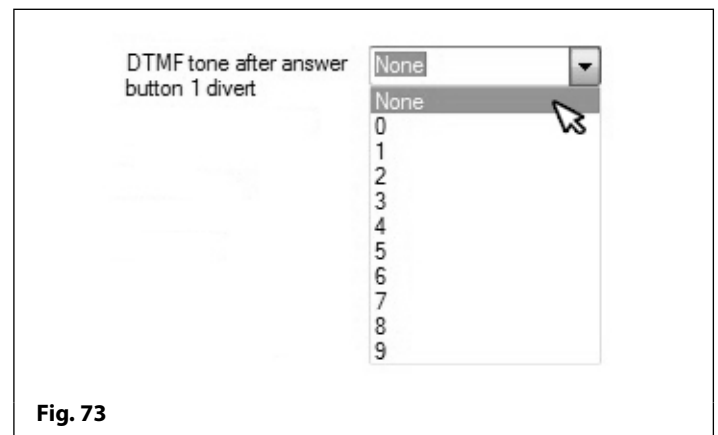
**Fig. 72**

## Programming Using the PC Software

### DTMF TONE AFTER ANSWER, BUTTON 1 DIVERT (FOR THE GSM4K SERIES AND GSMVRK SERIES ONLY)

Like the previous feature described above both the GSM4K series and GSMVRK series modules can also send a specified DTMF tone after a diverted call for button 1 has been answered. Again 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 available for the divert numbers (DIV1, DIV2 and DIV3) for button 1 only and is not available for the diverts for any other button.

By default this feature is switched OFF (None). Using the drop down list to the right of the DTMF tone field a DTMF tone can be selected from tones 0 - 9 using the up (▲) and down (▼) buttons, as shown in **Fig.73**.



**Fig. 73**

### DTMF TONE AFTER ANSWER DELAY (FOR THE GSM4K SERIES AND GSMVRK SERIES 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 above DTMF features, is sent.

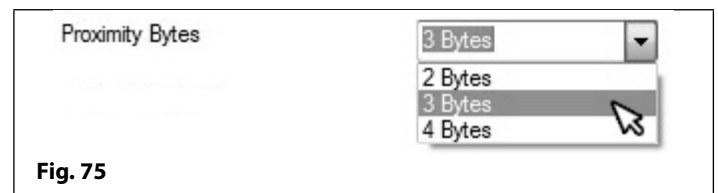
The default is set for 3 seconds and can be adjusted between 1 up to 12 seconds using the up (▲) and down (▼) buttons to the right of the field, as shown in **Fig.74**.



**Fig. 74**

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

Both the GSM4K 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 GSM technical manual **GSMVRK-66250675-EN-V1-0** or later for more details).



**Fig. 75**

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 mentioned previously on page 4 for further information, also see additional notes on pages 28 - 30).

By default this is set to read 2 bytes which is already shown in the proximity bytes field, see **Fig.75**. The drop down list can be used to select the required number of bytes to read 2, 3 or 4 bytes using the up (▲) and down (▼) buttons to the right of the field.

### 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 (also see **Fig.20** and **Fig.21** on page 9) and the second home screen. The second home screen can be a company logo (also see notes on page 36). 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.76**.



**Fig. 76**

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

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

By default this is disabled (the check box is unticked), as shown in **Fig.77**. Ticking this box will enable the proximity reader.



**Fig. 77**


## Programming Using the PC Software

### 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.78**.

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 below for programming numbers).

The **Start Phone ID** 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.



Start Phone ID 150

End Phone ID 150

**Fig. 78**

The **End Phone ID** 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.

### THE CALL SETUP WINDOW

The call setup screen displayed for each of the GSM systems are very similar with the exception of a few features. Below **Fig.79** shows the call setup available for the GSM4K series and GSMVRK series modules. In the case of the Art.2270 GSM module the numbers are programmed using ID's (1 - 180) instead of call button numbers. **Fig.80** shows the call setup available for the digital GSM module.

For the GSM4K, GSMVRK and Art.2270 GSM modules the call setup screen has the same layout.

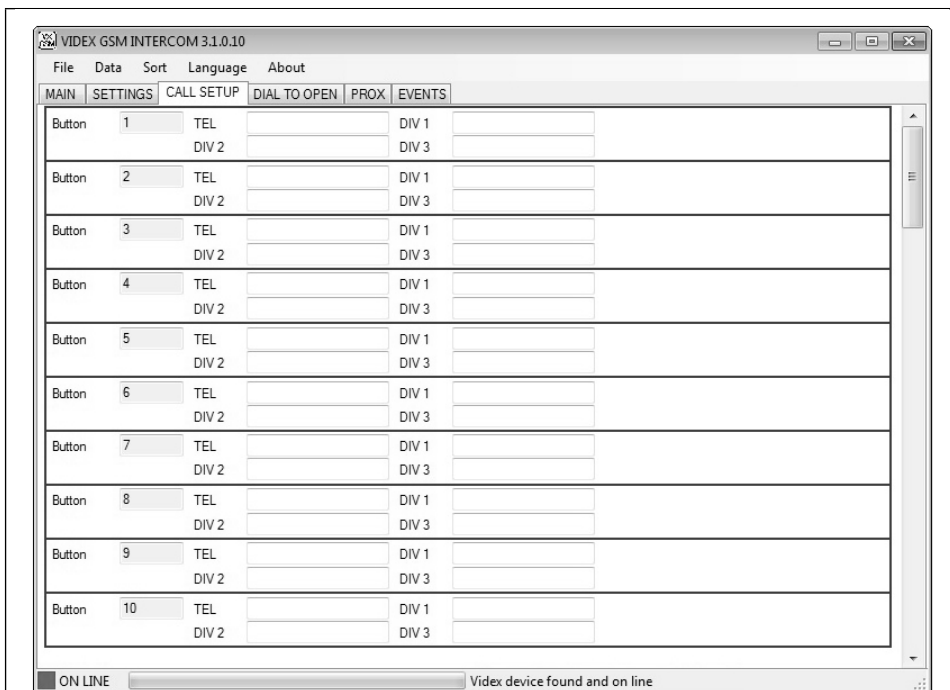
On this screen, **Fig.79**, for the:

**GSM4K** series intercom buttons 1 up to 50 can be programmed.

**GSMVRK** series intercom buttons 1 up to 24 can be programmed.

**Art.2270 GSM module** phone ID's 1 up to 180 can be programmed.

On the right hand side of the button number are 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 or phone ID (with a maximum of 32 digits).



Button	TEL	DIV1	DIV2	DIV3
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				

**Fig. 79**

The divert telephone numbers will be used if the primary number is busy or not answered and will divert to these numbers (**DIV1**, **DIV2** and **DIV3** in that order) after the divert time has elapsed. If no divert number is stored, the first number will continue to ring until the call times out.

## Programming Using the PC Software

For the digital GSM the layout of this screen is different. Each row consists of a memory location (from 0 up to 499). Each memory location has the following fields: **Apt No.**, **TEL**, **DIV1**, **DIV2**, **DIV3**, **Name**, **Code** and **TB** and also includes a **DTO** check box, as shown in **Fig.80**. The user's details can be entered into these fields:

**Apt No.** - user's apartment number;

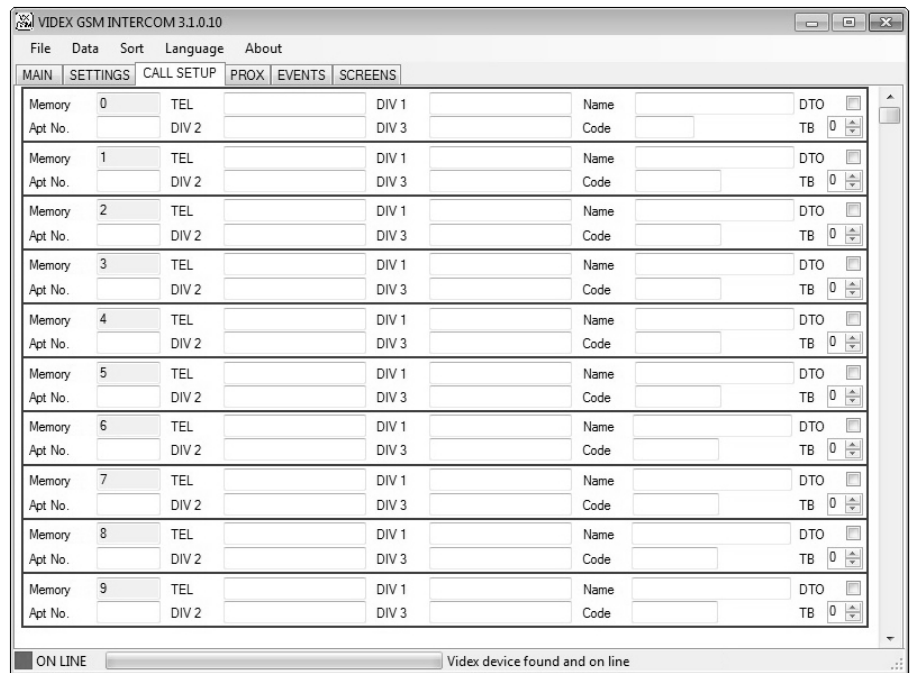
**TEL** - primary number;

**DIV1, DIV2, DIV3** - divert numbers 1,2 & 3 respectively;

**Name** - user's name;

**Code** - door/gate access code (6 digits max.);

**TB** - timeband assignment (if the timebands feature has been setup, also see notes on pages 21 and 22). The timeband 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).



**Fig. 80**

**DTO** - enables/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 (memory location). By default this is disabled (unticked) to enable this feature tick the box.

### THE DIAL TO OPEN WINDOW (FOR THE GSM4K SERIES, GSMVRK SERIES AND ART.2270 GSM MODULE ONLY)

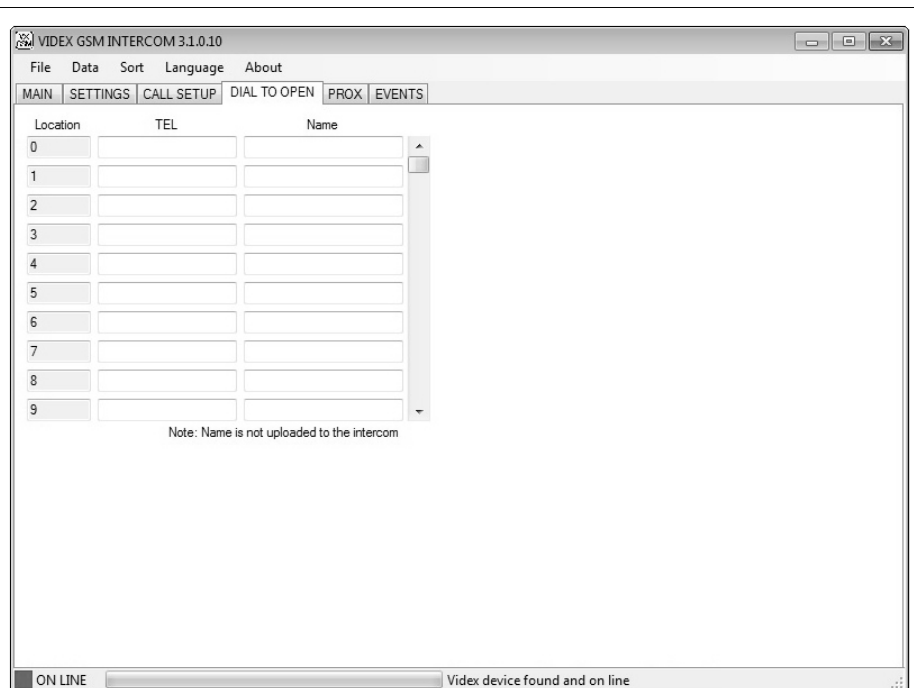
Unlike the digital GSM the programming and setup of the 'dial to open' numbers for the GSM4K, GSMVRK and the Art.2270 GSM series modules is carried out using the dial to open screen, as shown in **Fig.81**.

This screen has 1000 available locations (for 0 - 999 dial to open numbers). In the case of the Art.2270 GSM module there are 3 dial to open screens each with the capacity to store up to 1000 (0 - 999) dial to open numbers.

A **Name** field is also included for each of the locations so that a user's name can be entered.

For the GSM4K and GSMVRK modules any number entered into this list will be able to dial into the 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 digital GSM 'dial to open' feature see notes above.



**Fig. 81**

For the Art.2270 GSM module the numbers programmed on each 'dial to open' list is only able to activate its corresponding relay, for example any numbers stored on the 'dial to open 2' list will only operate relay 2 on the GSM module.

