

Quick Start Guide - Voyager Mobile Entry Intercom(VME-I)

1. Wire the GSM device as shown on the wiring diagram. Please follow the wiring diagram carefully. Use the power supply unit that came with the system. Please note that the Intercom call panel receives power from the GSM PCB, by connecting to the terminals “- Out + “.

2. Fit a SIM Card if not already present. If the device has a SIM card skip to step 3. See the wiring diagram, to see how the SIM is entered on the PCB.

Please make sure that Voice Mail is turned off. You can ask for this to be done when purchasing the SIM. Also make sure the SIM does not have a security PIN. Please make sure the SIM card has credit.

3. Apply power to the GSM device. Give the device about 2 minutes to register when first turned on. When attempting to register, the register LED will be off or on constantly. When registered the register LED will flash every 1 second. When the Signal Strength light(see wiring diagram) is on constantly or flashing the device has sufficient signal from the network.

The GSM Device Makes a Telephone Call.

4. Now program the outgoing phone list, with the phone numbers that the GSM device will dial once the intercom button is pressed. For initial testing this is best if it's your own number. It can be changed later using the same text command. Send the following text to the GSM device from your mobile phone.

Send this text.

phone 1 xxxxxxxxxx

Receive This Text Response

Phone number xxxxxxx
Programmed.

*xxxxxxx represents your mobile number eg:0872376605

** There should be NO Spaces in the Telephone Number

Four more numbers can be programmed into the outgoing phone list of the GSM device. These numbers will be called in sequence until a response is created by the person receiving a call from the device (either * or #)

5. To test calling operation and audio quality you will need a second person either at the intercom or at the mobile phone.

- Move the mobile phone away from the intercom.
- Press the intercom button to place a call from the GSM device. The GSM device will call the number programmed into the location for phone 1.
- Answer the call and test that audio can be heard by speaking normally at both ends.
- Press *** to grant access**, on your mobile phone.(this will pulse the pulse switch relay).
- For a user who **doesn't want to grant access terminate the call with #**.
- When the end user is called by the GSM device, just hanging up the phone isn't sufficient. If further numbers are programmed then these will be called in a follow on call. When not granting access, terminate the call by pressing # on your mobile phone.

Controlling the GSM Device by Making a Telephone Call to it.

6. The GSM device defaults to open access so with no programmed Open Telephone numbers any caller can open the gate. The GSM device sees the incoming call and hangs up the call. The GSM unit will pulse the Pulse Switch. This is a no cost call.

7. Place a phone call to the GSM device from the phone number programmed above or indeed any phone number. The Pulse switch should pulse open and then close.

8. To change the device from having open access you simply have to program the Open phone numbers you want to have access to the device. Once numbers are programmed then only these numbers will have access.

Send this text.

Open 1 xxxxxxxxxx

Receive This Text Response

Open number xxxxxxx
Programmed