

# GSM COMMANDER

## User Manual for GC0108, GC0328, GC0648, GC1288

Applicable to software package Version 8.00 and up

Revision: V8.00 Last Edited 11 May 2023



Before Attempting to connect or operate this product, please read these instructions in its entirety

This manual is intended to provide detailed technical specifications and explanations, to the basic user as well as the more technically-minded person. This manual is a live document, and will be updated often with new information. Please ensure that you have the latest version, by checking our website at: <http://www.gsmcommander.com>.

### Changelog:

CDH May 2023 - Initial release of V8

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# 1. FEATURES

Model	Onboard Inputs	Onboard Outputs	Expandable Inputs/Outputs	Max Number of Statements	Max number of Phone Numbers	Max number of Messages	Max Length of Messages	Data Enabled	Temp probes Supported	0-10v Analog Inputs	Battery / Power Monitor	Extended Analogs
GC0108	2	2	---	10	32	10	127	YES*	-	-	YES	NO
GC0328	2	2	12/12	32	250	64	127	YES*	2	1	YES	NO
GC0648	2	2	22/22	64	512	128	127	YES	2	1	YES	YES
GC1288	2	2	32/32	128	512	128	127	YES	2	1	YES	YES

## Matrix Feature Descriptions

<b>Model</b>	The code used to define between the various units functionality and capabilities
<b>Onboard Inputs</b>	The number of inputs provided on the base unit itself
<b>Onboard Outputs</b>	The number of outputs provided on the base unit itself
<b>Expandable Inputs/Outputs</b>	The maximum total number of Inputs/Outputs that can be expanded to by fitting expansion units
<b>Max Number of Statements</b>	A measure of the amount of complexity that can be programmed into the unit. Each statement is of the form IF <ABC happens> THEN <do something>, such as IF Input 1 goes Active, THEN send "Generator Tripped" to "0831231234"
<b>Max Number of Phone Numbers</b>	The maximum total number of phone numbers that can be programmed into the unit
<b>Max Number of Messages</b>	The maximum total number of messages that can be programmed into the unit
<b>Max Number of Statements</b>	The maximum total number of behaviour statements that can be programmed into the unit
<b>Data Enabled</b>	If yes, the unit is able to be registered onto the AirDrive Platform which can allow it to log its status, log its events, have remote config and remote output control via data connection (GPRS/LTE).
<b>Temp Probes Supported</b>	The number of temperature probes the base unit can accept
<b>0-10v Analog Inputs</b>	The number of analog Inputs available
<b>Battery / Power Monitor</b>	The ability to detect power failures and monitor a connected battery.
<b>Extended Analogs</b>	Allows the possibility to connect an Analog Expansion unit which will provide an additional 8 analog inputs

\* Only able to view the current status of the unit via Airdrive.

## 2. SPECIFICATIONS

Weight	200gram
Dimensions	146,2 x 85,2 x 27mm
Power Supply	11-30V DC via DC Jack
Power Consumption	~ 5-10W
Current Consumption	~ 150mA at idle (no inputs or outputs active)
Operating Temperature	-10°C to +60°C
Storage Temperature	-20°C to +80°C
Digital Inputs	Opto-isolated. Inputs draw 2 - 45mA, depending on voltage. Can accept any DC signals of any type, including: Dry Contacts Open Collector (NPN) Closed Collector (PNP) DC Voltage (5-24V)
Digital Outputs	2 x SPDT Relay Contact rating: 8Amp DC (10 - 48V) or 4amp AC (110 - 400V). Expandable to maximum of 32*
Analog Inputs	1 x Analog input 8bit resolution 0-10V/4-20mA * (Not available on GC0108)
IO Connector type	Rising clamp terminals
2G Frequency bands	GSM/GPRS/EDGE 900/1800 MHz
4G Frequency bands	LTE-FDD B1/B3/B5/B7/B8/B20

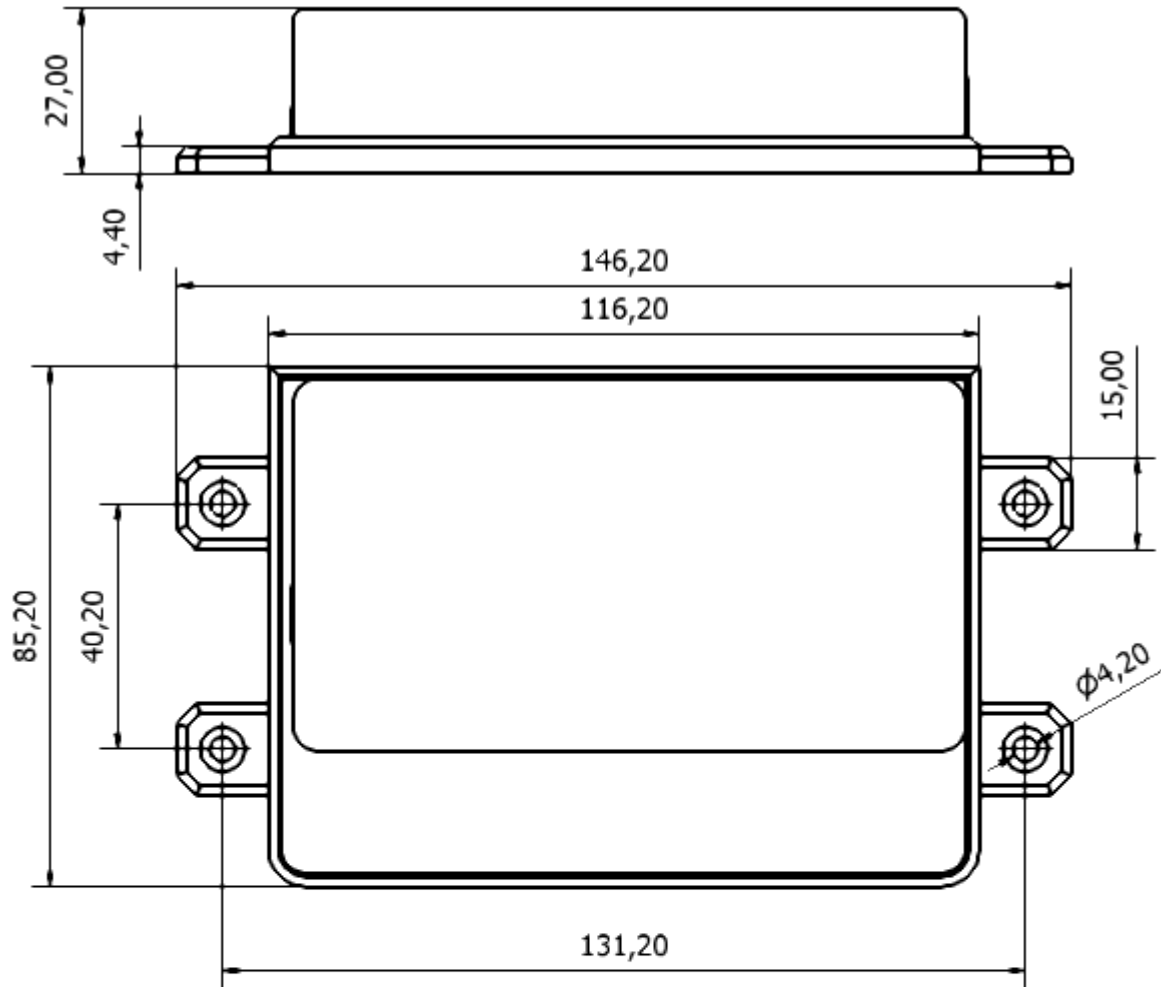
\* Model Dependent (See Feature Matrix in Section 2 )

## 3. SYSTEM REQUIREMENTS

The setup software requires a PC with the following specifications:

Operating system	WinXP / Vista / Win7 / Win8 / Win10 / Win11
Computer Architecture	Pentium 2 or higher IBM compatible PC
Disk space	2MB
Ports	1 x free USB port

## 4. DIMENSIONS



## 5. INSTALLATION

### 5.1. Environment

Due to the make-up of the GSM Commander and its electronics, we **STRONGLY** advise that it not be installed in close proximity to a variable speed drive or any other electrically noisy equipment. **DO NOT** install the GSM Commander into a metal enclosure unless an antenna is mounted on the outside of the enclosure.

### 5.2. Power Supply

The GSM Commander has a 2.1mm DC jack connector where a power supply must be connected. The power supply should have the following specifications:

Output Voltage: 11v-30v

Output Current: 0.5A

Polarity:



A suitable power supply is supplied with the retail product.

*In industrial applications, it is advised that the GSM Commander be installed into its own metal housing and be powered from a separate power supply with a DC Filter. (As opposed to sharing one with other equipment).*

**Please Note:** While the GSM Commander has fairly rugged internal power supply circuitry, no special provision for lightning protection is made. If the GSM Commander is used in an area that is prone to thunderstorms, it is advisable to use a commercially available lightning suppressor (The same applies to inputs or outputs that are connected to wires longer than 2 or 3 meters). The guarantee does not cover damage resulting from lightning strikes! The GSM Commander can operate reliably from voltages in the range of 11 to 30V DC.

### 5.3. USB Port

The GSM Commander provides a USB port that connects to a PC using the supplied USB cable. This allows the PC to configure the unit.

### 5.4. SIM Card

The GSM Commander accepts a standard GSM SIM card from any network. The SIM card may be prepaid or on contract. If the SIM Card is purchased as part of a prepaid plan, ensure that the card is loaded with sufficient airtime.

**WARNING: DO NOT** Insert or remove the SIM card while the GSM Commander is powered!!

Note that airtime will decrease with every SMS that is sent from the unit. The unit can automatically detect if the airtime is running low. It is the user's responsibility to make sure that the airtime is topped up. See your network's documentation on how to purchase and load airtime.

The SIM card is fitted into the back of the unit, as indicated by the legend on the enclosure. The SIM card will click into place and is removed simply by pressing against it. The card will pop out with a "click" sound, ready to be completely removed.

**Before you install your SIM Card:**

Install the SIM card into a normal cellular phone

Verify that there is **no SIM PIN** enabled (The phone must not ask for a PIN when switched on with this SIM card inside) If the phone does request a PIN, you need to enter the correct pin so that the phone can start, and then disable the SIM Card PIN. See your cellphone documentation on how this can be done.

Verify that you are able to **send an SMS** message.

The SIM card will now work with the GSM Commander.

**Please Note:** If you are using a prepaid SIM card, be aware that if the SIM card has not produced a billable event on the network for a long period of time (typically 3 months), the card will be deactivated by the network, and the SIM card then becomes useless. It is strongly recommended that you configure the GSM Commander to send you an SMS every now and then (once or twice a week) so that your SIM card remains active on the network.

The GSM Commander can **ONLY** check the airtime of a **PREPAID** SIM card.

## 5.5. Antenna

The GSM Commander is supplied with a basic antenna operating in the GSM and LTE frequency bands. Screw the antenna to its connector on the unit (only finger-tight). Verify using a cellphone, that there is sufficient signal at the proposed installation site. On a phone with a 4 or 5-bar signal strength indicator, you should have at least 1-2 bars of signal.