**IMPORTANT NOTE:** The Name is only for convenience 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 AND DIGITAL GSM ONLY)

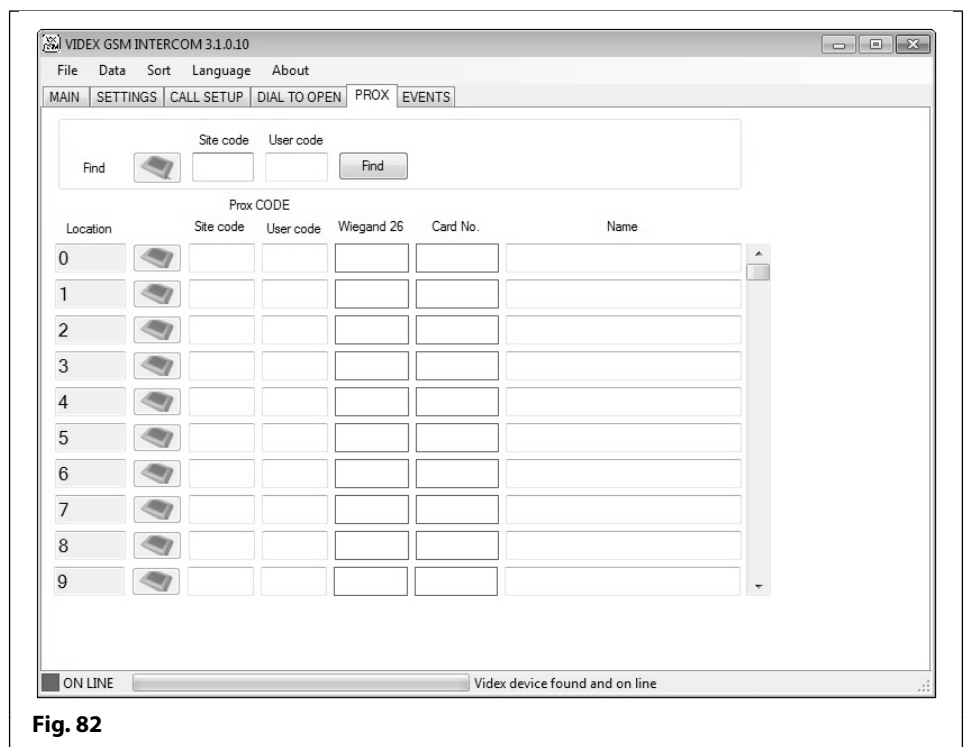
The prox screen layout is the same for each of the GSM systems.

The GSM4K and GSMVRK series modules can store up to 1000 fobs/cards (from location 0 up to 999), see **Fig.82**.

For the digital GSM it can store up to 2000 fobs/cards (from location 0 up to 1999).

**IMPORTANT NOTE:** Remember that both the GSM4K series and digital GSM 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 screen and uploaded to the GSM module (refer to **Fig.77** and notes on page 26).



**Fig. 82**

Before programming any 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.

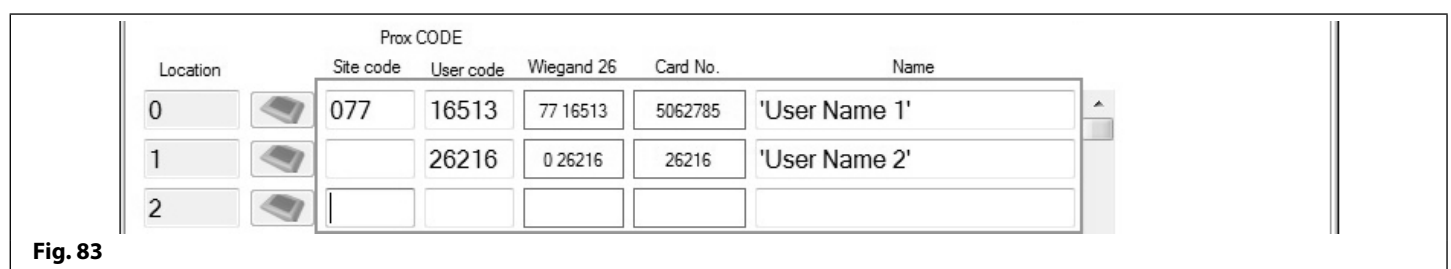
Bytes Setting	Description
2 bytes	Will read all fobs/cards types programmed.
3 bytes	Will not read fobs/cards programmed with only 2 bytes (5 digit) information.
4 bytes	Will not read fobs/cards programmed with only 2 bytes (5 digit) or 3 bytes (8 digit) information.

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.83**. The cursor will then drop down to the next line (location 1) and so on.



**Fig. 83**

## Programming Using the PC Software

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 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.83**.

### 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, see **Fig.84**, 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.85**. 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:

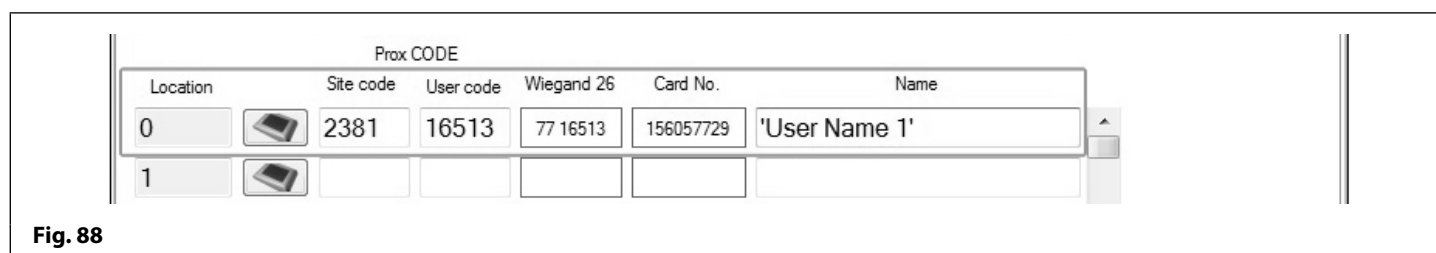
- Click on the desktop prox icon next to the location where the fob/card is going to be stored, as shown in **Fig.86**.



- At the bottom of the prox screen (in red) the GSMSK software will advise 'Present the card or fob', as shown in **Fig.87**.



- 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 name details can be entered into the Name field), see **Fig.88**.



- Repeat these same steps for programming more fobs/cards.

**IMPORTANT NOTE:** The Name is only for convenience when using the PC software and is not uploaded to the GSM module. Whether programming using the site code and user code or by using a desktop reader the correct proximity bytes must be selected from the drop down list on the settings screen (also refer to notes 'Proximity Bytes' on page 26 for more information).

## Programming Using the PC Software

When using the PROXE or PROX-USB desktop reader any byte setting can be selected from the drop down list. Also the 'Enable Proximity' check box must be ticked (refer to notes on page 26) and the settings uploaded to the GSM module.

### FIND FOB/CARD FEATURE

The PC software also includes a 'find' feature located at the top of the prox screen that finds the location of where a particular fob/card is stored. To find a location of a fob/card follow the steps below:

- 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.89**.



Fig. 89

- At the bottom of the prox screen (in red) the GSMSK software will advise 'Present the card or fob', as shown in **Fig.90**.



Fig. 90

- 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 will automatically update with the fob/card information, see **Fig.91**.



Fig. 91

- Next click on the find button. After a brief delay the location of the fob/card (and user name if the name field was used) will appear to the right of the find button. Also the software will skip to the fob/card location in the list, as shown in **Fig.92**.

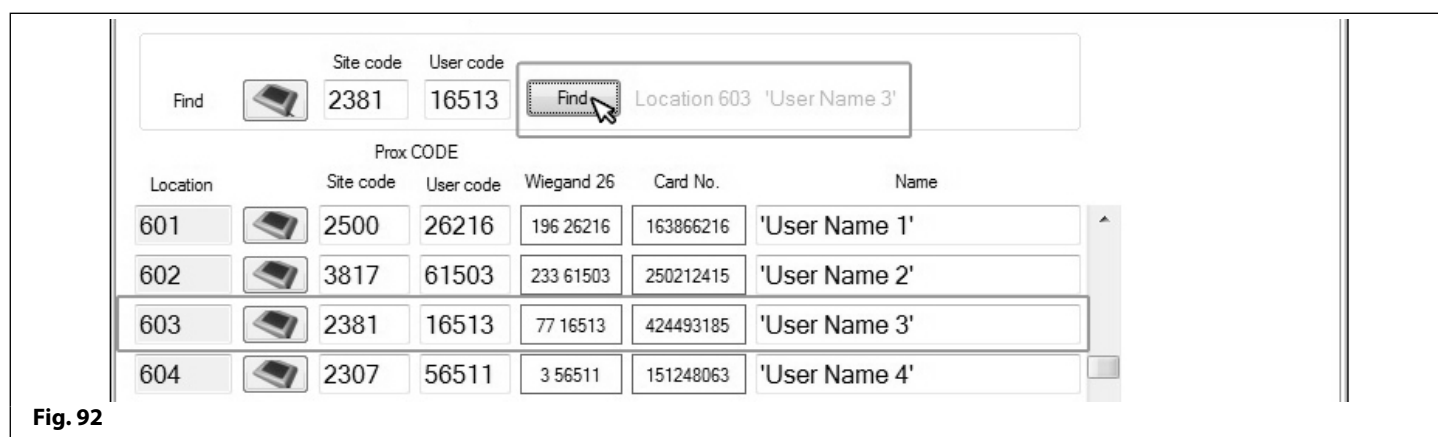


Fig. 92

**IMPORTANT NOTE:** If there is no fob/card to present to the desktop reader but the site code and user code is known then this information can be entered into the appropriate site code and user code fields at the top of the prox screen. Clicking on the find 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.

## Programming Using the PC Software

### THE EVENTS WINDOW

The events screen layout is the same for each of the GSM systems, refer to **Fig.93**.

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.

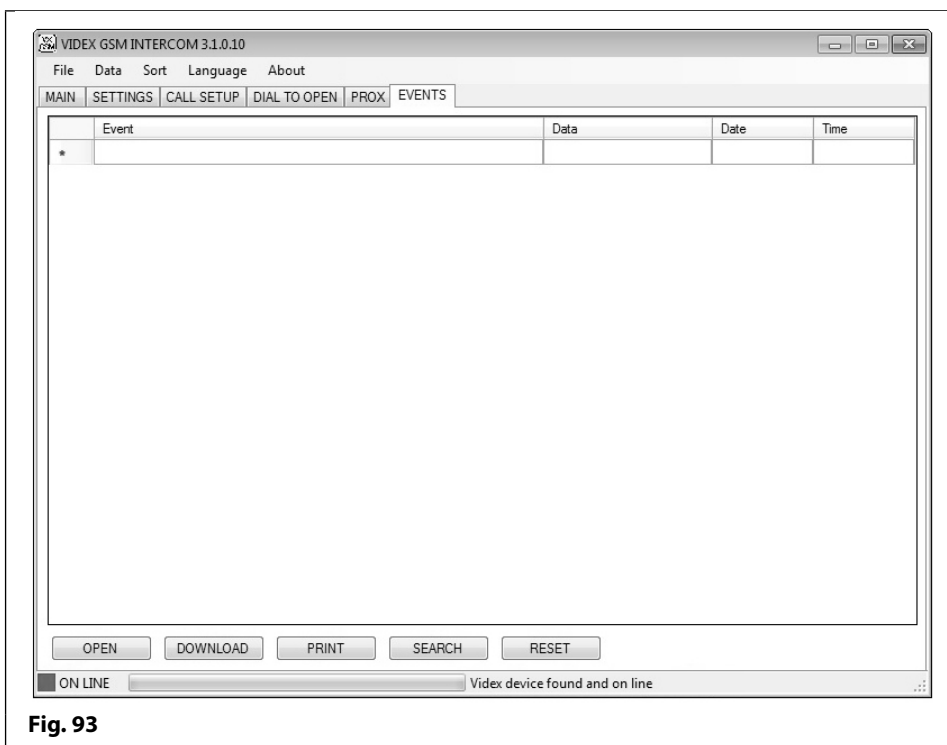
The events screen displays the following:

**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.



**Fig. 93**

The GSM4K 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;

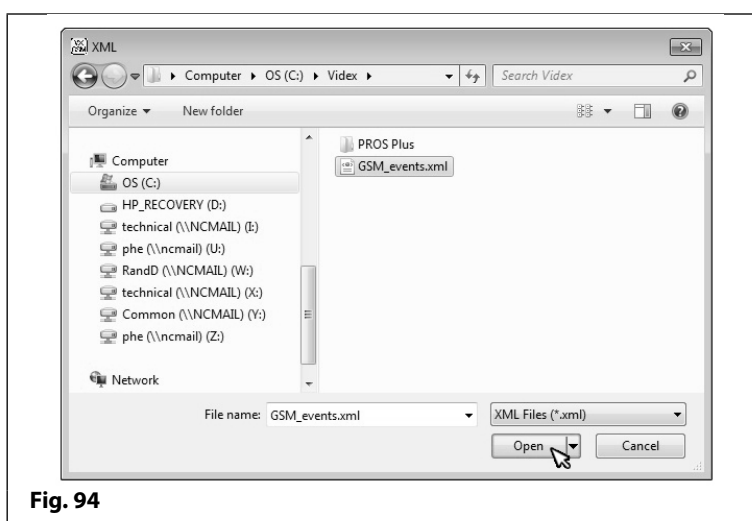
**SEARCH:** search for a specific event;

**RESET:** resets the event logger.

### 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 of the events screen (see **Fig.93**);
- The 'XML open' window will appear, as shown in **Fig.94**, locate the file location of the saved event log (these are saved as XML documents);
- Select the file and click the **OPEN** button, as shown in **Fig.94**. To cancel the operation click on the **CANCEL** button;
- The events screen will show with the saved event log.



