GSMWhitebox2

User Guide

Step 1:

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Grab a registered SIM card and make sure it has some credit. Make a note of the phone number as you will need this and can't just guess later! There is a shiny new SIM in the box in case you need one. Note: Your SIM card needs to support 2G GSM networks and Three SIM cards are not compatible.

Step 2:

Open the GSMWhitebox2 case taking care with the antenna cable and insert the SIM card. (Make sure it's the correct way round)

Step 3: (look at the diagram overleaf) Connect the external power supply but don't turn it ON yet, check the polarity first, and connect any volt-free inputs signals you are using between the COM and IN1, IN2 etc, also connect any device you wish to switch remotely using the relay output (eg gate opener). Don't forget to feed external wires through the glands as it will make it easier to put the lid back on. Right last thing to do... connect the antenna, just screw it on and position it somewhere where you think the best signal is (usually high up away from metal stuff)

Step 4:

Turn the battery switch ON then plug the power supply in to allow the battery to fully charge for a few hours. The light on the unit should come on... and we are looking for a blue flashing light to prove we have a signal and a steady ready green light too....

Step 5:

Complex configuration time....only joking it's all done by sending easy SMS message to the unit...

Add a recipient for the alert messages:

Send the following SMS message to the SIM card number you made a note of earlier:

#1=07777007007#

Change this mobile number to the one you want to send the alert message to as this is James Bond's private number and he's busy!

You can add up to 3 recipients – just change the #1 to #2 for the second recipient and #3 for next – easy eh?...

Delete a recipient:

Send the following SMS message:

#1=DELETE#

(Can you guess how to delete #2 and #3?)

The GSMWhitebox2 has 4 inputs and will send the default INPUT 1 OPEN and INPUT 1 CLOSE messages by SMS to all three recipients when triggered but you can change the message text to relate to the actual thingamabob connected. Here is how you do that...

Send the following SMS (these are examples):

Input 1 opening message #M1A=Low Water Level#

Input 1 closing message #M1B=Water Level OK#

To change the alert text for the other inputs just change #M1 to #M2, #M3 and #M4 (Oh you have a maximum of 21 characters per message including spaces).

Fun fact: The inputs have to be closed or opened for 4 seconds before they send the messages – this is to stop you getting nuisance messages as this can be really annoying.

Do you want to know more things you can do with the GSMWhitebox2? Grab a cup of tea and turn the page as there is a whole list of other commands to mess about with **PTO.**

Other SMS commands:

Output Control:

The output relay can switch loads up to 10amps at 240vAC so be careful. Use a qualified electrician if not sure.

To pulse the relay just call and the relay will switch for 3 seconds. Here are some extra relay control commands:

Turn the relay ON

#REL=ON#

Turn the relay OFF

#REL=OFF#

Pulse the relay for 4 seconds

#REL=PULSE#

Other bits and bobs:

Status message

#STATUS#

shows status on all the inputs and the relay plus the signal level (0 to 20).

Make a brief free (3 ring) call after each SMS alert (as an extra prompt to read the SMS) don't answer or reject the call or it won't be free!

#CALL=ON#

Set back to SMS only (default)

#CALL=OFF#

Change how long the input needs to be closed before it sends a message (input delay)

#ITD=4#

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Can be between 1 and 9 seconds

Send a regular "all ok" status message

#PERIODIC=4#

(No of weeks - default is 4)

Allow only users to call to pulse the relay #WHL=ON# Allow any caller to pulse the relay (default) #WHL=OFF#

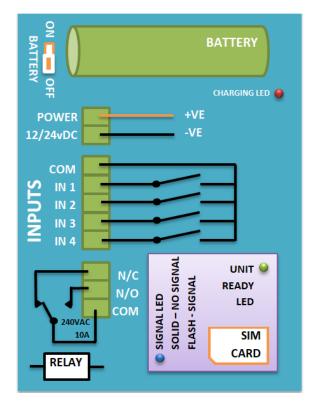
Have you messed up? Reset (everything but the alert messages) #RESET#

Power Failure Alerts

There is an internal rechargeable battery installed in the GSMWhitebox2 which provides power failure and power restore alerts. Make sure the small battery switch is turn to the ON position and when the external power has failed a power fail message is sent to all recipients – It waits about 5 minutes to make sure is a proper power fail and not just a blip.

When power is restored a message to confirm all is tickity boo is sent.

Wiring:



The inputs are volt-free so don't put any voltages on them or they will go pop. To trigger a message close or open the circuit between INput and COMmon Look for a blue flashing LED to check you have

a signal. The green ready LED will flash when a command/message is being sent – you may also hear some electronic weird noise too.

Any questions just ask:

sales@sendtech.co.uk Call: 01488 762 763