If the signal is too weak, the GSM Commander may have trouble sending or receiving SMS messages. In these cases, try and find a better location, or order one of our special antennas.

Contact **Polygon Technologies** with your request for a special antenna.

## 5.6. Software Installation

The latest software is available to download from our website for free at:  
<https://gsmcommander.com/downloads/software/>

Simply download the correct version of software for your model of GSM Commander & execute the installer and follow instructions.

## 5.7. Mounting

The GSM Commander is housed in a very durable ABS casing which has 4 protruding tabs, which allows it to be mounted firmly to any surface by means of a screw. There is also a DINrail mounting kit available separately.

**Please note:** The GSM Commander is not water or weatherproof. The GSM Commander must be mounted indoors, or inside an appropriate IP65-rated weatherproof enclosure. The guarantee does not cover damage resulting from water ingress! **DO NOT** mount the GSM Commander inside a steel cabinet, unless you also mount a separate antenna on the outside of the cabinet.

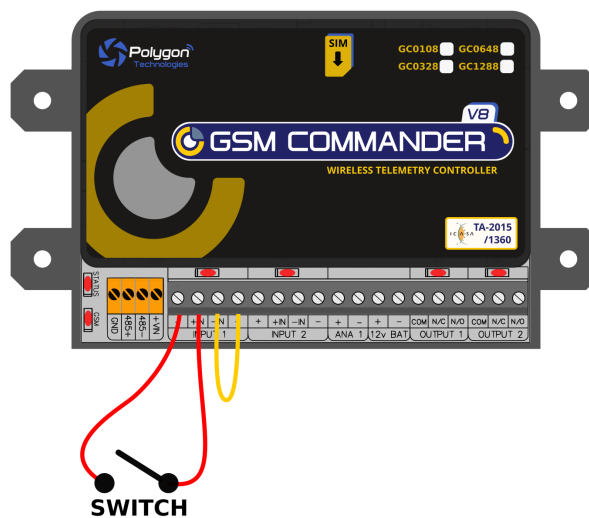
Suitable antennas can be ordered from **Polygon Technologies**.

## 5.8. Optically - Isolated Digital Inputs

The GSM Commander itself provides 2 signal inputs. The number of inputs can be expanded by the addition of Expansion modules, up to a maximum of 32 inputs (depending on type). Each of these inputs have 4 terminals associated with them:

- + - Internal positive supply (14V)
- +IN** - Positive input
- IN** - Negative input
- - Internal negative supply (Zero volts)

To connect a switch or contact to an input, simply connect the switch between the + and +IN terminals, and a wire between the - and -IN terminals. The reverse is just as suitable, i.e. that you connect a wire between + and +IN and place the switch between - and -IN.

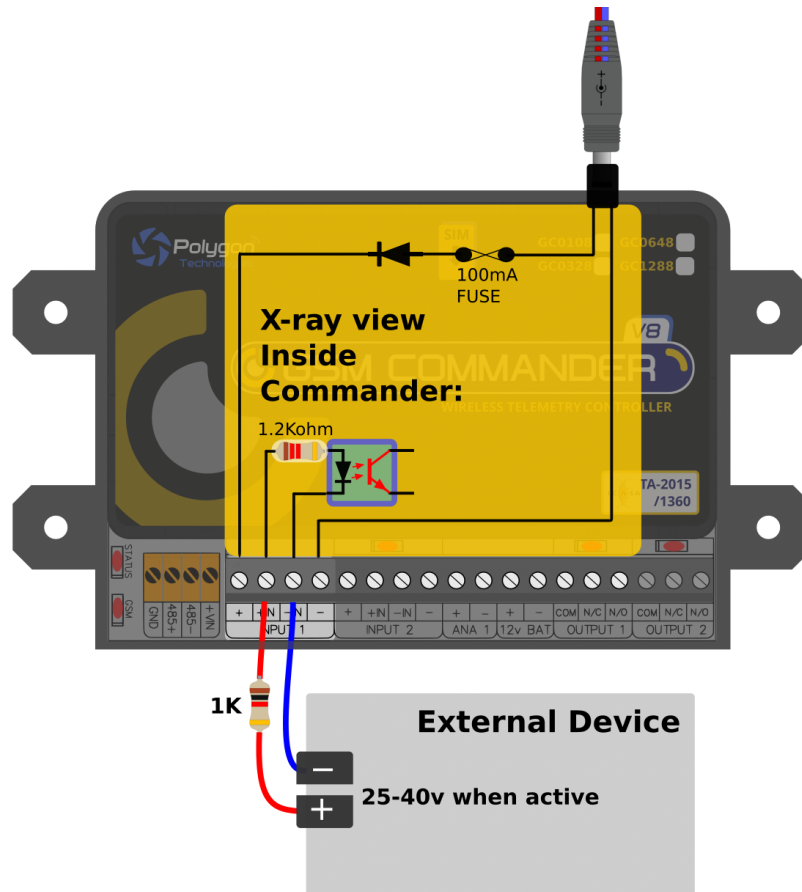


You may need an input to activate when power is supplied from some other unit. A good example will be a burglar alarm that applies power to the wires going to the siren. In such a case, it will be a simple matter of connecting the positive wire to the +IN input, and the negative wire to the -IN input.





Please keep in mind that these inputs are designed for operation from 5v to 24v. If you require to connect a voltage above 25V and below 40V to these terminals, you should connect a 1K resistor in series with the input, as shown below.



The + and - terminals are internally connected to the input power supply of the GSM Commander via a fuse and a diode. These terminals are provided to make it easy to connect dry contacts to the GSM Commander.

If the power supply is 14V, the voltage at the + and - terminals will be slightly less at about 13.8V (due to an internal series diode for reverse polarity protection).

One should not attempt to draw more than 50-100mA in total from the power terminals at the inputs on the GSM Commander. For each expansion unit, the same applies.

## 5.9. Outputs

The GSM Commander itself provides 2 x 8A (DC) Relay outputs. The number of outputs can be expanded by the addition of Expansion modules, up to a maximum of 32 outputs (depending on type). Each of these inputs each have 3 terminals associated with them:

Each of these inputs each have 3 terminals associated with them:

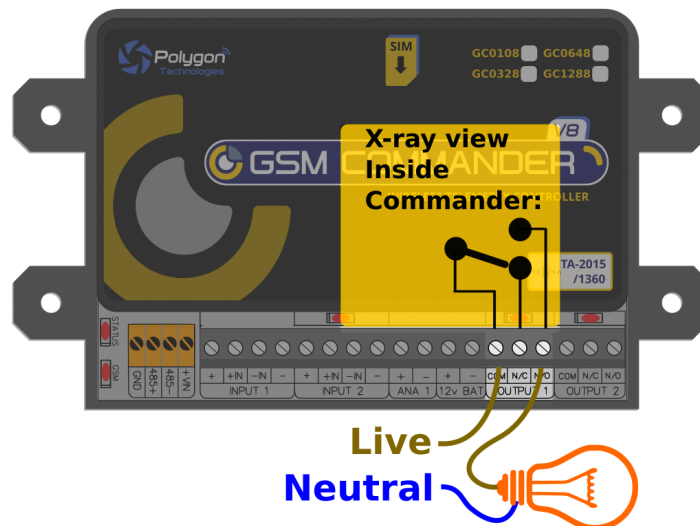
**COM** - Common Terminal

**N/C** - Normally Closed Terminal

**N/O** - Normally Open Terminal

When the output is off, the **COM** and **N/C** terminals will be internally connected to each other. When the output is on, the **COM** and **N/O** terminals will be internally connected to each other.

Note that there are small LED indicators next to the output terminals, that will show if the output is ON or OFF. (If the LED is on, then the output is also on) In the picture below, the output is connected so that the lamp will light up when the output is on.



This output can be used to control devices and appliances, and is rated for 8A DC. It may be used to control most types of electrical loads, excluding AC motors above 500W.

Here are some examples of things you **CAN** directly switch on and off using the outputs on the GSM Commander:

Gate motors and any other motor less than 500W

Mains Lights (energy savers, incandescents, halogens) (maximum 750W)

Here are some examples of things that you can **NOT** directly switch on and off using the outputs on the GSM Commander:

Ovens, Heaters, kettles

Pumps and motors above 500W

**Please note:** Keep in mind that if required, the above loads can easily be switched on and off using an externally connected relay or contactor.

## 5.10. Temperature Sensor

One can connect 2 temperature sensors to the GSM Commander (at the expansion port via a temperature interface module) to measure temperature and allow the GSM commander to perform certain tasks if the temperature falls above or below a certain point. The sensor provides an accuracy of 2°C.

There are two temperature sensor options:

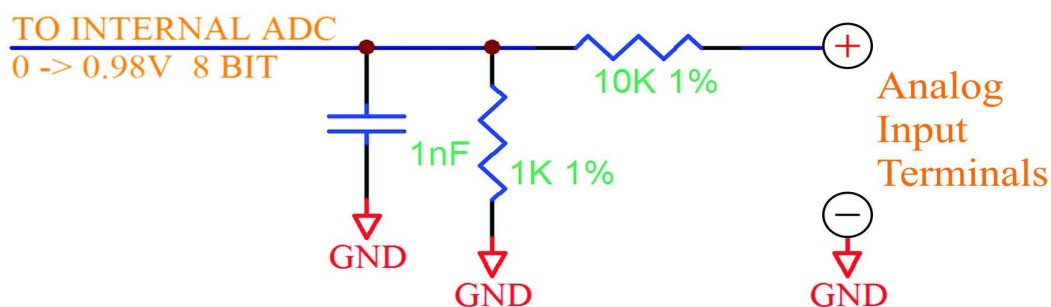
Low Temp: Measures from -17 to +26°C

High Temp: Measures from 0 to 60°C

(You need to select the correct version in the setting page of SmartSetup)

A Modbus temperature expansion module is available which allows for an additional 4 temperature inputs on the GC061 and the GC1281 per expansion, max 4 per device (16 x temperature readings).

## 5.11. Analog Input



The GSM Commander provides a single 0-10,8V analog input, which can be used to measure incoming voltages from sensor devices. Using an appropriate resistor, one can also connect 4-20mA sources to the GSM Commander. (See application note under section 18)

What makes this input so special, is that the GSM Commander can interpret the analog value on your behalf. It is perhaps the best to explain this at the hand of a good example.

Suppose you have a water tank, with a level sensor that is connected to the analog input of the GSM Commander. The sensor is such, that when the tank is empty, the voltage is 1.2V, and when the tank is full, the voltage is 7.8V. The configuration software allows you to request the current reading in a scaled format. You would thus tell the software that 7.8V should correspond to 5000 litres, and 1.2V should correspond to 0 litres, and leave the rest of the calculations to the GSM Commander.



You can now receive a message from the Commander, detailing the actual contents of the tank in litres, instead of just a raw value. (Which you would otherwise have had to convert back to “real” numbers yourself).

Please note that this feature assumes a linear relationship between the input voltage and the desired output units. Thus, this will not work very well for a cylindrical tank that is mounted on its side, as the voltage from the level sensor is not linearly proportional to the actual contents of the tank.