**Fig. 94**

## Programming Using the PC Software

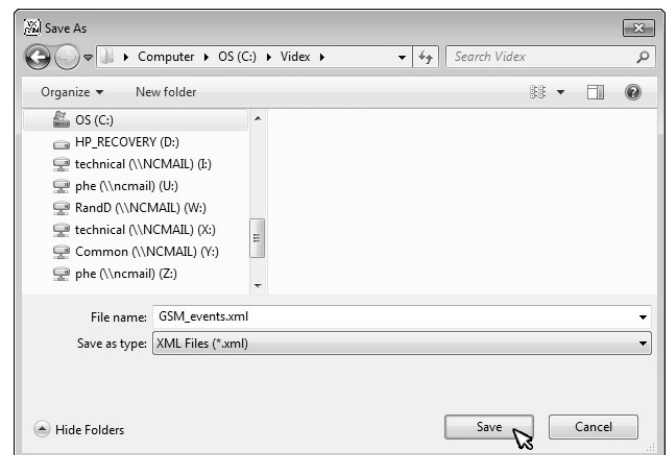
### DOWNLOAD AN EVENT LOG STORED IN THE GSM MODULE

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

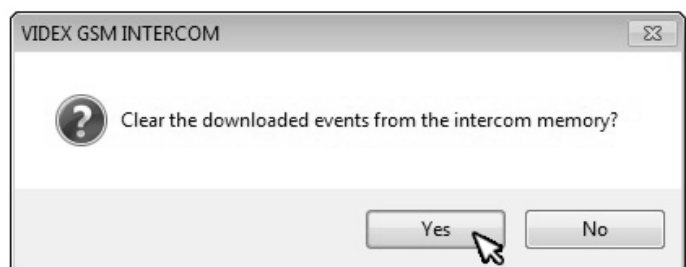
- First click on the **DOWNLOAD** button at the bottom of the events screen (see **Fig.93**);
- The 'Save As' window will appear, as shown in **Fig.95**, select a location of where to save the event log (the file will be saved as an XML document);
- Click the **SAVE** button, as shown in **Fig.95**. 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' window will appear, as shown in **Fig.96**;
- 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).

**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.

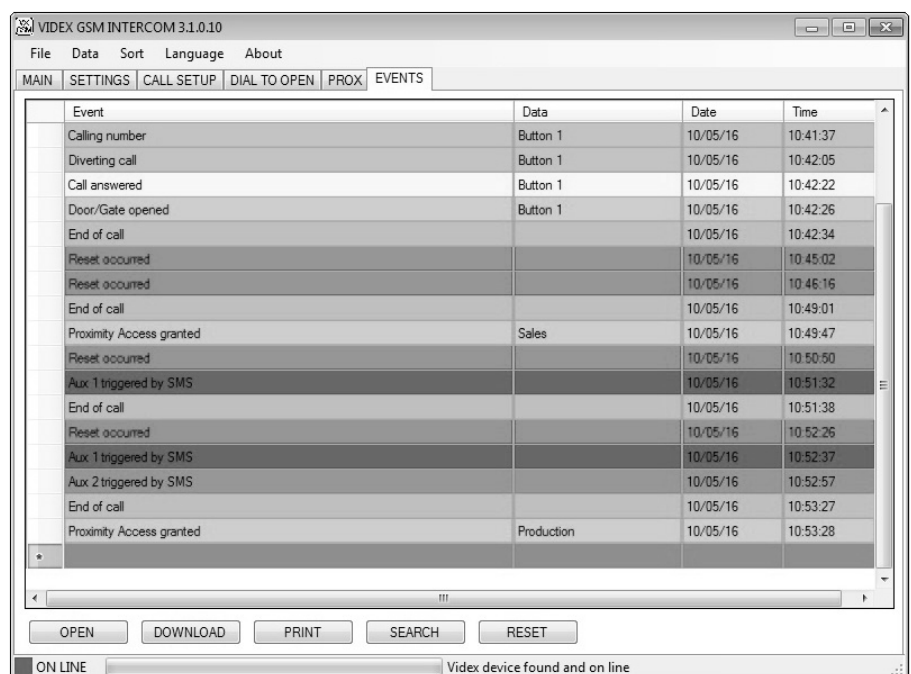
The recently downloaded events from the GSM module will be displayed on the main events screen, as shown in **Fig.97**.



**Fig. 95**



**Fig. 96**




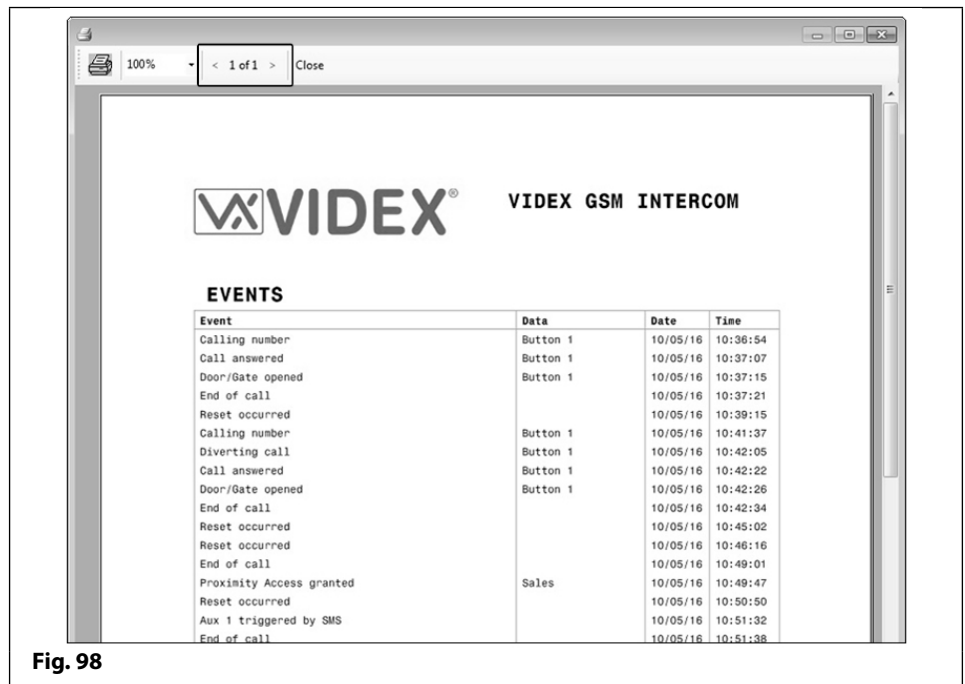
**Fig. 97**

## Programming Using the PC Software

### PRINT AN EVENT LOG

A copy of either a saved event log or recently downloaded event log can be printed. To do this first follow the relevant **OPEN** or **DOWNLOAD** steps described on pages 32 and 33, then follow the steps below:

- At the bottom of the events screen click on the **PRINT** button.
- After a brief delay the print window will appear (see **Fig.98**) displaying the list of events. The left (<) and right (>) buttons at the top of the window can be used to scroll through the pages of events.
- 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.

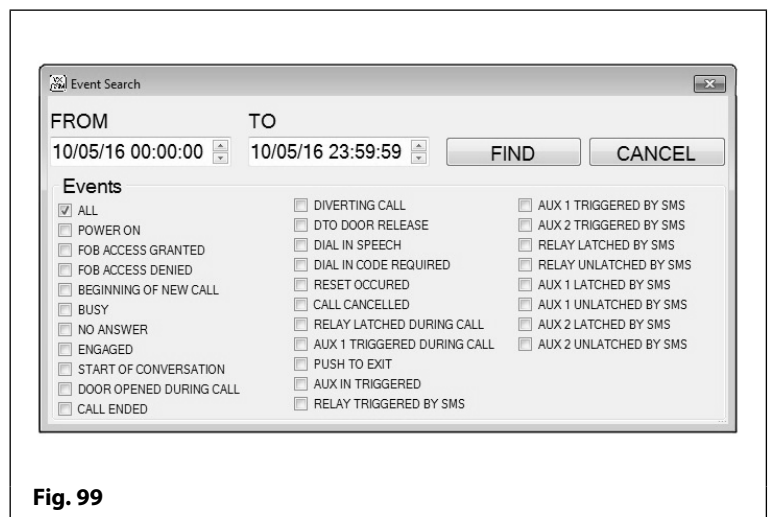


**Fig. 98**

### 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 first follow the steps below:

- Click on the **SEARCH** button at the bottom of the events screen.
- After a brief delay the event search window will appear (see **Fig.99**).
- 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**.
- 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 30 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 above.



**Fig. 99**

### 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. 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 33).

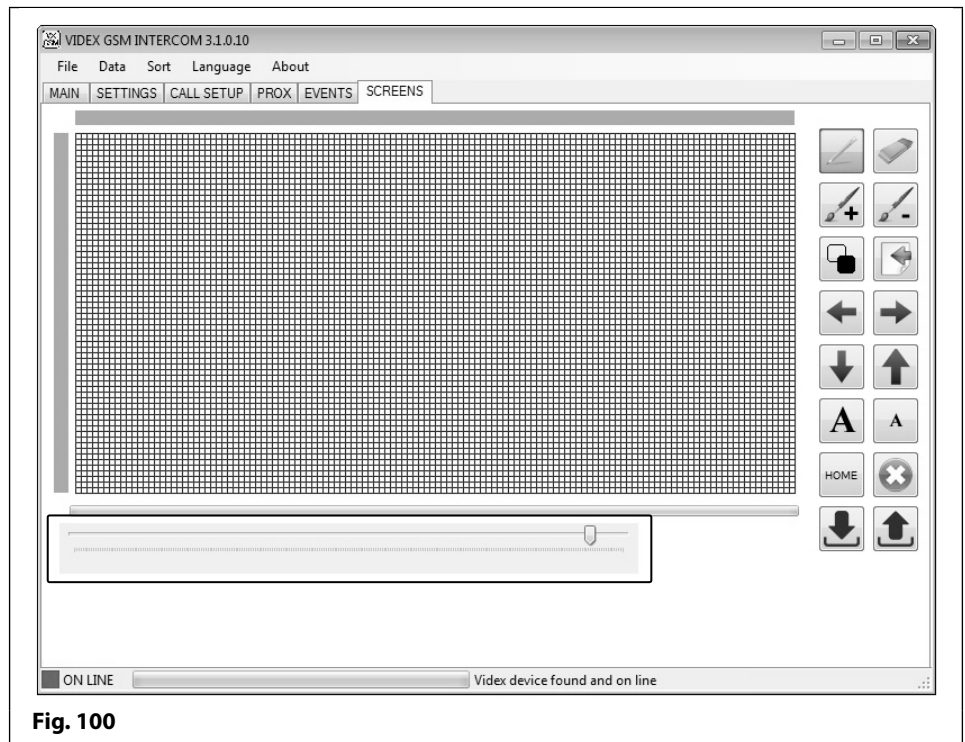
# Draw & Edit Icons on the Screens Window

## THE SCREENS WINDOW (FOR THE DIGITAL GSM ONLY)

The logo screen can be selected by clicking on the 'screens' tab at the top of the main programmer window. This programming feature is **not** available for the GSM4K, GSMVRK and the Art.2270 GSM series modules.

The screen 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.100**.

Below the editing area is a resolution bar to increase or decrease the resolution of the image, see **Fig.100**. Using the 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.



**Fig. 100**

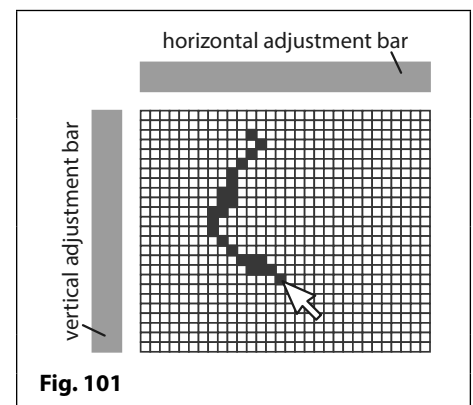
## THE EDIT ICONS

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 (see **Fig.101**).

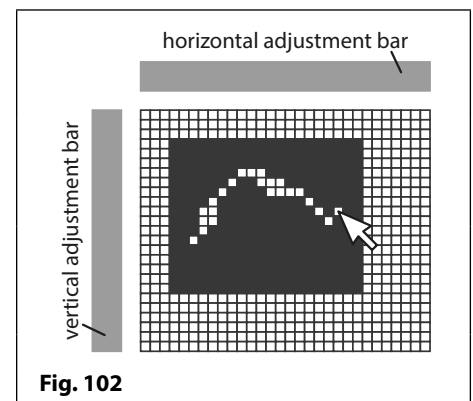


**Fig. 101**



**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 (see **Fig.102**).



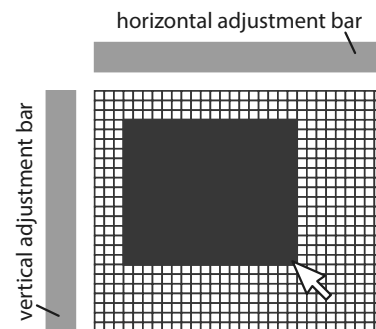
**Fig. 102**

## Draw & Edit Icons on the Screens Window



**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 (see **Fig.103**).

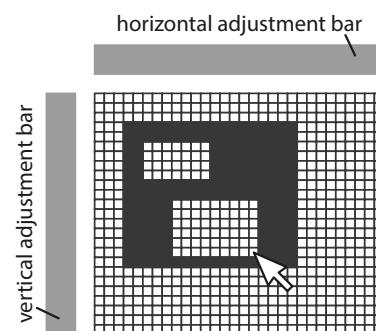


**Fig. 103**



**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 (see **Fig.104**).

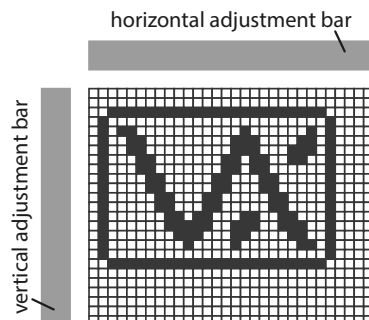


**Fig. 104**

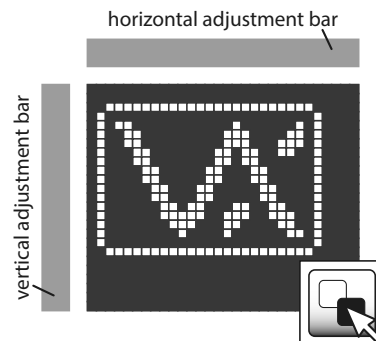


**Reverse Icon** - The reverse icon will change the appearance of the image in the editing area. Any dark areas will become light and any light areas will become dark.

- Import or create an image (also see notes below), as shown in **Fig.105**;
- Next highlight and click on the reverse icon, as shown in **Fig.106**.



**Fig. 105**



**Fig. 106**



**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 (see **Fig.105**).

**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 (also refer to **Fig.100** and notes on page 35).



**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 (↑).



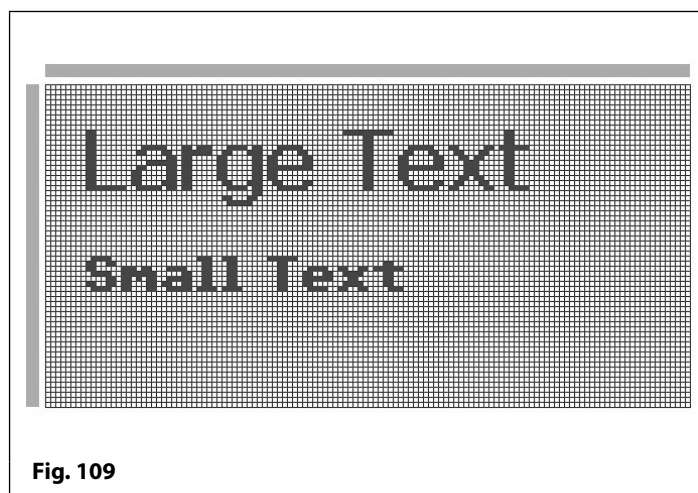
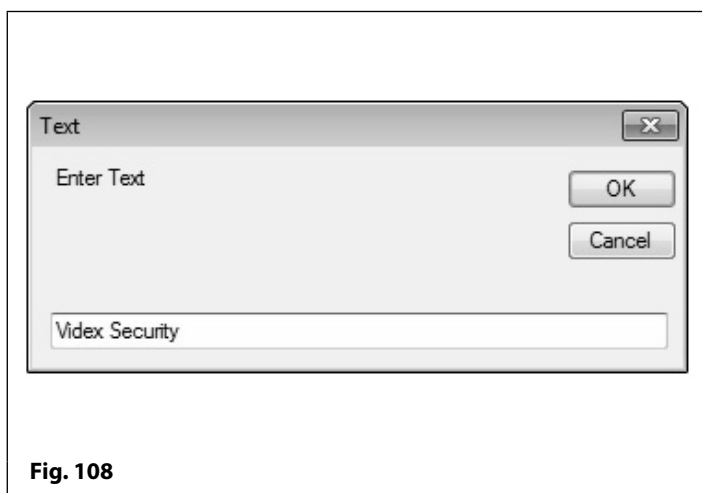
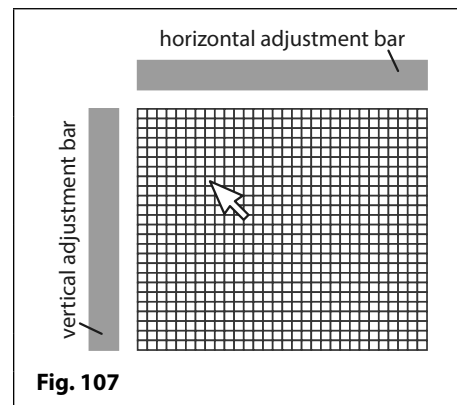
## Draw & Edit Icons on the Screens Window



**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.107**;
- Once the desired position has been located click the left mouse button and the text window will appear, as shown in **Fig.108**;
- 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.109**.



**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 (refer to **Fig.20** and **Fig.21** on page 9).



**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).

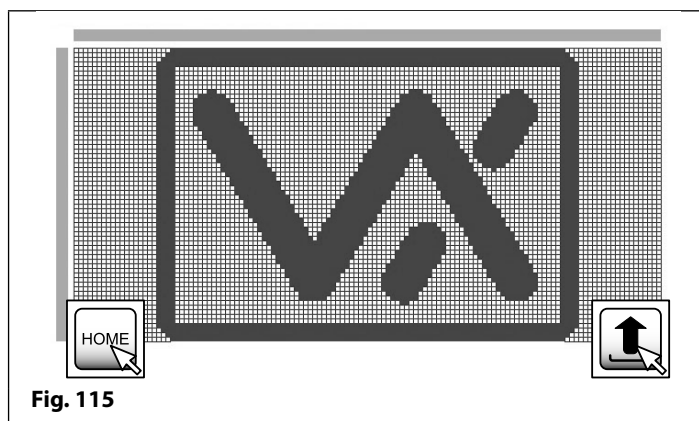
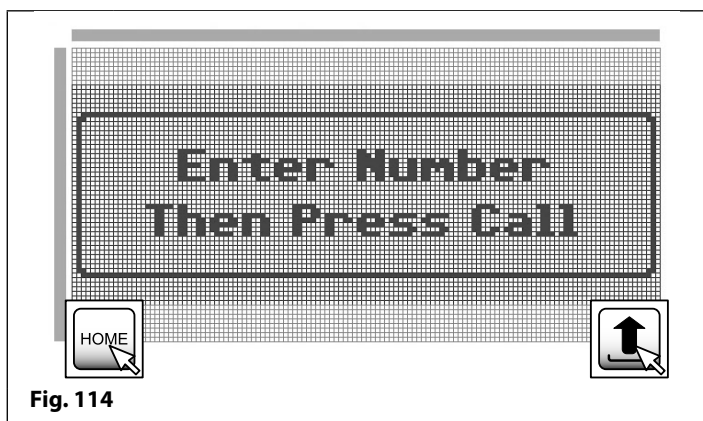
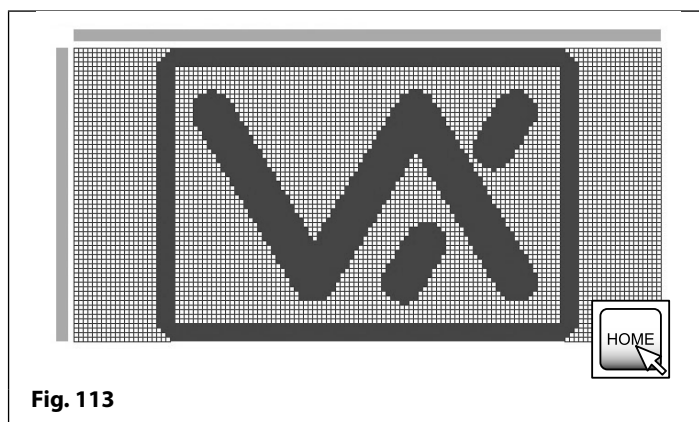
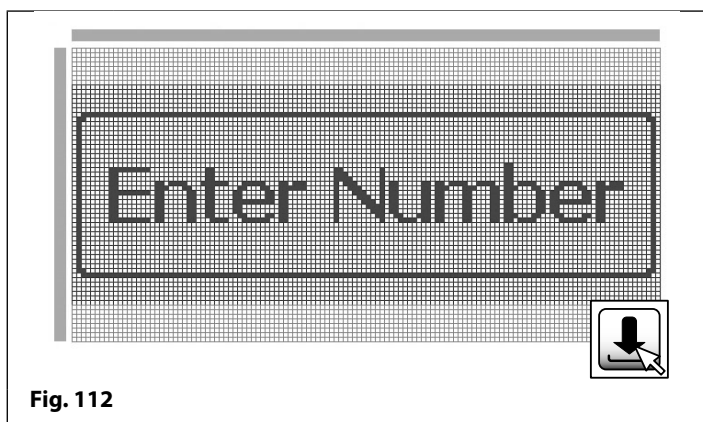
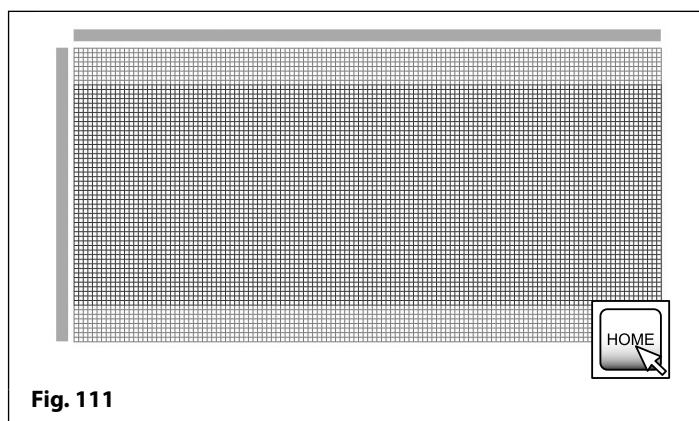
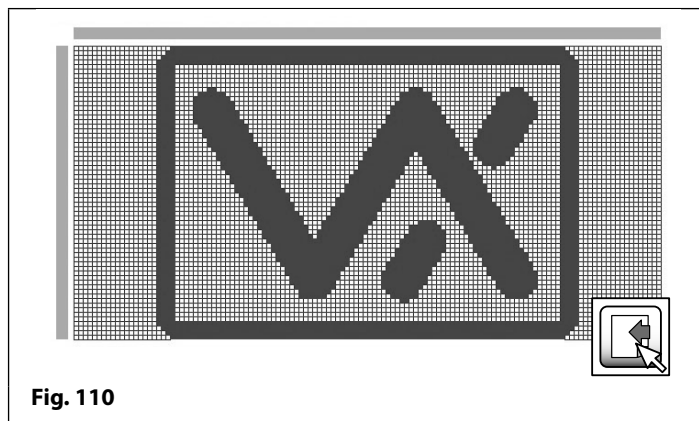


**Upload to Panel Icon** - This icon allows the user to upload the current image/logo shown in the main editing area back into the digital GSM panel. The image/logo uploaded to the panel will be displayed as the default home (welcome) screen and/or the 2nd home screen on the panel's graphical display.