The user is also able to define the message to precede, and the message to follow the analog value.

The output of the circuit above feeds to an Analog-to-Digital converter with a reference voltage of 0.98V, and a resolution of 8 bits. The full-scale input voltage to the GSM Commander is therefore 10.8V. The range of the analog input can easily be increased by the addition of a resistor in series with the analog input.

Below are some examples of resistor values, and the resultant input ranges.

1K Ohm	:	0 - 11.8V
3.3K Ohm	:	0 - 14.0V
6.8K Ohm	:	0 - 17.4V
10K Ohm	:	0 - 20.6V
15K Ohm	:	0 - 25.5V

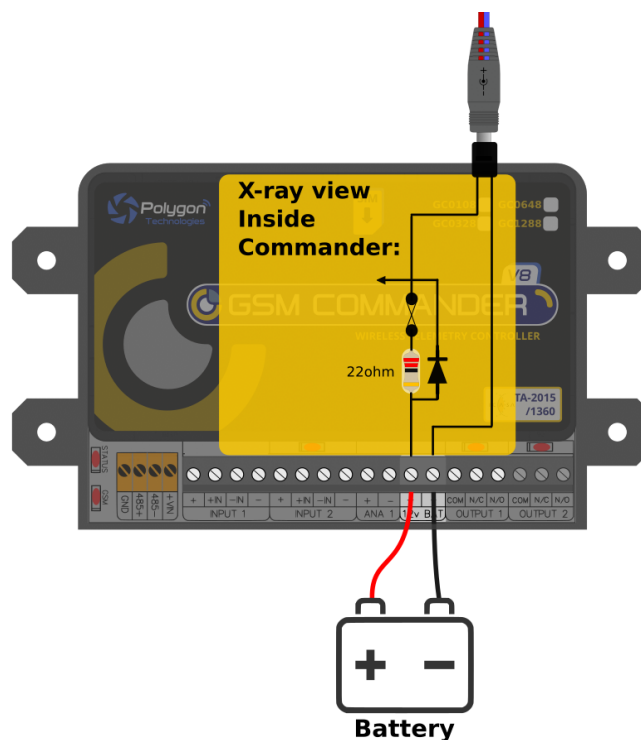
Smartsetup Software assumes no series input resistor, when defining behaviour statements for the analog input.

The software shows both a voltage and a “counts” value when selecting trip points for the analog input. The “counts” value is a variable from zero to 255 (8 bits). If you have connected a 3.3K Ohm resistor in series, and you want to select a trip point at, say 12V, you will ignore the voltage shown by the configuration software, and simply select the correct counts value of 214.  $((12 / 14) \times 250^*)$

**\*Please note:** The input is NOT isolated, and must be used with care.

## 5.12. Battery Input

The GSM Commander provides connections for an external rechargeable 12V battery. Under normal circumstances, the GSM Commander will trickle-charge the battery at a current of about 75mA. In the case of a power failure, the GSM Commander then starts drawing power from the battery to continue operating. It is important to note that should your battery drop below 10.8Vdc during a sustained power outage, the GSM Commander will unlikely be able to charge the battery up again



In the case of a power failure, the GSM Commander can continue operating from the external battery. The unit can be configured to perform certain tasks (like sending a warning SMS) if the battery voltage falls below a certain point, and can also perform tasks in the case of a power failure. (Like sending an SMS and switching on emergency lighting)

In cases where the GSM Commander is used in conjunction with a large system with its own battery (such as UPS systems), the battery terminals of the GSM Commander can be safely connected to the large (12V) battery, and the GSM Commander can then monitor the battery voltage for you (only while power is NOT supplied to the power input connector).

Also, in cases where the user may want to connect other hardware directly to the battery, be aware that this will probably drain the battery, since the charging current from the GSM Commander is so low. Other hardware should rather be connected to the power terminals provided at the inputs. (See section 5.8 for more information on this).

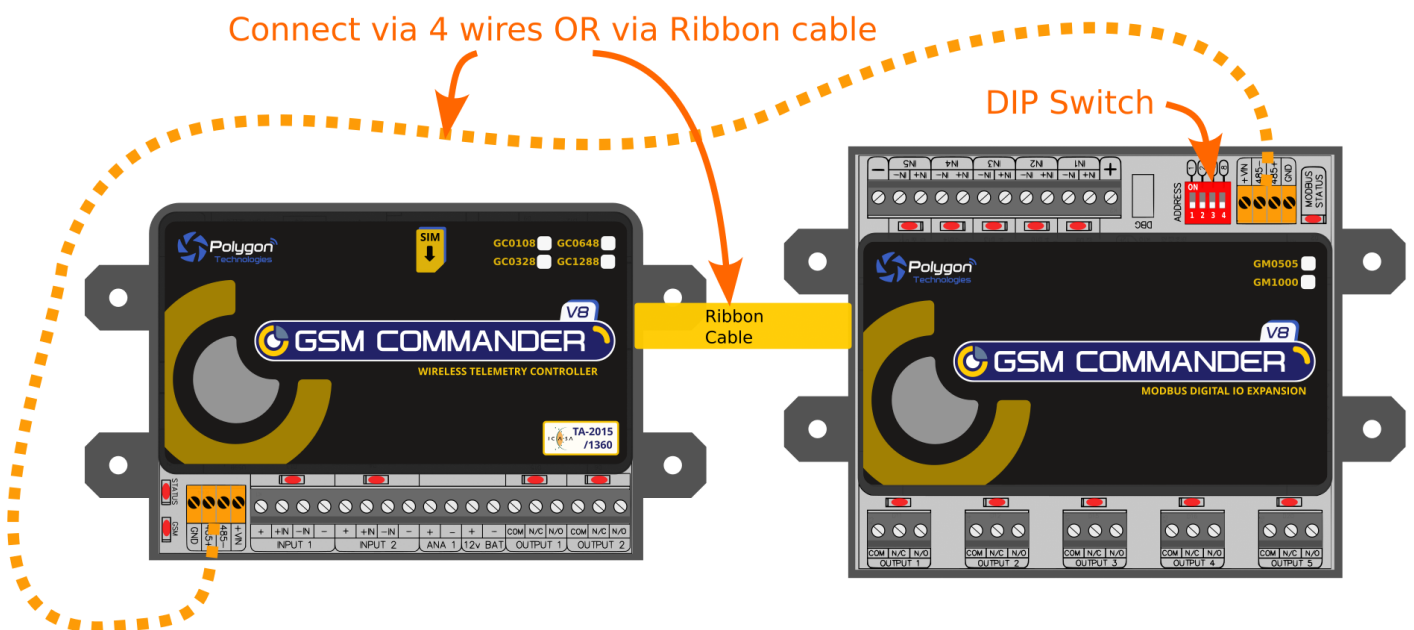
**VERY IMPORTANT:**

The GSM Commander performs no voltage or current regulation when charging the battery. Internal to the GSM Commander, the Battery terminal is wired with a 20ohm resistor between the + Batt terminal and the positive power supplied to the GSM Commander. It is therefore important to understand that you CAN NOT power the GSM Commander from 24v and use a 12v backup battery, because the GSM Commander will over charge the battery. Ideally you want the GSM Commander to be powered from a voltage that is about 2v higher than the battery voltage, to allow safe charging.

There is a diode in parallel with this resistor (cathode facing to the battery) to allow the GSM Commander to draw power from the battery under power-fail conditions. A resettable fuse provides added protection against voltage spikes and short circuits.

**5.13. Modbus Expansion Unit**

The GSM Commander supports comprehensive expansion by means of the GSM Commander Modbus Expansion unit, which provides an additional 5 inputs and 5 outputs similar to the ones found on the GSM Commander itself. A total of 6 Expansion units may be daisy chained to provide a maximum of 30 outputs and 30 inputs (Depending on the model) in addition to those on the GSM Commander.



Upon bootup, the GSM Commander will poll all valid Modbus addresses and identify the modules that are found. Thereafter the GSM Commander will regularly communicate to each unit in the bus. The “Modbus Status” LED on each Modbus expansion unit will flash each time it receives communication from the GSM Commander. Note that many different kinds of modbus device can be connected to the Modbus port.

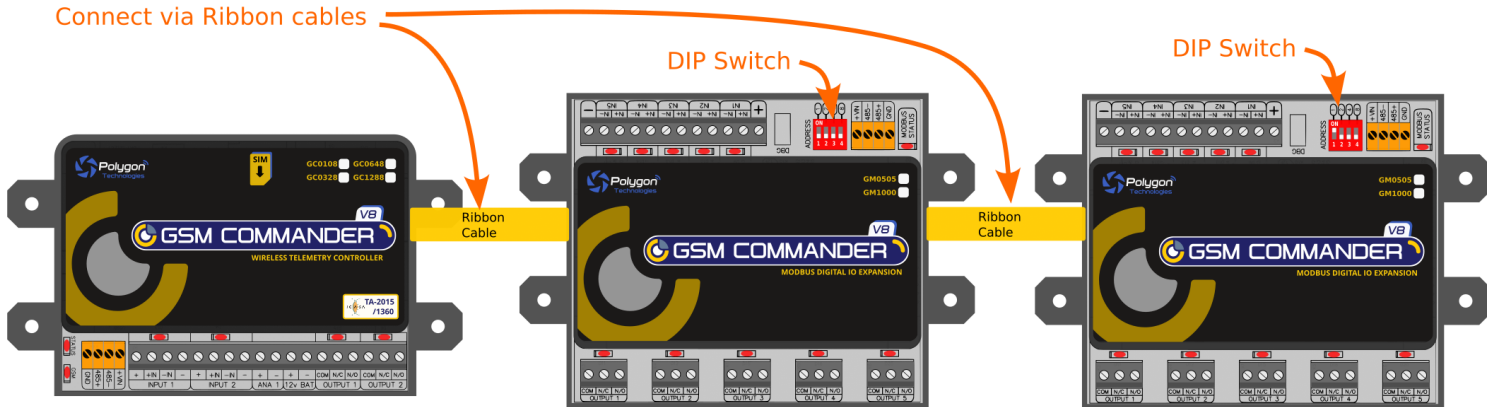
## Connection

The Expansion unit can be connected either via the modbus screw terminal (shown in orange), or via the 10way ribbon cable (labelled IN and OUT). Typically the ribbon cable used when the expansion unit is installed next to the GSM Commander. If you have more than one expansion unit, you can daisy chain them using ribbon cables connected to the IN and OUT terminals as shown, or you can just connect them in parallel using the screw terminals as shown. If you connect via the screw terminals (and you use the correct type of cable), the expansion unit can be placed far away, even as far as 50m.

The Expansion unit can get its power either via the ribbon cable or via the small modbus screw terminals. If the GSM Commander has a battery connected, battery power will automatically be used to power the expansions (via either the ribbon or the screw terminals) when needed. Generally, if more than 2 expansions are connected, it is recommended to do this via the modbus screw terminals, because the ribbon cable is limited in the amount of current it can handle for powering the expansion units

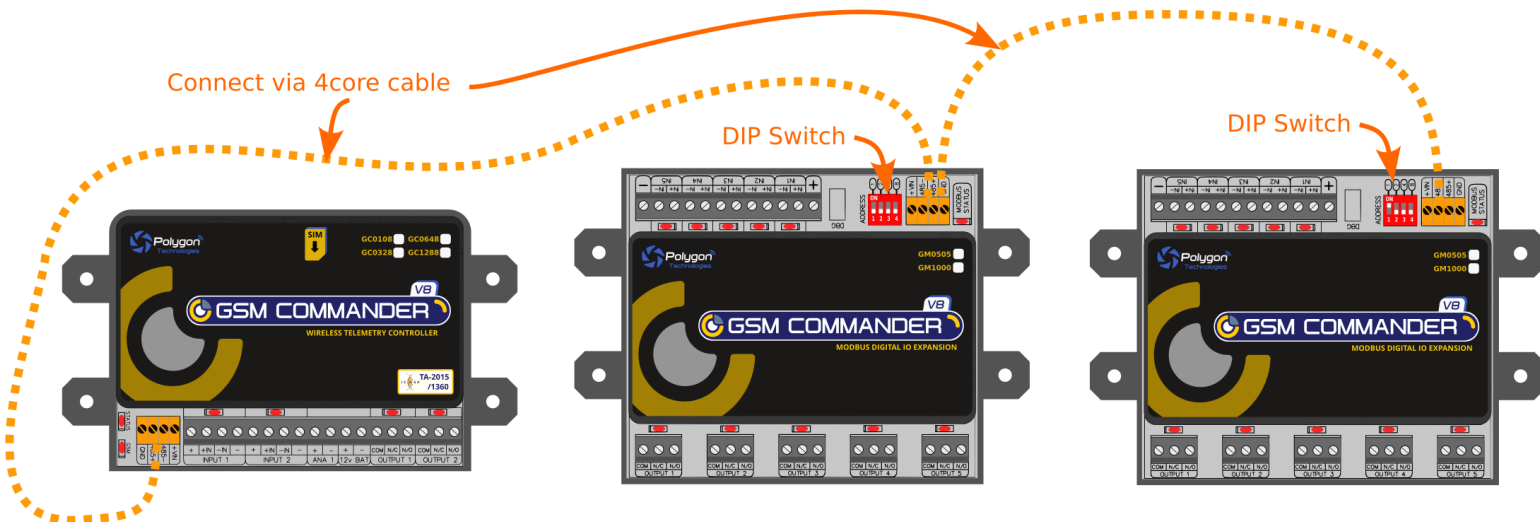
**IMPORTANT:** The GSM Commander must be connected to the IN terminal of the first expansion unit, and the OUT terminal of the first expansion unit is connected to the IN terminal of the second expansion unit.

Connect via Ribbon cables



OR

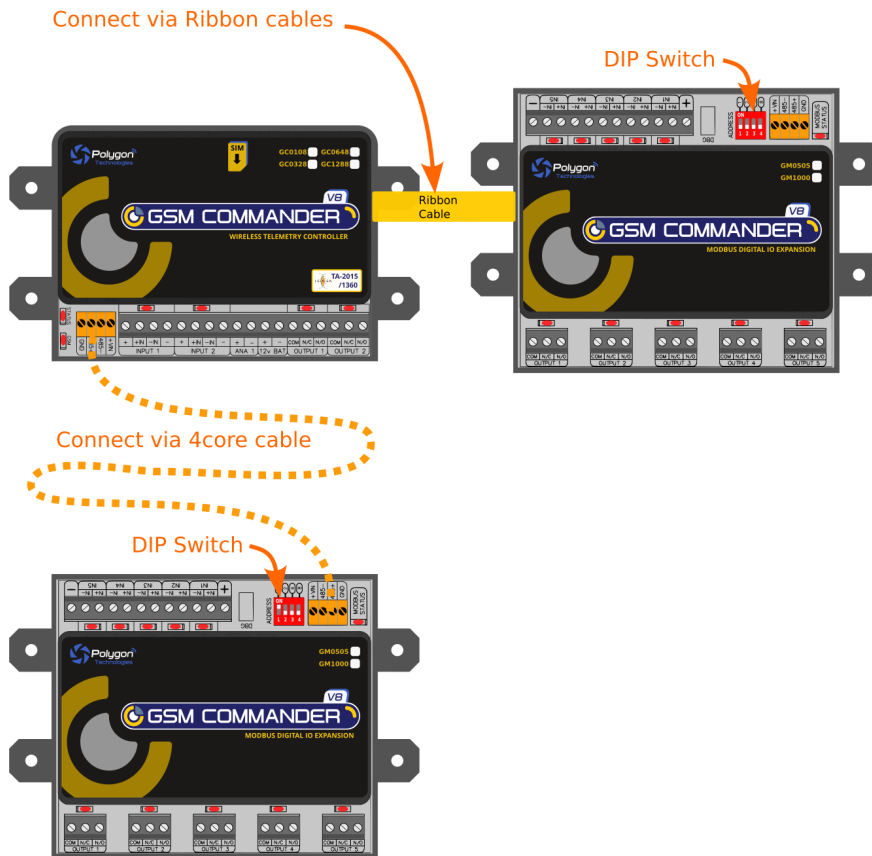
Connect via 4core cable



Connecting Multiple Expansion units

## Expansion Connection (continued)

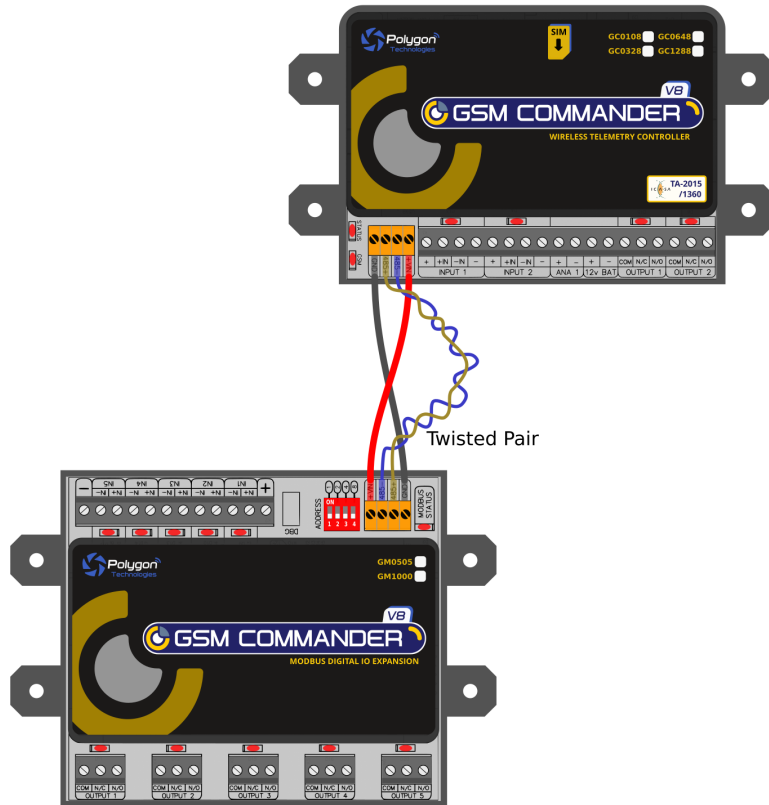
You are also able to use a combination of ribbon cable and screw terminal connections. This is ideal if you are planning to have one expansion unit next to the GSM Commander and another installed remotely.



### Connecting using Modbus screw terminals

It is recommended to use a shielded, 4 core twisted pair cable. The longer your cable run, the higher the quality cable you need.

It is critical that you use a twisted pair for the data pins. The nature of the wires being twisted together is what provides the bulk of the noise immunity we need to achieve long distances. We are less concerned with how the power lines are running. If your cable happens to have more than 2 pairs, we would recommend to use both wires in a pair for each of the power lines.

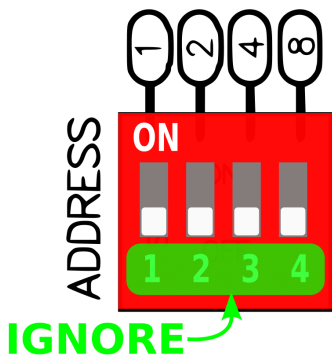


If your cable has a screen, it is recommended to connect it to the GND terminal on the one end ONLY.

### DIP setting

The DIP setting on each expansion unit will determine where in the IO space of the GSM Commander, the expanded inputs and outputs will be mapped. The switches are labelled 1,2,3,4 on the switch itself, and 1,2,4,8 shown on the PCB. Please ignore the 1,2,3,4 on the switch.

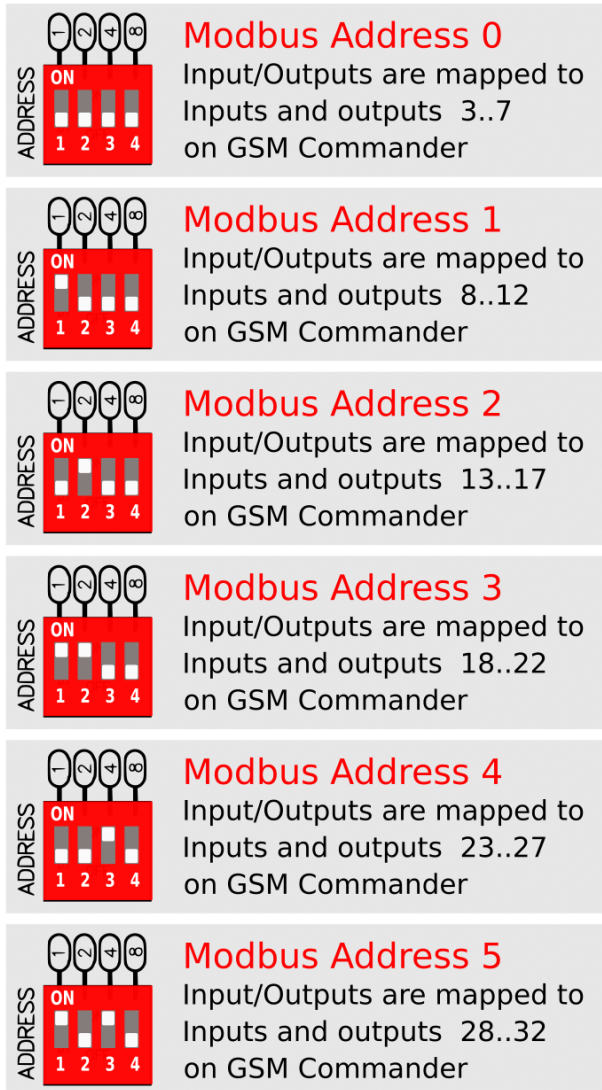
This is used to set the Modbus Address. The first Modbus address is 0 (zero), which will have all 4 switches in the OFF position, as shown below. In this case, this expansion unit's 5 inputs and 5 outputs will be mapped to input and outputs 3-7 respectively in the GSM Commander. (Input and output 1,2 are on the GSM Commander itself.)