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.

## Draw & Edit Icons on the Screens Window

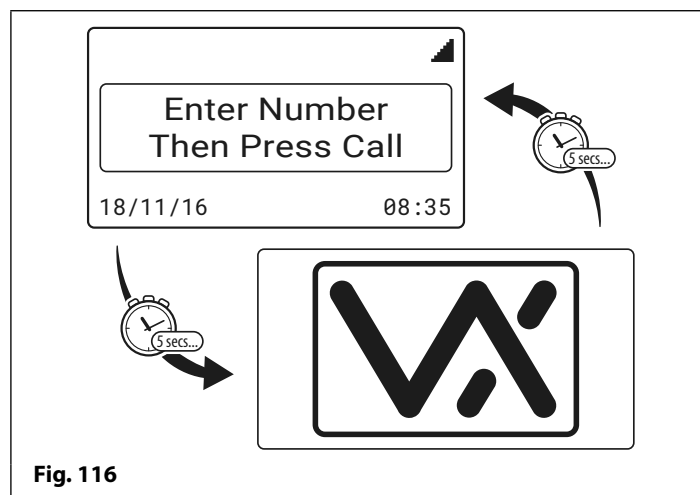
1. Click on the import icon. When the open window appears locate the required image (logo etc.) and click on the OPEN button to import the file, see **Fig.110**;
2. Next click on the home screen icon. The size of the main editing area will change to 128x48 pixels, as shown in **Fig.111**;
3. Next click 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.112**;
4. Make any edits required using the edit icons previously described on pages 33 - 35;
5. Next click on the home screen icon to switch back to the imported image/logo from step 1, as shown in **Fig.113**;
6. Make any edits required using the edit icons previously described on pages 33 - 35;
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.114**. 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.115**. This image/logo will be uploaded back into the panel (including any edits made to it from step 6);



## Draw & Edit Icons on the Screens Window

After uploading the images/logos back into the digital GSM panel when the digital GSM is in standby (and the display switch time has been set, refer to notes on how to set up the display switch time page 24) it will initially show the image/logo from **Fig.114** 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.115**) and then switch back again to the new default home (welcome) screen and so on, as shown in **Fig.116**.



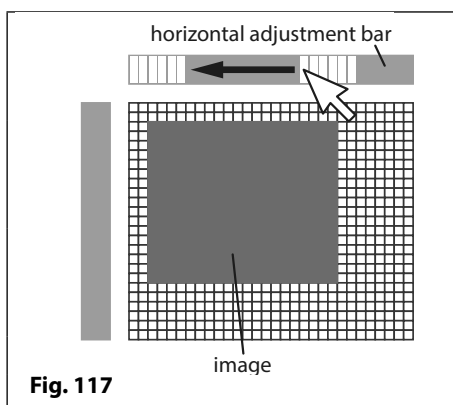
**Fig. 116**

### VERTICAL AND HORIZONTAL ADJUSTMENT BARS

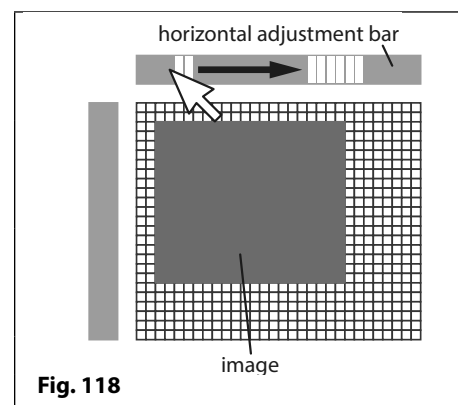
The vertical and horizontal adjustment bars that run down the left side and along the top side of the main editing area allows the user to select a specific region within the 128x64 pixel area and move the image, part of an image or move text within that specified region by creating 'pixel zones'. This 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 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.117**.



**Fig. 117**

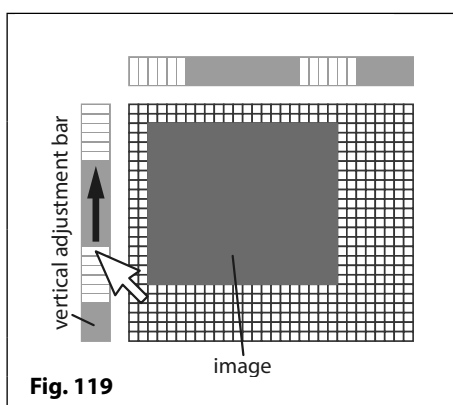


**Fig. 118**

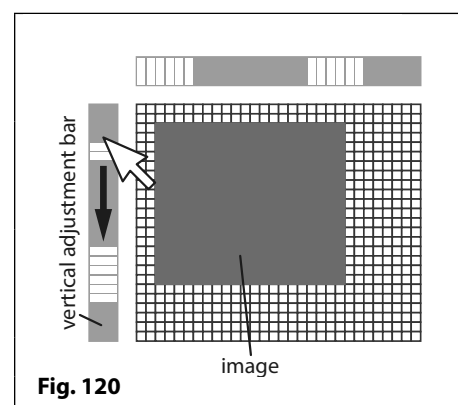
3. To de-select the 'pixel zone' click and hold down on the left mouse button whilst moving the cursor right and the individual pixels will 'grey out' (de-select) one by one as the cursor continues to move back along the bar, as shown in **Fig.118**.

#### 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.119**.



**Fig. 119**



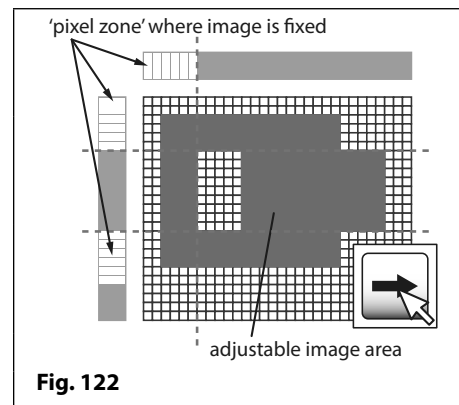
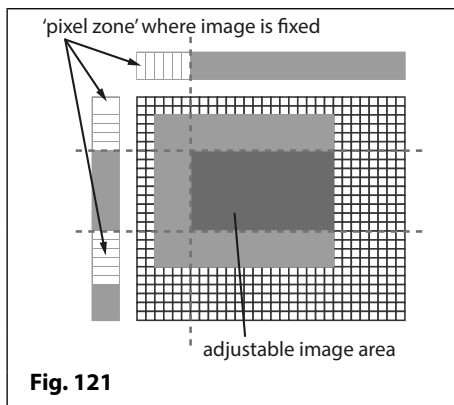
**Fig. 120**

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.120**.

## Draw & Edit Icons on the Screens Window

### 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 grayed out), see **Fig.121**, can be moved using the four justify image icons (refer to justify image icons on page 34). The following step shows how this is achieved.



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.122**.

This method of creating 'pixel zones' using the horizontal and vertical adjustment bars and using the four justify image icons a company logo can be edited or created and then uploaded to the digital GSM intercom.

# Drop Down Menus

## TOP MENU OPTIONS

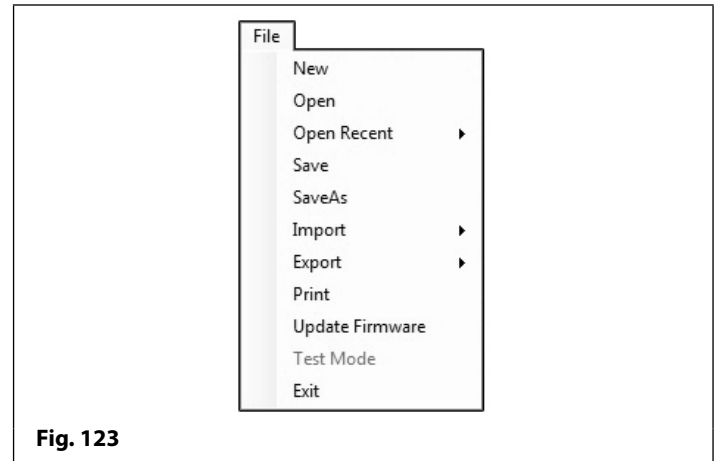
At the top of the main programmer screen there are 5 drop down menu options: **File**; **Data**; **Sort**; **Language** and **About**. From these drop down menus several functions can be performed.

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 'grayed 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 15 and 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.123**):

- **New**;
- **Open**;
- **Open Recent ▶**;
- **Save**;
- **Save As**;
- **Import ▶**;
- **Export ▶**;
- **Print**;
- **Update Firmware**;
- **Test Mode (grayed out)**;
- **Exit**.



**Fig. 123**

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

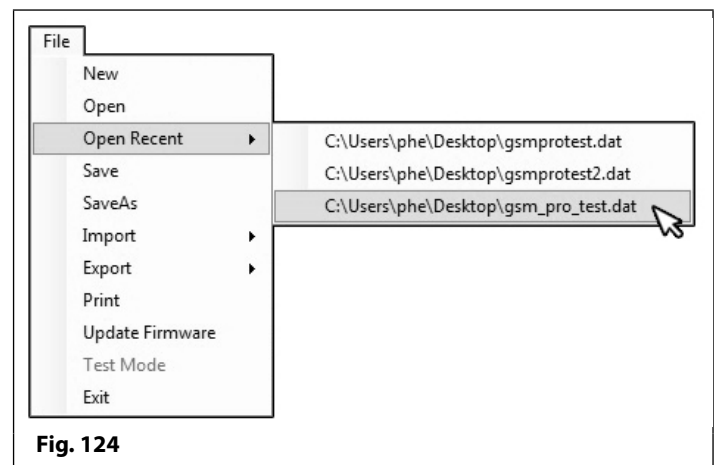
**Open** - Select this option from the drop down list to open an existing **.dat** file that was previously saved.

**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, as shown in **Fig.124**.

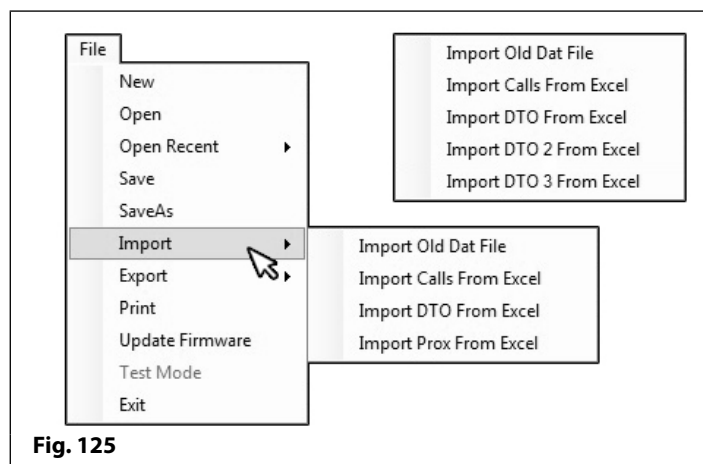
**Save** - Select this option to save the current file that is open (will save the file as a **.dat** file).

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

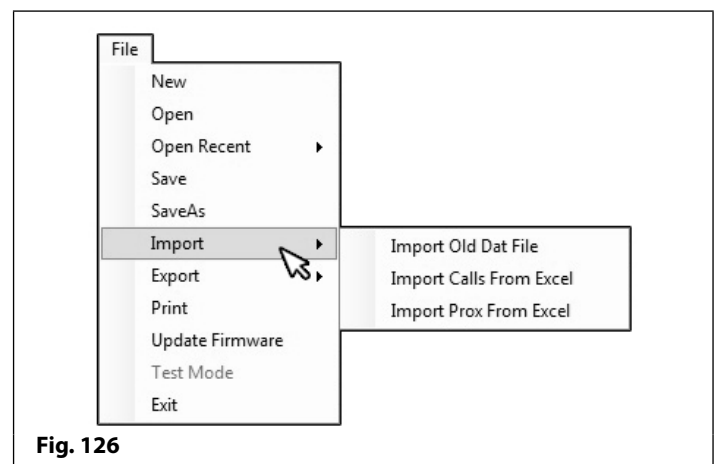
**Import ▶** - Select this option from the list to import an old **.dat** file from previous versions of the GSMSK software (version 2.0.9 or earlier) for older GSM intercom modules. This option can also be used to import excel files containing call button setup, dial to open numbers or proximity fob/card numbers. For the GSM4K, GSMVRK series and the Art.2270 GSM modules see **Fig.125** and for the digital GSM see **Fig.126**.