## DIP Settings (continued)

Here is a legend to show how other expansions in the chain should be set up (the maximum number of inputs and outputs supported, is model dependant)



## Expansion Unit Power

Each Expansion unit has both a 12V DC jack and battery input, so that it could also be powered by a separate power supply and battery. Applying power to the Expansion unit either through the DC jack or battery terminal is optional. The Expansion unit can draw power via the ribbon cable, but under certain conditions it is better to supply a separate 12V source and battery to the expansion unit.

These conditions are:

- When the ribbon cable run becomes very long (>5m)
- If you are going to connect more than one expansion unit
- If you expect to draw power from the input on the Expansion unit
- If you expect most of the inputs and outputs on the expansion to likely be active at once

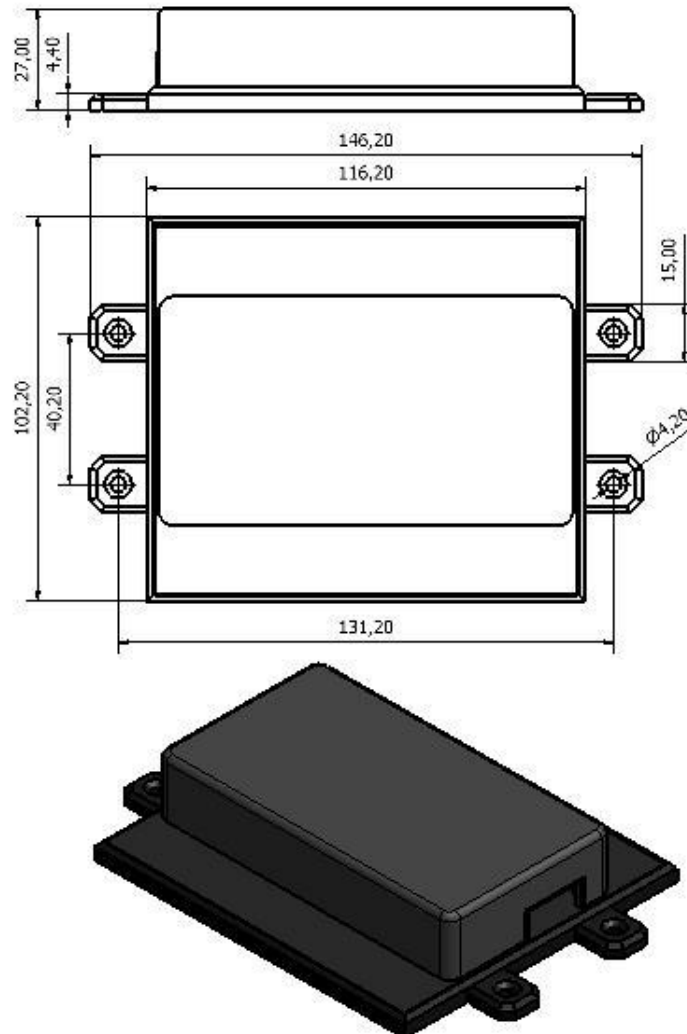
The Expansion unit will automatically detect if power is applied at either of the it's 12V inputs (DC jack and battery) and thus stop drawing power via the ribbon cable. So to ensure that the Expansion unit functions properly in mains power failure conditions, it is advised that you connect a 12V battery to it's battery terminals together with it's main 12V power supply.

### Interface Ribbon cable

Supplied with each Expansion unit is a short (10cm) ribbon cable for interface purposes, but this ribbon can also be longer, up to 1m.

The ribbon cable connectors are mounted such that pin 1 on the one end connects to pin 10 on the other, Pin 2 connects to pin 9 etc.

## 5.14. Dimensions of Expansion Unit



## 5.15. Status LEDs


The GSM Commander has 2 LEDs to show the current status of the GSM Commander. The red LED, labeled “GSM”, shows the status of the internal GSM cellular engine, while the green LED, labeled “STATUS”, shows the status of the GSM Commander as a whole. These two LEDs can paint a remarkably intricate picture about the state of your installation. We provide the legend to interpret these LEDs as a separate page so that you can print it out and perhaps leave it inside your cabinet for handy reference..

## STATUS LEDs: WHAT DO THEY MEAN?

### RED GSM LED

 Module OFF  
Completely OFF

 Module shutdown for restart  
Superfast Flash

 Module powerup  
Stays ON

 Module configuring  
2 flashes per second

 Waiting for Network  
3xShort

 2G Registered, No Airdrive  
1xShort

 2G Registered, Airdrive Connecting  
1xShort, 1xLong

 2G Registered, Airdrive Connected  
1xShort, 2xLong

 4G Registered, No Airdrive  
2xShort

 4G Registered, Airdrive Connecting  
2xShort, 1xLong

 4G Registered, Airdrive Connected  
2xShort, 2xLong

### Green Status LED

 No Power  
Completely OFF

 Internal Error  
Superfast Flash

 All Good  
Stays ON

 Booting  
2 flashes per second

 Signal is Low  
1xShort

 Airtime is Low  
3xShort

 Power Failed  
1xLong

 Signal AND airtime is low  
1xShort, 3xshort

 Signal low + Power Failed  
1xShort, 1xLong

 Signal+Power+Airtime is low  
1xShort, 1xLong, 3xShort

## 5.16. Testing the GSM Commander

### 5.16.1. Status Request

The GSM Commander (even with a blank configuration) has a built-in test feature. If the GSM Commander receives “TEST GSMC” as an SMS message, it will reply to the number that sent the message, with the following text:

DT=01/01/2013-12:00:00 < Indicates current date & time of the GSM Commander

Sig=68% < Indicates the received signal strength

Airt=35 < Indicates the amount of airtime remaining

FW=8.99 < Indicates the firmware version

SN=120648-30225 < Indicates the serial number

PWR=On < Indicates status of mains power

Batt=13.2V < Indicates voltage of battery (if connected)

Ana=108 < Indicates analog value in counts (0 - 250)

tA=23 < Indicates temperature of Probe A (in °C) if connected

tB=44 < Indicates temperature of Probe B (in °C) if connected

IN1,2=0,1 < Indicates status of inputs 1 and 2 (0 = active, 1 = inactive)

OUT1,2=0,1 < Indicates status of outputs1 and 2 (0 = active, 1 = inactive)

**Please Note:** The airtime remaining will be displayed as “Airt=???” if airtime checking has been disabled or the incorrect network operator has been chosen in the current setup.

## 6. CONFIGURATION VIA PC

### 6.1. Basics

The following is required to configure the GSM Commander:

A PC running Windows (any version will do)

Setup utility installed on the PC

USB cable (*Provided*)

Power supply (*See 6.2*)

Antenna (*See 6.5*)

SIM card(s) (*See 6.4*)

**Please note:** The GSM Commander will eventually startup if no SIM card is inserted, but there would be no GSM functionality, which means none of the GSM features will work.

Follow these steps:

**Step 1:**

Insert SIM card(s) into unit

**Step 2:**

Connect GSM Commander to PC via the supplied USB cable

**Step 3:**

Connect power to the GSM Commander

**Step 4:**

Run the Utility (Start > All Programs>GSM Commander V7 > Configure GSM Commander)



The software will show this screen when started. Here you can select whether you would prefer opening an existing setup from a file on your PC, retrieve the setup currently on the GSM Commander, just open to the main screen.

## 6.2. Software Tabs

The **GSM Commander Setup Utility** software has been designed to make the configuration process of the GSM Commander as easy and user-friendly as possible.

With this in mind the software has been divided into the following tabs:

- Numbers
- Messages
- Behaviour Statements
- Settings
- Status
- IO Names
- Analog Scaling
- Lock Setup

### 6.2.1. Numbers Tab

This tab allows the user to program the GSM Commander with the numbers they wish the GSM Commander to communicate with and listen to. The FIRST number in the list is defined as the ADMINISTRATOR number. Only the Administrator may send configuration SMS messages to the device.

**Please Note:** The user should adjust the sliding bar at the bottom of the screen to reserve space for numbers to be added/removed via SMS. (See sec 11.1.6)

### 6.2.2. Messages Tab

This tab allows the user to program the GSM Commander with the messages they wish the GSM Commander to respond to and respond with either via SMS, serial port or GPRS/LTE\*.

### 6.2.3. Behaviour Statements Tab

This tab allows the user to program the GSM Commander with a number of trigger conditions. (See chapter 8)

### 6.2.4. Settings Tab

This tab allows the user to configure the following:

- Network Service and GPRS/LTE Settings
- Temperature Probe Configuration
- Enable/Disable Simcard Pin(s)
- Enable/Disable Periodic Automatic GSM Reset
- Set Default Baudrate
- Show Debug Comms
- Manually send an SMS via the GSM Commander
- Write Recipient and IO Names to device
- Change application size (pixel dimensions of software)

### 6.2.5. Status Tab

This tab allows the user to monitor the status of GSM Commander (while connected to PC) with regards to:

GSM Status

GPRS/LTE Status

Power Status

Temperature Status

Current Battery Voltage (if a battery is connected)

Current Analog Value

Signal Strength

Airtime Balance Available (provided network settings are correct)

Date / Time

Status of Behaviour Statements

Status of Variables\*

Inputs/Outputs Status

Stuff happening right now

### 6.2.6. IO Names Tab

This tab allows the user to rename the inputs and outputs to something that means a little more.

**Please Note:** These IO Name changes will be stored in the setup that is saved to file, but will **ONLY** be stored in the setup that is saved to the GSM Commander if enabled under Settings Tab.

### 6.2.7. Analog Scaling Tab

This tab allows the user to enable the analog scaling functionality when an Analog Expansion Unit is connected to the GSM Commander. (*See section 12*)

### 6.2.8. Lock Setup

This tab allows the user to password protect tabs from being accessed as well as the option to save a new setup to the GSM Commander. This feature comes in handy when an installer doesn't want the end-user to be able to make changes under certain tabs.

## 7. CONFIGURATION VIA SMS

The GSM commander provides functionality to provide some configuration changes to be done via SMS message (from the administrator number only). Note that the unit cannot be setup by SMS only. A PC is still required to perform the initial setup. Thereafter, some simple changes to the setup may be done using SMS messages.

**Please note:** The Configuration SMS is NOT case sensitive.

The following operations can be performed via SMS message:

- Set Administrator number
- Clear Administrator number
- Check Administrator number
- Check Airtime
- Add a number to the list
- Remove a number from the list
- Enable/Disable statements
- Configure GPRS settings
- Reset GPRS
- Set GPRS logging interval
- Switch SIM card
- Reset GSM Commander

### 7.1. Set Administrator number

This command can ONLY be sent from the administrator number(if one exists), otherwise it can be sent from any number .

**ADMIN SETADM 0831234567**

This will store “0831234567” as the new administrator number. The GSM Commander will reply with a confirmation message.

### 7.2. Clear Administrator number

This command can ONLY be sent from the administrator number.

**ADMIN CLRADM**

This will remove the current administrator number. The GSM Commander will reply with a confirmation message.



### 7.3. Check Administrator number

This command can be sent from ANY number, and is useful to determine which number is the correct administrator number.

**ADMIN?**

The GSM Commander will reply with the administrator number in the reply message.

### 7.4. Check Airtime

This command can be sent from ANY number, and is useful to check the amount of airtime remaining on the unit. To check airtime, you must send:

**ATCHECK**

The GSM Commander will reply with a message detailing the current airtime.

### 7.5. Add a Number to the list\*

This command can only be sent from the administrator number. To add a number to the list, the administrator must send:

**ADMIN ADDN 0831234567**

The GSM Commander will reply with a confirmation message.

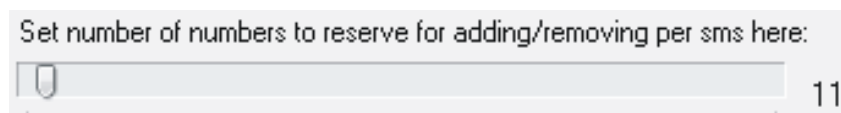
### 7.6. Remove a Number from the list\*

This command can only be sent from the administrator number. To remove a number (+27831234567) from the list, the administrator must send:

**ADMIN REMN 0831234567**

The GSM Commander will reply with a confirmation message.

**\*Please Note:** The value predefined by the user via the software under the “Numbers Tab” (as illustrated below), will determine how many numbers are able to be added and removed by means of SMS.



### 7.7. Enable/Disable statements

This command can only be sent from the administrator number. To enable or disable a specific statement in the setup on the GSM Commander, the administrator must send:

**ADMIN STATEMENT 8 ON**    or    **ADMIN STATEMENT 8 OFF**

This will either enable(ON) or disable(OFF) statement 8 respectively. The GSM Commander will reply with a confirmation message.

## 7.8. Override GPRS Settings

This set of commands allows you to override the GPRS settings that the GSM Commander may have been configured with and can only be sent from the administrator number. These override settings are non-volatile, which means their effect will remain after power has been cycled.

To configure the GSM Commander to connect to server via a South African network you must send:

**ADMIN GPRSOVERRIDEON**

To disable the override you must send:

**ADMIN GPRSOVERRIDEOFF**

The GSM Commander will reply with a confirmation message for each of the above.

## 7.9. Reset GPRS

This command can only be sent from the administrator number. To re-open GPRS you must send:

**RESET GPRS**

The GSM Commander will reply with a confirmation message.

## 7.10. Reset GSM Commander

This command can be sent from ANY number. To reset the GSM Commander you must send:

**RESET GSMC**

Please note: \* Only available on the 641 and 1281 models

\*\* Only available on the 1281 model

## 8. IF-THEN BEHAVIOUR STATEMENTS

The GSM Commander is configured by defining a number of behaviour statements. Each statement takes the form of an IF-THEN pair. You are thus able to select certain trigger conditions that will cause desired actions to be performed. Any combination of IF and THEN parts can be assembled into complete statements using the configuration software. The GSM Commander can accept up to 128 separate behaviour statements, depending on the model.

One is also able to select time and input/output\* constraints for any IF-THEN statement pair, so that a statement will only be allowed to trigger at certain times of day, and on certain days of the week or only if certain input/output conditions are met.

### 8.1. Supported IF Conditions

#### 8.1.1. IF a Message is Received

A statement containing this IF condition, will trigger on the arrival of a SMS message.

The user has a choice of the following four options:

- From Any number Containing Anything or a Specific Message
- From Any number appearing in the list Containing Anything or a Specific Message
- From a Specific number in the list Containing Anything or a Specific Message

Thus, if the user chooses “From Any number Containing Anything or a Specific Message”, then literally any SMS(if not specified) from any number will cause the statement to trigger. This will include SMS messages from private (withheld) numbers.

Note the word “containing” in this condition. If you have a trigger condition like this one:

*IF a Message is Received From Any number containing “Apple” is received from XYZ, then <ACTION>*,

The statement will trigger on arrival of any of the following messages:

- “Apple”
- “APPLE”
- “The Red apple”

You will notice that trigger text strings are NOT case sensitive. Both “Apple” and “APPLE” will work fine.

It is also important to note that you can trigger multiple statements with different Trigger texts, in the same SMS. For example, if you have the following two statements:

*IF a Message is Received From Any number containing “Apple” is received from XYZ, then <ACTION>*

*IF a Message is Received From Any number containing “eat” is received from XYZ, then <ACTION>*

These statements will both be triggered if “I eat an Apple” is received via SMS.

**Please Note:** If “From Any number appearing in the list Containing Anything or a Specific Message” or “From a Specific number in the list Containing Anything or a Specific Message” are selected, and an SMS arrives from a private number, the statement will not trigger.

#### 8.1.2. IF Voice Call is Received (Call Options : Hang up or Stay on)

A statement containing this IF condition, will trigger if someone actually places a call to the GSM Commander number. The user has the option to select which group of senders (originators) are able to cause the statement to trigger.

The user can choose between the following three options:

- From Any number
- From Any number in the list
- From one specific number

Thus, if the user chooses “From any number”, then literally any call from any number will cause the statement to trigger (This will include calls from private numbers). The same applies to the remaining

options, provided their conditions are met.

**Please Note:** If anyone of the other two options are selected, and a voice call is made from a private number, the statement will not trigger.

As soon as the statement triggers, the GSM Commander will hang up (if option is selected). This is of importance, because it allows the user to have some sort of feedback that the GSM Commander has in fact responded to the call.

Since the GSM Commander answers the call for a split second, it is cost effective. This type of statement option is very handy to use for tasks of high importance, for instance the arming of an alarm system.

If the “Stay on” call option is selected, the GSM Commander will hold the call until the caller ends the call.

**Please Note :** If the “Stay On” call option is selected it should be defined in the last “IF Voice Call is Received” behaviour statement (if any exist).

### 8.1.3. IF Input

A statement containing this IF condition, will trigger if the selected input changes according to specification.

The user can choose between the following seven options.

- Goes Active (Trigger on rising edge)
- Goes Inactive (Trigger on falling edge)
- Changes State (Trigger on rising or falling edge)
- Goes Active, remaining Active for longer than
- Goes Inactive, remaining Inactive for longer than
- Is Active (Trigger on high level)
- Is Inactive (Trigger on low level)

Thus, if the user chooses “Goes Active”, then as soon as the specified input changes from inactive to active, the statement will trigger. The same applies to the remaining options, provided their conditions are met.

The user is also able to specify a “Lockout Time” for this statement, which is the time that, after the statement has triggered, it will not be allowed to trigger again until this time has elapsed.

If the user selects a “Lockout Time” of zero, the statement will only trigger once (will trigger again when the trigger condition has changed and becomes true again, with the last two options being an exception).

### 8.1.4. IF Output

This trigger condition is very similar to “IF Input”, as it monitors an output instead of an input.

### 8.1.5. IF Logic Expression

A statement containing this IF condition, will trigger if the specified logic conditions are met. This allows the user to specify interesting combinations, like input 1 AND input 2 must be active before action is taken.

The user is also able to specify a “Lockout Time” for this statement, which is the time that, after the statement has triggered, it will not be allowed to trigger again until this time has elapsed.

The logic options available includes:

- AND : ALL the selected signals become active (TRUE) or ANY of the selected signals become inactive (FALSE)
- OR : ANY of the selected signals become active (TRUE) or ALL of the selected signals become inactive (FALSE)
- XOR : ANY UNEVEN number of the selected signals become active (TRUE) or ANY EVEN number of the selected signals become active (FALSE)

### 8.1.6. IF Variable\*

A statement containing this IF condition, will trigger if the selected variable meets the specified

requirements.

The user can choose between the following two options:

- Check if Above Threshold
- Check if Below Threshold

Thus, if the user chooses “Check if Above Threshold”, then as soon as the specified variable goes above the specified threshold, the statement will trigger. The same applies to the other option, provided it's condition is met.

The user is also able to specify a “Hold Time” for this statement, which is the time that the trigger condition must continuously be true before it will be allowed to trigger

The user is also able to specify a “Lockout Time” for this statement, which is the time that, after the statement has triggered, it will not be allowed to trigger again until this time has elapsed.

If the user selects a “Lockout Time” of zero, the statement will only trigger once (will trigger again when the trigger condition has changed and becomes true again).

### ***8.1.7. IF Analog Input***

---

A statement containing this IF condition, will trigger if the analog voltage measured at the terminals meets the specified requirements.

The user can choose between the following four options:

- Check if Above Threshold
- Check if Below Threshold
- Check if Inside Window
- Check if Outside Window

Thus, if the user chooses “Check if Above Threshold”, then as soon as the analog voltage measured at the terminals goes above the specified threshold, the statement will trigger. The same applies to the remaining options, provided their conditions are met.

The user is also able to specify a “Hold Time” for this statement, which is the time that the trigger condition must continuously be true before it will be allowed to trigger.

The user is able to specify a “Lockout Time” for this statement, which is the time that, after the statement has triggered, it will not be allowed to trigger again until this time has elapsed.

In other words, if you select a “Lockout Time” of 10 minutes, a “Hold Time” of 5 seconds, and choose “Check if Above Threshold” of 5V, the statement will trigger as soon as the voltage goes above 5V, and remains above 5V for 5 seconds. It will then start checking the input again after 10 minutes and trigger once more if the voltage is above 5V for 5 seconds.

If the user selects a “Lockout Time” of zero, the statement will only trigger once (will trigger again when the trigger condition has changed and becomes true again).

### 8.1.8. IF Temperature

---

A statement containing this IF condition, will trigger if the temperature measured at the probe meets the specified requirements.

The user can choose between the following four options:

- Check if Above Threshold
- Check if Below Threshold
- Check if Inside Window
- Check if Outside Window

Thus, if the user chooses “Check if Above Threshold”, then as soon as the temperature measured at the probe goes above the specified threshold, the statement will trigger. The same applies to the remaining options, provided their conditions are met.

The user is able to specify a “Lockout Time” for this statement, which is the time that, after the statement has triggered, it will not be allowed to trigger again until this time has elapsed.

The user is also able to specify a “Hold Time” for this statement, which is the time that the trigger condition must continuously be true before it will be allowed to trigger.

In other words, if you select a “Lockout Time” of 10 minutes, a “Hold Time” of 5 seconds, and choose “Check if Above Threshold” of 30°C, the statement will trigger as soon as the temperature goes above 30°C, and remains above 30°C for 5 seconds. It will then start checking the temperature again after 10 minutes and trigger once more if the temperature is above 30°C for 5 seconds.

If the user selects a “Lockout Time” of zero, the statement will only trigger once (will trigger again when the trigger condition has changed and becomes true again).

**Please Note:** To use this option, you need to have a temperature probe connected to the expansion port of the GSM Commander via a temperature interface module. Also make sure that the correct type of probe is selected in the “Temperature Probe Configuration” box under the “Settings” tab in the software.

### 8.1.9. IF Power Failure Detected

---

A statement containing this IF condition, will trigger if the power supply to the 2.1mm DC jack power connector on the GSM Commander is interrupted.