**Fig. 124**



**Fig. 125**



**Fig. 126**

## Drop Down Menus

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

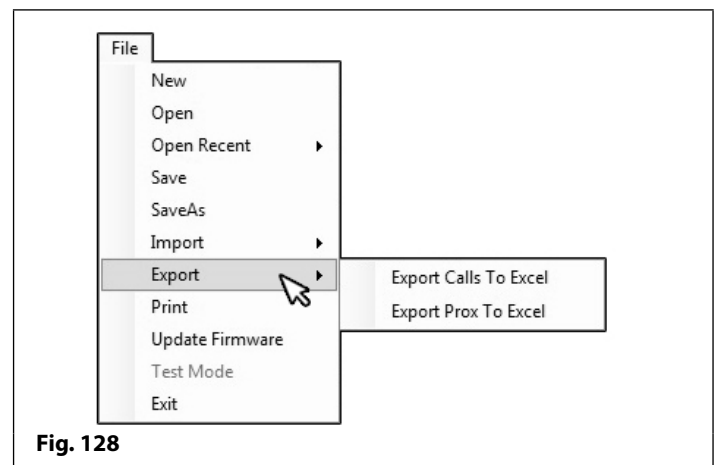
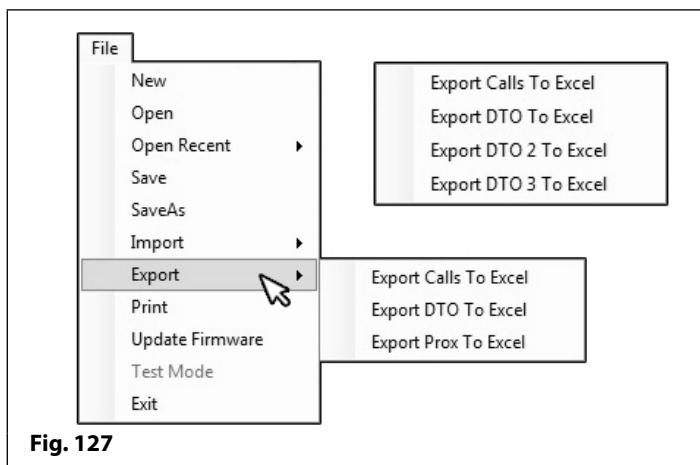
**Import Old Dat File:** to import an old .dat file select this option from the next drop down list. After the open window appears locate the .dat file required then click on the **OPEN** button. To cancel this option click on the **CANCEL** button. All the .dat file information (i.e. the settings, call 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 From Excel:** (for the GSM4K, 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.

**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, for the GSM4K, GSMVRK series and the Art.2270 GSM modules refer to **Fig.127** and for the digital GSM refer to **Fig.128** (the digital GSM will only have the option to export call numbers and proximity fob/numbers).



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.79** on page 27 for the GSM4K, GSMVRK series and the Art.2270 GSM modules and **Fig.80** on page 28 for the digital GSM module). 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.

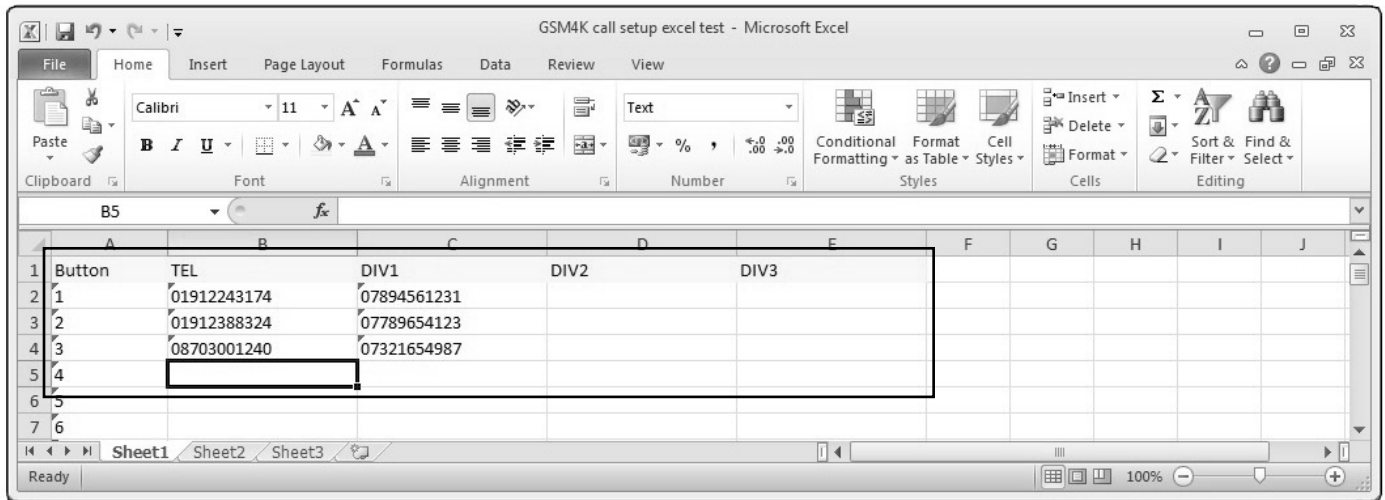
**Export DTO To Excel:** select this option from the list to export dial to open numbers that have been entered in the dial to open screen (refer to **Fig.81** page 28 for the GSM4K, GSMVRK series and the Art.2270 GSM modules). After the 'Save As' window appears find a location to save the file and create 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 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.82** 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 proximity fob/card numbers will be saved as a windows excel file.

## Drop Down Menus

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

Programming of call button numbers, dial to open numbers and proximity fob/card numbers can be exported as a Windows excel file for ease of programming (described on page 42). The following example shows programming for 3 call buttons each with a single divert number and then saved as a windows excel file.

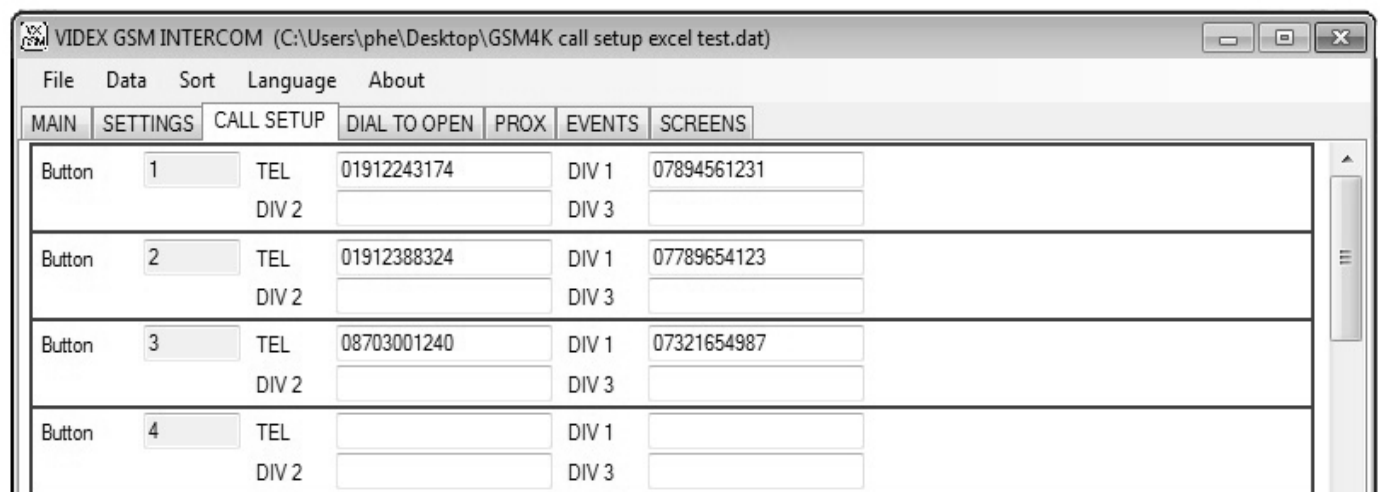


**Fig. 129**

The example shown in **Fig.129** above shows the call button numbers and divert numbers (for a GSM4K, 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 GSMSK PC software using the '**Import Calls From Excel**' menu option (described on page 42). The imported excel file will update the call button information into the relevant fields on the call setup screen as shown in **Fig.130**.



**Fig. 130**

**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 the apartment name and numbers etc.), dial to open numbers and any proximity fobs/cards as shown in **Fig.131**.

## Drop Down Menus

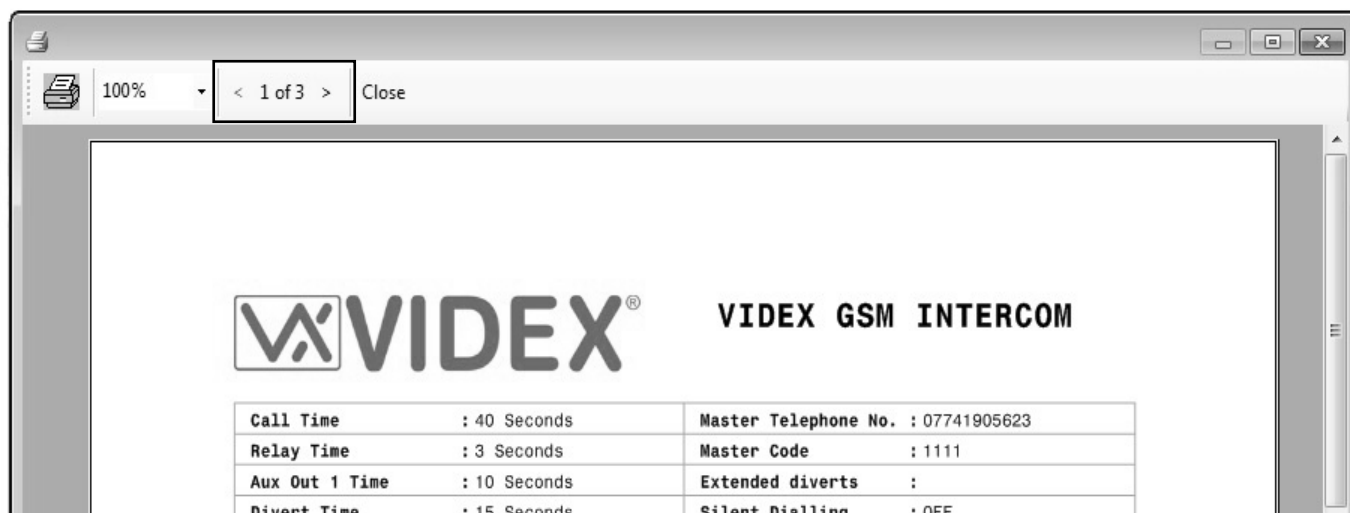


Fig. 131

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 and proximity access fobs/cards details, as shown in **Fig.132** and **Fig.133**.