The user is able to specify a “Lockout Time” for this statement, which is the time that, after the statement has triggered, it will not be allowed to trigger again until this time has elapsed.

The user is also able to specify a “Hold Time” for this statement, which is the time that the trigger condition must continuously be true before it will be allowed to trigger.

If the user selects a “Lockout Time” of zero, the statement will only trigger once (will trigger again when the power is restored and fails again).

**Please Note:** To use this option, the user needs to have a 12V battery connected to the BATT terminals on the GSM Commander or an internal battery (see 6.13). The GSM commander will operate from the battery in the case of a power failure.

### 8.1.10. IF Power Restored

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This trigger condition is the inverse of 8.1.9

### 8.1.11. *IF Battery Voltage < X*

A statement containing this IF condition, will trigger if the battery voltage goes below a preset threshold level.

The user is also able to specify a “Hold Time” for this statement, which is the time that the trigger condition must continuously be true before it will be allowed to trigger.

The user is able to specify a “Lockout Time” for this statement, which is the time that, after the statement has triggered, it will not be allowed to trigger again until this time has elapsed.

If the user selects a “Lockout Time” of zero, the statement will only trigger once (will trigger again when the voltage goes above and below “X”).

**Please Note:** To use this option, the user needs to have a 12V battery connected to the BATT terminals on the GSM Commander.

The GSM commander will operate from the battery in the case of a power failure. While the GSM Commander is powered, the battery will be trickle-charged by the GSM Commander. It is therefore important to note that the battery level will only be checked while a power-failure is in progress.

### 8.1.12. *IF Prepaid Airtime < X*

A statement containing this IF condition, will trigger if the prepaid airtime goes below a preset threshold level.

The user is able to specify a “Lockout Time” for this statement, which is the time that, after the statement has triggered, it will not be allowed to trigger again until this time has elapsed.

The GSM Commander will check the prepaid airtime balance from time to time, and the statement will trigger if the balance is below the selected threshold.

**Please Note:** To use this option, the user obviously needs to use a PREPAID SIMcard.

**Important:** Under the “Settings” Tab in the configuration software, you need to have “DO NOT Check Airtime” **Unchecked**, which is found in “Edit Settings”. Also make sure that the correct network is selected.

### 8.1.13. *IF time elapsed > X*

A statement containing this IF condition, will trigger every X seconds or minutes.

### 8.1.14. *IF Statement X has not triggered in a certain period*

A statement containing this IF condition, will trigger if the referred-to-statement has triggered in a specified period. Thus this type of statement actually monitors the triggering behaviour of another statement.

### 8.1.15. *IF Date/Time = X*

A statement containing this IF condition, will trigger on a specific time every day within a specified range of dates, or on every selected day of the week.

The user can choose between the following four options:

1. Everyday
2. Day-of-Week
3. Once per month
4. Specific Date Range

### 8.1.16. *IF Startup*

A statement containing this IF condition, will trigger as soon as the unit has finished booting up.

### 8.1.17. *IF GSM Signal Strength*

A statement containing this IF condition, will trigger as soon as GSM signal strength meets the specified requirements.

The user can choose between the following two options:

- Above X
- Below X

Thus, if the user chooses “Below X”, then as soon as the GSM signal strength goes below the specified threshold, the statement will trigger. The same applies to the remaining options, provided their conditions are met. The same applies to the other option, provided its condition is met.

The user is able to specify a “Lockout Time” for this statement, which is the time that, after the statement has triggered, it will not be allowed to trigger again until this time has elapsed.

If the user selects a “Lockout Time” of zero and the “Below X” option, the statement will only trigger once (will trigger again when the signal goes above and below “X”).

### 8.1.18. *IF Statement X Triggers*

A statement containing this IF condition, will trigger if the referred-to-statement has triggered. Thus this type of statement actually monitors the triggering behaviour of another statement.

**Please note:** \* Only available on the 0641 and 1281 models

\*\* Only available on the 1281 model

## 8.2. Supported THEN Actions

### 8.2.1. *THEN Change Output*

A statement containing this Action, will change the selected output according to specified actions.

The user can choose between the following five actions:

- Activate for a time
- Activate for a time - Pause - Activate for a time
- Activate (Leave Activated)
- De-Activate (Leave Deactivated)
- Change State

If the user chooses:

“Activate for a time”, it will Activate the selected output for the selected number of seconds specified.

“Activate for a time - Pause - Activate for a time”, it will Activate the selected output for the selected number of seconds specified. The output will remain off for a selected period, after which it will again activate for the selected number of seconds.

“Activate (Leave Activated)”, it will Activate the selected output and leave it activated. The inverse applies to “De-Activate (Leave Deactivated)”.

“Change State”, it will either change the state of the selected output, meaning that it will activate it if it was deactivated and vice versa.

### 8.2.2. *THEN Send Message*



A statement containing this Action, will send a message via SMS to each of up to 6 selected recipients or a message via Serial port or a message to our server.

The user can choose from the following options:

- Plain Message
- Input/Output Status
- General Status
- Analog Input Status (*Able to define own scale and unit*)
- Global Input Status
- Global Output Status
- Please Call Me
- Log Status to Sever\*

If the user chooses:

“*Plain Message*”, it will send a predefined message either via SMS to each of up to 6 selected recipients, via the serial port or to server\*.

“*Input/Output Status*”, it will send a predefined message(one for active and one for inactive) regarding the status of the selected input or output either via SMS to each of up to 6 selected recipients, via the serial port or to server\*.

“*General Status*”, it will send a general status message either via SMS to each of up to 6 selected recipients, via the serial port or to server\* containing the following information: date & time, signal strength, firmware version, serial number, airtime remaining, status of mains power. (*see section 5.15.1 in Basic Manual*)

“*Analog Input Status*”, it will send a message either via SMS to each of up to 6 selected recipients, via the serial port or to server\* containing the status of the analog input. The user is able to specify the maximum and minimum value as well as the unit. The user is also able to define the message to precede, and the message to follow the analog value.

“*Global Input Status*”, it will send a message either via SMS to each of up to 6 selected recipients, via the serial port or to server\* containing the status of the inputs. (only inputs 1-12 are displayed)

“*Global Output Status*”, it will send a message either via SMS to each of up to 6 selected recipients, via the serial port or to server\* containing the status of the inputs. (only outputs 1-12 are displayed)

“*Please Call Me*”, it will send a “Please Call Me” message via SMS to each of up to 6 selected recipients . Please note that the “Please Call Me” will only work if the correct network is selected in the Settings tab of the configuration software.

“*Log Status to Server*”, it will send a status message via GPRS to our server to update the status of the GSM Commander on the AirDrive platform. (Log onto [Airdrive](#) to find out more)

The recipient number can be defined in one of the following six ways:

- Not Used
- Last voice call number
- Last sms number
- Reply to originating number (only available with IF conditions 8.1.1 and 8.1.2)
- a predefined number from the “numbers” list
- a new number

The user also has the option to insert special characters into the string to create more complex messages. (*See section 10*)

### 8.2.3. THEN Place Voice Call

A statement containing this Action, will place a voice call to each of up to 6 selected recipients. The user is able to specify the time to ring, the number of calls to make as well as the time between calls.

The recipient number can be defined in one of the following five ways:

- Not Used
- Last voice call number
- Last sms number
- A predefined number from the “numbers” list
- A new number

**Please Note:** If a call is answered, then hung up, subsequent calls for this event will be cancelled.

### 8.2.4. THEN Enable/Disable Statements

A statement containing this Action, will enable or disable up to a maximum of 8 selected behaviour statements such that it will be allowed to trigger if it is enabled and not be allowed to trigger if it is disabled.

### 8.2.5. THEN Enable/Disable ALL SMS Sending

A statement containing this Action, will enable or disable ALL SMSes, meaning that if it is enabled it will allow the sending of any SMS messages and if it is disabled it will inhibit the sending of any SMS messages.

### 8.2.6. THEN Set Multiple Outputs to Pattern

A statement containing this Action, will change the status of multiple outputs to a certain state.

### 8.2.7. THEN Change Variable\*

A statement containing this Action, will change the selected variable according to specified actions.

The user can choose between the following five actions:

- Increment variable
- Decrement variable
- Clear variable
- Set variable to a specific value

### 8.2.8. THEN Copy Variable\*

A statement containing this Action, will copy a selected variable to another variable.

### 8.2.9. THEN Perform Math Operation\*

A statement containing this Action, will allow the GSM Commander to perform some basic math operations on the variables.

### 8.2.10. THEN Reset device

A statement containing this Action, will reset the GSM Commander.

**Please note:** \* Only available on the 648 and 1288 models

\*\* Only available on the 1288 model

## 9. MULTIPLE ACTIONS TO A SINGLE IF CONDITION

It is often required to have more than a single action to be executed for a single Trigger condition. For instance, if your home alarm is triggered, you may want to activate an output (that in turns switches on a loud alarm or perhaps pulls the trigger on a rigged-up shotgun), and you also want to receive a voice-call and an SMS as well.

The GSM Commander will always execute all statements that are eligible to trigger due to a certain event, in other words, the first statement that is triggered, does not void or “eat up” the event.

So to take our example, we will have a set of statements like:

**Statement 1:** *IF input 1 becomes Active, THEN Place Voice Call to <your number>*

**Statement 2:** *IF input 1 becomes Active, THEN Send XYZ via SMS to <your number>*

**Statement 3:** *IF input 1 becomes Active, THEN Activate Output 1 for 10 minutes*

If input 1 becomes active, all the above statements will trigger, and their associated actions will take place. (The action for the first statement will be executed first)

Alternatively, “IF Statement X Triggers” could have been used. (See 8.1.18)

## 10. MESSAGE PARAMETERS

The GSM Commander supports the use of parameters in predefined messages. This allows the user to insert and refer to certain values in the message.

The following is a list of all available parameters (case sensitive) together with their descriptions:

- `\t` – Current time (HH:MM:SS)
- `\d` – Current date (DD/MM/YYYY)
- `\a` – Current analog input reading (0-255)
- `\#` – Unit's serial number
- `\f` – Unit's current firmware version
- `\b` – Battery voltage (in volts)
- `\p` – Current power status of mains
- `\1` – Temperature probe A reading (in °C)
- `\2` – Temperature probe B reading (in °C)
- `\s` – GSM signal strength (in %)
- `\c` – Airtime credit remaining (local currency)
- `\i` – Current status of inputs (32-bit hexadecimal bitmap)
- `\o` – Current status of outputs (32-bit hexadecimal bitmap)
- `\v` – Last received voice call number
- `\m` – Last received message number
- `\q` – Last received message text
- `\r` – Carriage Return (0x0D)
- `\n` – Line Feed (0x0A)
- `\A` – Variable A

\B- Variable B  
\C - Variable C  
\D- Variable D  
\E - Variable E  
\F- Variable F  
\G- Variable G  
\H - Variable H  
\I- Variable I  
\J - Variable J  
\K- Variable K  
\L- Variable L  
\M- Variable M  
\N- Variable N  
\O- Variable O  
\P- Variable P

For example:

*“Serial no \#’s signal is \%” will send “Serial no 100641-12345’s signal is 75%”*

For Variables A..P, it is also possible to specify a decimal point. You do this by adding a number (1,2 or 3) after the parameter, and this number will indicate the position of the decimal point. \A1 will show digits after the decimal, \A2 will show 2 digits etc. Let us assume VarA contains temperature, and a value of 213 is supposed to correspond to 21.3°C, then you can specify this in a message as follows: “Temperature in fridge is \A1 degrees”

## 11. VARIABLES

The GSM Commander supports 16 variables\*(A,B...P) (model dependent), whose values can each go positive or negative, to a maximum of up to about 8 million. These variables can be incremented, decremented and otherwise manipulated via behaviour statements. The value of a variable can be sent via SMS, and can also be used to trigger another statement. It is important to note that these variables are volatile, in that their values will be reset to zero when the device loses power.