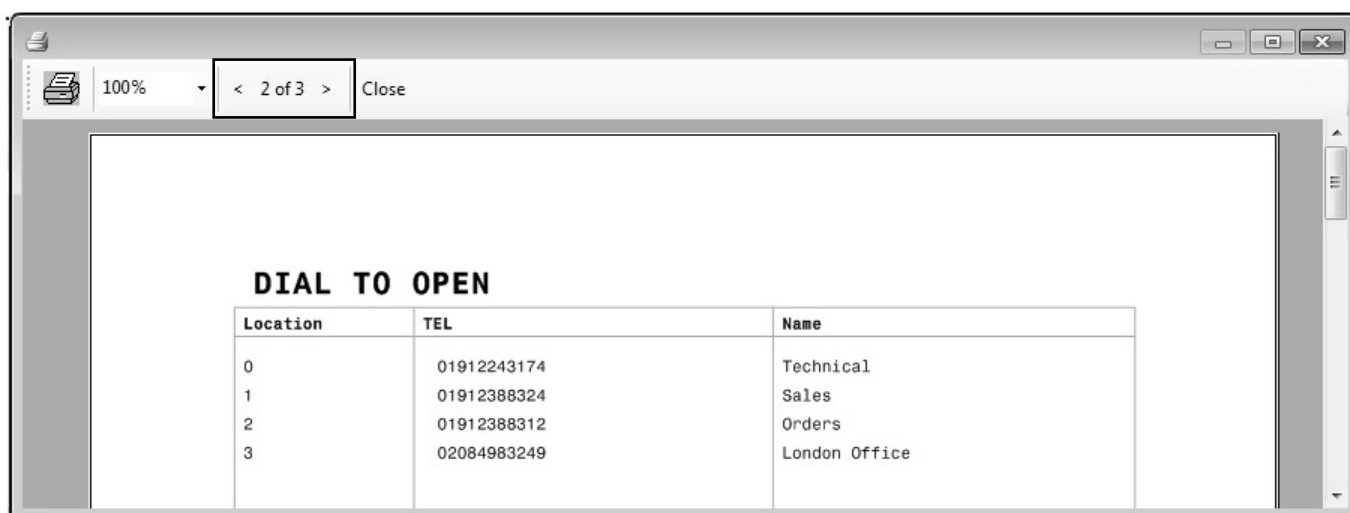


Fig. 132

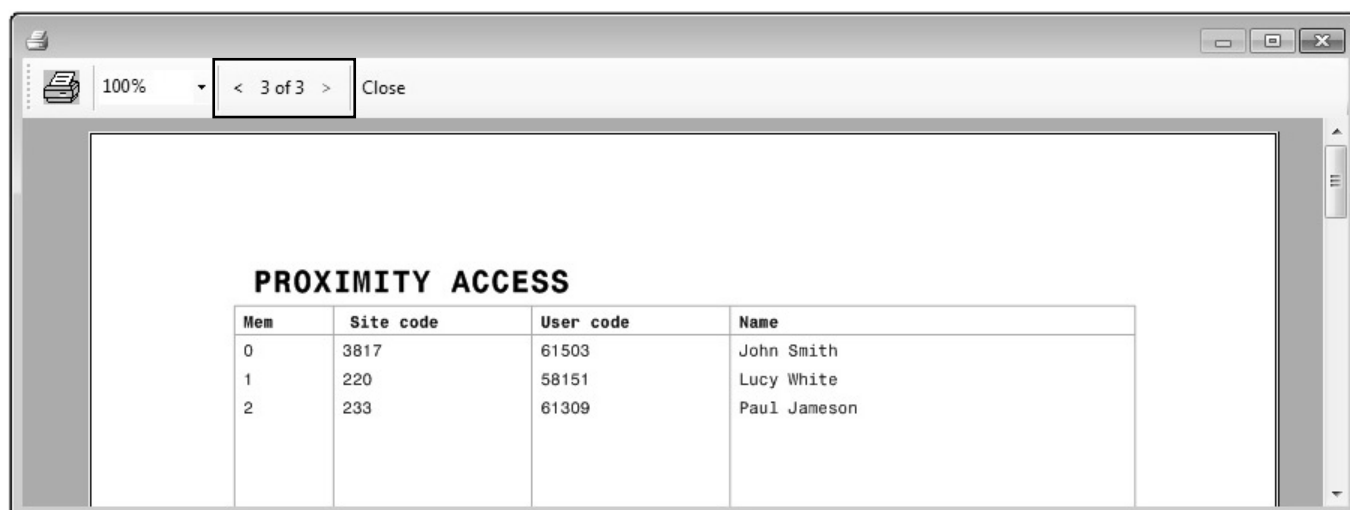




Fig. 133

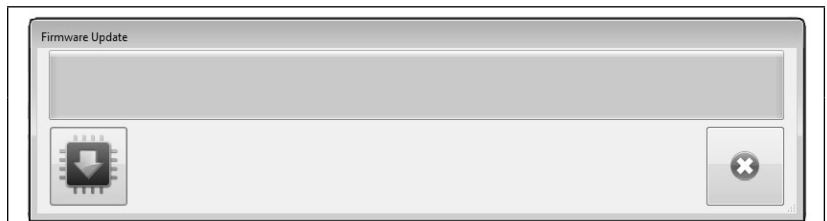


## Drop Down Menus

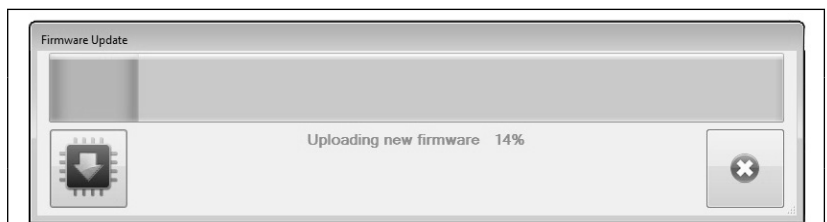
To print off a copy of the file simply click on the printer icon  in the top left corner of the window.

**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 window will appear, as shown in **Fig.134**.

- To update the GSM's firmware click on the upload icon as shown. 
- When the open file window appears, locate the firmware update file (**.vxd** file).
- Next click on the **OPEN** button and the latest firmware update will be uploaded to the GSM intercom, as shown in **Fig.135**.
- 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. 134**



**Fig. 135**

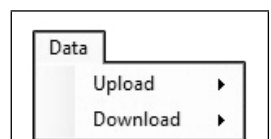
**Test Mode** - This option is 'grayed out' and is reserved for Videx Technical.

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

## DATA

When **Data** has been selected from the top menu the following drop down list becomes available (see **Fig.136**):

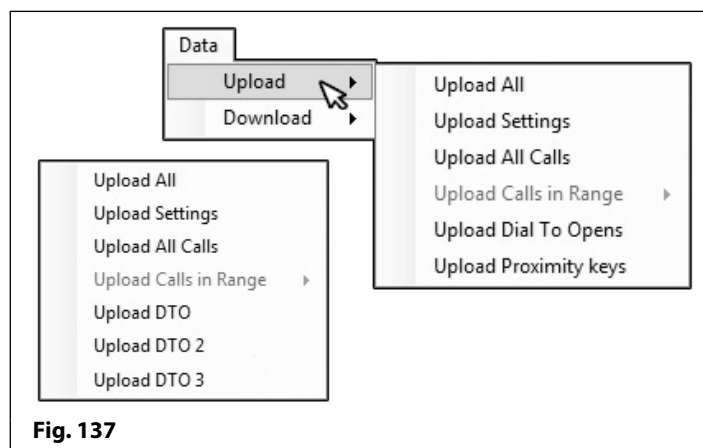
- **Upload** ▶;
- **Download** ▶.



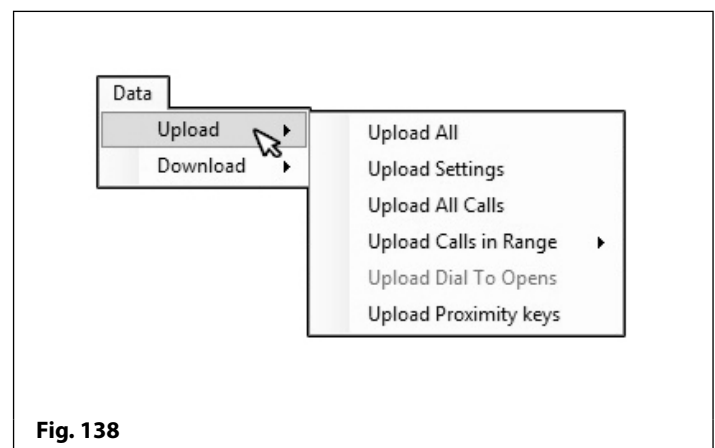
**Fig. 136**

**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 etc.) into the GSM module.

For the GSM4K, GSMVRK series and the Art.2270 GSM modules the '**Upload Calls in Range**' option will be 'grayed out' as this menu option is only available for the digital GSM, see **Fig.137**. Also the Art.2270 GSM module will include upload options for dial to opens 1, 2 and 3, but no option for proximity keys. For the digital GSM module the '**Upload Dial To Opens**' option will be 'grayed out', see **Fig.138**, 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.80** on page 28).



**Fig. 137**



**Fig. 138**

## Drop Down Menus

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 intercom. Once selected the following prompt window will appear, see **Fig.139**.

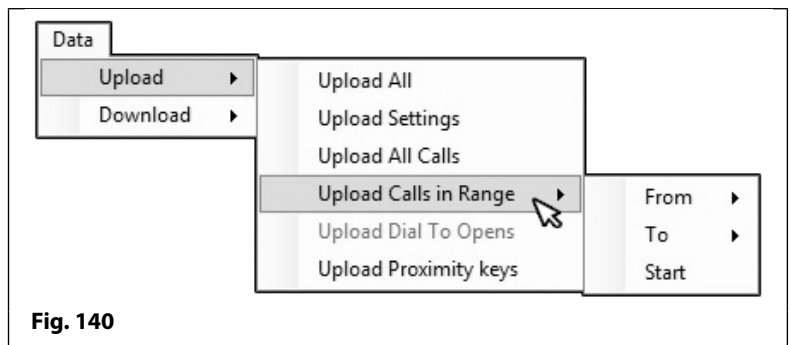
To confirm and upload the file information click on the **YES** button. To cancel the upload click on the **NO** button.

**Upload Settings:** select this option to only upload the GSM settings into the intercom. As before click the **YES** button to confirm the upload or the **NO** button to cancel (refer to **Fig.139**).

**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 screen i.e. **Apt No., TEL, DIV1, DIV2, DIV3, Name, Code, TB** and the dial to open **DTO** setting, also refer to **Fig.80** on page 28. As before click the **YES** button to confirm the upload or the **NO** button to cancel (refer to **Fig.139**).

**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) of the call setup numbers they want to upload to the GSM intercom, see **Fig.140**.

- **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. 140**

**Upload Dial To Opens:** this option is only available for the GSM4K, GSMVRK series and the Art.2270 GSM modules. Select this option to only upload the dial to open numbers **DTO**. As before click the **YES** button to confirm the upload or the **NO** button to cancel (refer to **Fig.139**).

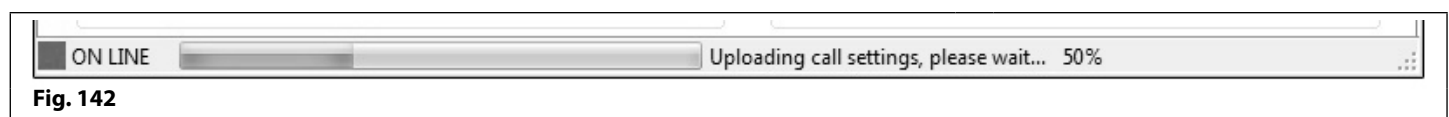
**Upload Proximity Keys:** (not available for the Art.2270 GSM module) select this option to only upload the proximity fob/card numbers to the GSM intercom. As before click the **YES** button to confirm the upload or the **NO** button to cancel (refer to **Fig.139**).

When uploading information to the GSM intercom for both the GSM4K 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.141**.

At the bottom of the software screen the status of the upload will be shown along the progress bar, as shown in **Fig.142**.



**Fig. 141**



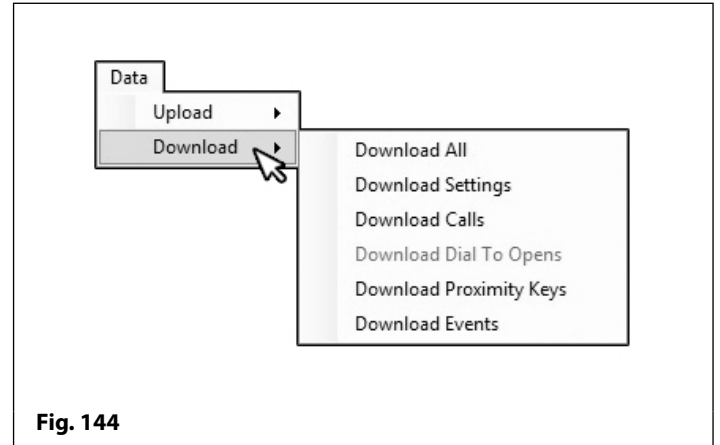
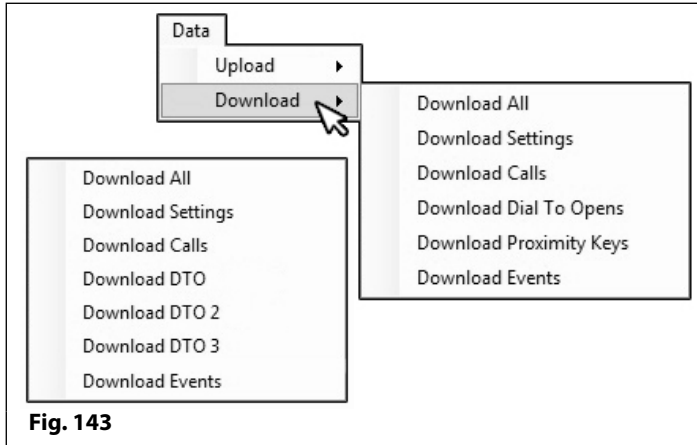
**Fig. 142**

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 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.

## Drop Down Menus

**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 etc.) from the GSM module.

For the GSM4K, GSMVRK series and the Art.2270 GSM modules refer to **Fig.143**. Like the upload option for the digital GSM module the '**Download Dial To Opens**' option will be 'grayed out', see **Fig.144**, 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.80** on page 28). Also the Art.2270 GSM module will include udownload options for dial to opens 1, 2 and 3, but no option for proximity keys.

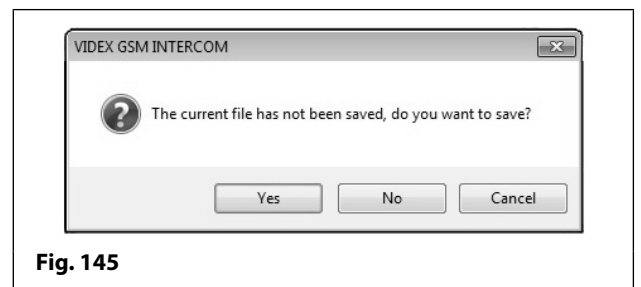


From the Download option in the drop down list the following selections can be made:

**Download All:** select this option to download all the programming information from the GSM intercom. Once selected the following 'save prompt window' will appear, see **Fig.145**.

The 'save prompt window' allows the user to save a file that may already be opened in the GSMSK software before downloading information that is currently stored in the GSM intercom.

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 intercom.



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 intercom. As before the 'save prompt window' will appear, refer to **Fig.145** and the previous 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, GSMVRK series and the Art.2270 GSM modules this option will download the primary number (**TEL**) and the three divert numbers (**DIV1**, **DIV2** and **DIV3**), also refer to **Fig.79** on page 27.

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, also refer to **Fig.80** on page 28. As before the 'save prompt window' will appear, refer to **Fig.137** and 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, GSMVRK series and the Art.2270 GSM modules. 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.80** on page 28). As before the 'save prompt window' will appear, refer to **Fig.145** and 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) select this option to only download the proximity fob/ card numbers from the GSM intercom. As before the 'save prompt window' will appear, refer to **Fig.145** and 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 33.

## Drop Down Menus

When downloading information from the GSM intercom for both the GSM4K and GSMVRK series modules the busy LED will illuminate to indicate that a 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 an download by displaying 'downloading please wait...' as shown in **Fig.146**.

At the bottom of the software screen the status of the download will be shown along the progress bar, as shown in **Fig.147**.



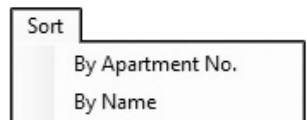
**Fig. 146**



Once all of the information has been downloaded from the GSM module the software will confirm this by showing an 'download complete' prompt window, simply click on the OK button to confirm. On the GSM4K 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, see **Fig.148**, allows the user to sort the information shown in the call setup screen (refer to **Fig.80** on page 28) by apartment number in ascending order or by name in alphabetical order.



**Fig. 148**

### **LANGUAGE**

The language drop down menu, see **Fig.149**, allows the user to select from 3 different languages to display the GSMSK software in. The available languages to display the software in are: English (default), Nederlands (Dutch) and Français (French).



**Fig. 149**

### **ABOUT**

This option from the top menu confirms the current version of the GSMSK software being used, as shown in **Fig.150**.



**Fig. 150**

# 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 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.151**, this indicates that the GSM module has not been detected by the GSMSK software and is not connected. Note that when the connection status is showing as **OFF LINE** the 'Data' and 'Sort' top menu options are 'grayed' 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. 151**

- **ON LINE:** see **Fig.152**, this indicates that the GSM module has been detected by the GSMSK software and is currently connected.



**Fig. 152**

- **UPLOADING (ON LINE):** see **Fig.153**, 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. 153**

- **DOWNLOADING (ON LINE):** see **Fig.154**, 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. 154**

## 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 Prompts

After an upload is finished an upload prompt window will appear, as shown in **Fig.155**. In this instance click on the **OK** button to confirm the upload is complete.

After a download is finished a download prompt window will appear, as shown in **Fig.156**. In this instance click on the **OK** button to confirm the download is complete.

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

### Unable to Retrieve Information

If the following message appears, as shown in **Fig.157**, after attempting to check the GSM's balance or check the GSM's current firmware or check the date and time setting this could be due to one of the following:

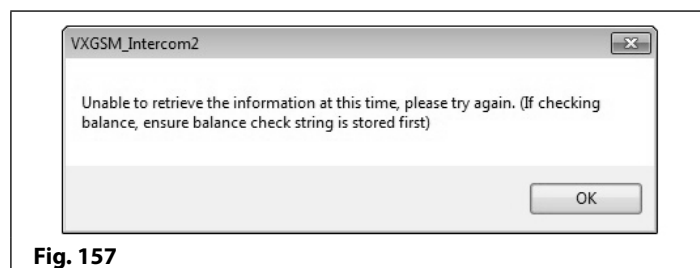
In the case of the balance ensure that the correct balance check string has been stored via the settings screen (at this time Videx only has the check strings for the Vodafone and O2 networks). Also the check balance feature will only work with pay as you go SIM cards and **not** contract SIMs.



**Fig. 155**



**Fig. 156**



**Fig. 157**

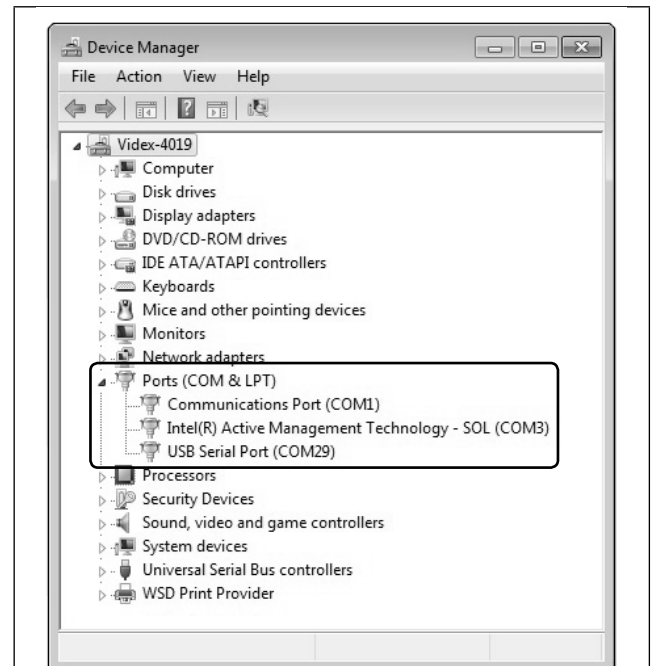
## Troubleshooting

For checking the current firmware stored in the GSM module or checking the date and time setting ensure that the connection status of the GSMSK software is showing as **ON LINE** (refer to **Fig.152** 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 series, the Art.2270 GSM module and digital GSM this can either be a connection by USB or by RS485 connection (refer to connection diagrams on pages 10 - 13, **Fig.22 - Fig.28**).

If the connection is using RS485 ensure that a 120 Ohm resistor is fitted where required, the **Art.481** RS485 to USB converter has the switch in the RS485 position and the bus termination jumper is in the closed position. 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 software is closed down and reloaded again.

If the connection is using USB (for all GSM modules: GSM4K, GSMVRK, the Art.2270 GSM module and digital GSM, again refer to connection diagrams on pages 10 - 13, **Fig.22 - Fig.28**) 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.

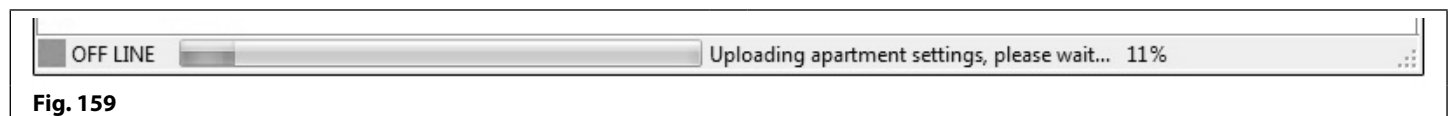
It may also be necessary to check the correct COM port is being used on the PC via the PC's device manager, as shown in **Fig.158**. The COM port the GSM module is connected to will be shown in the 'Ports (COM & LPT)' drop down list, in this example it is shown as 'USB Serial Port (COM29)'. This COM port will also appear in the Communication Port Setup drop down list on the main programming screen (also refer to notes on page 16, **Communication Port Setup**).



**Fig. 158**

### 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.159**, while the progress bar will show that it is still attempting to upload or download.



**Fig. 159**

After a brief delay the following prompt window (connection lost to the GSM module) will appear, as shown in **Fig.160**.

Click on the **OK** button then follow the steps described above to resolve any connection issues that may have occurred between the GSMSK software and GSM module during the upload or download.

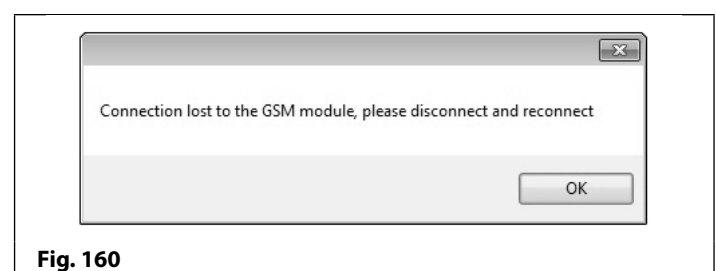
If there is still an issue then the following prompt window (unhandled exception) may appear, as shown in **Fig.161**.

First try clicking on the **CONTINUE** button to attempt to carry on with the upload or download. If this still does not continue with the upload or download and resolve the issue then click on the **QUIT** button to close down the GSMSK software.

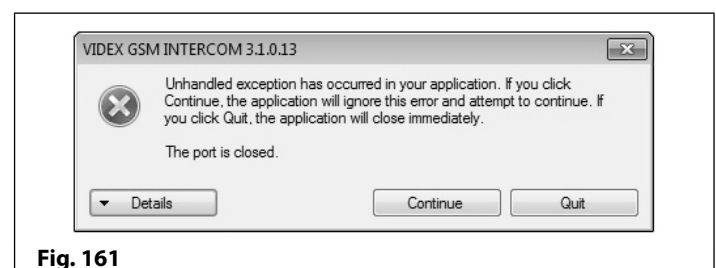
Again follow the steps described above to resolve any connection issues that may have occurred between the GSMSK software and GSM module.

Open the GSMSK software again. If uploading file information open the saved file and retry an upload. If downloading from the GSM module retry downloading again.

If for any other reason the unhandled exception message (**Fig.161**) appears follow the steps described above to try and resolve the issue.



**Fig. 160**



**Fig. 161**

## Troubleshooting

**IMPORTANT NOTE:** In this instance it is important that the file is saved before an attempt to upload or download file information to or from the GSM module.

### Upload or Download Fails

If the GSMSK software fails to upload to or download from the GSM module the following prompt window (upload/download failed) will appear, as shown in **Fig.162**.

Click on the **OK** button to confirm. Retry uploading the file to the GSM module again.

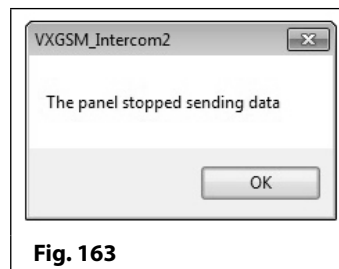


**Fig. 162**

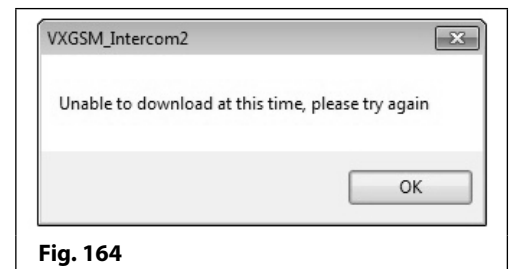
### Download Interrupted due to Power loss on GSM module

If a download is interrupted because of a power failure on the GSM module then the software will display the following prompt window (the panel stopped sending data), as shown in **Fig.163**.

Click on the **OK** button to confirm and another prompt will appear (unable to download), as shown in **Fig.164**. Click on the **OK** button again to confirm. At this point the connection status at the bottom of the programming screen will show **OFF LINE**.



**Fig. 163**



**Fig. 164**

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. Also refer to **Fig.152** and 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 GSMSK software is showing the connection status as back **ON LINE**, try another download.

### Intermittent Issues with 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 50 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 solutions 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 RS485 cable to use is a **Belden 9842** with low capacitance, although equivalent alternatives can be used instead. 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.

# General Information

## SOFTWARE REVISION

DATE	SOFTWARE VERSION	REVISION
10/05/16	3.0.0.5	Launch of GSMSK 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.

## FURTHER READING

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

- GSM4K-66250753-EN-V1-5 (or later);
- GSMVRK-66250675-EN-V1-0 (or later);
- DGSM-66251750-EN-V1-1 (or later);
- 2270-66251225-EN-V1-0 (or later).



# Notes

Dotted lines for notes.





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