If you are using any “Variable” Modbus Expansion units with Your GSM Commander, these variables are populated with information collected via Modbus. The modbus address of these expansion units will determine which of the 16 variables are populated.

When the variable values arrive from the variable Expansion unit the GSM Commander can be configured to apply a scaling factor to each variable, and these are set up under the “Analog Scaling” tab. This allows you to set the device up such that the variable contains a real-world unit of measure.

## 12. TIMED OPERATIONS

The GSM Commander supports time constraints, which can be setup for any statement. Time constraints will prevent a statement from triggering outside of the preselected times and days of the week. The GSM Commander can also be configured to trigger a statement at a certain time on a certain date or group of days.

The current time and date can be set in one of two ways, either by SMS or by clicking on the tab “Set to PC time” in the software interface under the “Status Tab”.

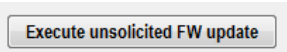
By means of SMS you would send a special SMS message to the GSM Commander, containing the text: “SETTIME”. The cellular network supplies the time and date with any message that is sent, and the GSM Commander sets its own time according to this.

**Please Note:** The GSM Commander will lose its time if power is removed, and no battery backup is used. Upon power-up, if any statement has a time constraint enabled, the GSM Commander will automatically send a message to the first number in the list, requesting a “SETTIME” reply so that it can set its time. This message will be sent a maximum of 3 times.

The GSM Commander will not allow any time constrained statement to trigger if the time has not yet been set.

## 13. FIRMWARE UPDATES

Generally, we do not recommend doing a firmware update if your installation is working 100%. Why fix something that is not broken? If you install a new version of Smartsetup, the software will automatically detect if the firmware need updating and prompt you to execute a firmware update. You can also request a firmware update manually. In the “settings” tab of Smartsetup, you will find a button in the bottom right somewhere that does this for you :



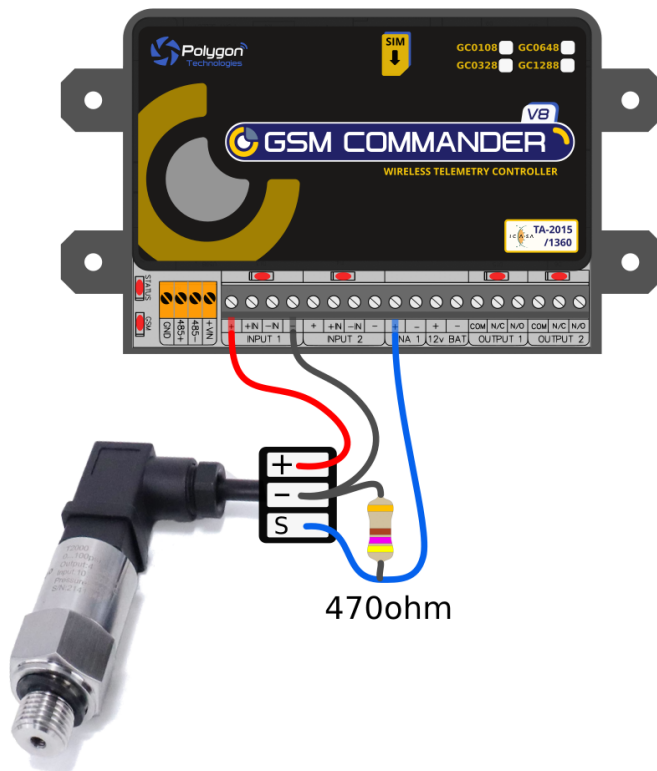
Execute unsolicited FW update

The firmware update process takes a few minutes. Have patience

## 14. 4-20MA ANALOG APPLICATION NOTE

### Goal:

To connect a 4-20mA sensor to your GSM Commander.



### GSM Commander Wiring:

Connect a wire from the '+' terminal(14V) of any Input from the GSM Commander to the supply voltage input of the sensor. Then connect a wire from the output(4-20mA) of the sensor to the '+' terminal of the Analog Input. Connect GND of the sensor to the '-' terminal of the Analog Input (or the '-' terminal of one of the digital inputs - they are all the same). Very important, connect a 470 ohm resistor in parallel with the output signal of the sensor and GND as illustrated above. This resistor together with the internal voltage divider resistors ensures that the voltage across the Analog Input is between 0 - 10V as required. To be more specific, the minimum voltage would be 1.88V when the output signal is 4mA, and the maximum voltage would be 9,4V when the output signal is 20mA.

## 15. APPLICATION EXAMPLES

### 15.1. Example 1: Periodic message

In this example we discuss the use of periodic messages to ensure that your GSM Commander produces a billable event on the network on a regular basis. If you use a prepaid SIM card, the network will deactivate your SIM-card if it has not been used for some time (See Section 6.4).

We will create two behaviour statements, The first will send a free-of-charge “please call me” message every day, to give you confirmation that the unit is up and running. The second will send a Status SMS to your cell phone once a week to ensure that the SIM-card remains active on the network. (The status message also gives you the total airtime remaining)

#### Configuration:

Using the setup software, we create a behaviour statement that will read as follows:

*IF Date / Time is 12:00 THEN Send “Please call me” to +27821231234*

A second behaviour statement is created, that reads:

*IF Date / Time is 8:00 On every Monday THEN Send Status Message to +27821231234*

The GSM Commander could also be configured to only execute an action during a specific date range. A time constraint could also be assigned to any trigger condition.

### 15.2. Example 2: Monitor alarm

In this example we need to monitor an alarm system, and in the case of an alarm, the GSM Commander must make a voice call and send a message to one or more numbers.

#### Hardware:

We connect the alarm output (12V signal that drives the siren) to one of our inputs as described in section 6.8. The positive wire from the alarm panel is connected to the +IN terminal, and the negative wire is connected to -IN.

#### Configuration:

Using the setup software, we create a behaviour statement that will read as follows:

*IF Input 1 Goes Active THEN Place voice call to +27821231234*

We create a second behaviour statement that will read as follows:

*IF Input 1 Goes Active THEN Send “Alarm triggered!” via SMS to +27821231234; +27843214321*

The first statement will cause a voice call to be placed to +27821231234 in the event of an alarm. The second statement will cause a notification SMS to be sent to both +27821231234 and +27843214321.

This is an example of how the GSM Commander can have multiple actions triggered by a single event

(in this case, an input becoming active). Note that the voice call will not “say” anything when the call is answered.

One will typically use Caller ID to identify the GSM commander number, and this will be enough to let you know that there is something wrong at home.

### 15.3. Example 3: Control an appliance

In this example we need to switch a 220V light bulb on or off via a suitable SMS message from a specific number listed on the GSM Commander.

#### Hardware:

We connect light bulb to a 220V power source via the output 1 contact on the GSM commander, exactly as described in section 6.9

#### Configuration:

Using the setup software, we create a behaviour statement that will read as follows:

*IF Message is received, containing “Lights on” from 0821231234 THEN Activate Output 1.*

We create a second behaviour statement that will read as follows:

*IF Message is received, containing “Lights off” from 0821231234 THEN Deactivate Output 1.*

### 15.4. Example 4: Gate / garage door opener

In this example we need to open a gate in response to a missed call from any number in a list of accepted numbers. This is an ideal method to control a communal gate in a complex.

#### Hardware:

Many gate openers require a pulse to open, and a second pulse to close. We will use the output of the GSM commander to supply this pulse at the position where the open/close switch is normally connected to the opener.

#### Configuration:

Using the setup software, we create a behaviour statement that will read as follows:

*IF a Voice Call is received from any listed number*

*THEN Activate Output 1 for 1 Sec, Pause for 20 Sec, Activate again for 1 Sec.*

### 15.5. Example 5: Contact to Contact relay

In a few instances it may be necessary to transmit the status of a contact to a remote point. Let us use an alarm as an example. If the alarm at your home sounds, you may want a warning light to switch on in a remote location and a voice call to be placed to a specified number.

For this example, we will use two GSM commander units, one at the local alarm system, and another at the remote location.

#### Local GSM Commander Hardware:

We connect the alarm output (12V signal that drives the siren) to one of our inputs as described in section 6.8. The positive wire from the alarm panel is connected to the +IN terminal, and the negative wire is connected to -IN.

#### Local GSM Commander Configuration:

Using the setup software, we create the following behaviour statements:

*St1 : IF Input Goes Active THEN send “alarm on” via SMS to +27833341234*

*St2 : IF Input 1 Goes Active THEN Place Voice Call to +27821121323*



*St3 : IF Input 1 Goes inactive THEN send “alarm off” via SMS to +27833341234*

The above 3 statements detail two actions to trigger in the event that the input goes active. One is an SMS message to the remote unit, and another is a voice call to a cell phone. In the above statements, +27833341234 is the number of the GSM commander at the remote location.

#### **Remote GSM Commander hardware:**

We use a second GSM commander unit at the remote location. Here we connect the warning light to output 1 of the GSM Commander so that if the relay is activated, the warning light will turn on. (exactly as described in section 6.9)

#### **Remote GSM Commander configuration:**

The configuration of the remote unit will be similar to example 2 (control an appliance). Using the setup software, we create the following behaviour statements:

*IF Message is received containing “alarm on” from any listed number THEN Activate Output 1.*

*IF Message is received containing “alarm off” from any listed number THEN Deactivate Output 1.*

### **15.6. Example 6: Set an Output as a flag**

In a few instances it may be necessary to use an Output to set a flag. This allows to you monitor an output (does not necessarily have to be physical output) which has been assigned to indicate the state of a certain condition. For example, you want your security system to be automatically armed again in 30 minutes after it has been disarmed(in the event someone forgets to arm it again).

Using the setup software, we create the following behaviour statements:

*St1 : IF Message is received containing “disarm” from any listed number  
THEN disable a group of statements (typically these are the statements that are configured to send a SMS when an alarm condition is detected)*

*St2 : IF “ST.1” Triggers THEN Activate Output 12 for 30 Min*

*St3 : IF Logic Expression: “OP12; ALL AND” becomes false  
THEN enable a group of statements (these are the same statements that where disabled in St.1)*

In the above example output 12 was used to set a flag. Any output can be used to set a flag

## 16. TROUBLESHOOTING

### 16.1. GSM Commander setup software reports “Hardware not detected”

This error can have several causes:

*Cause 1: GSM Commander not powered properly*

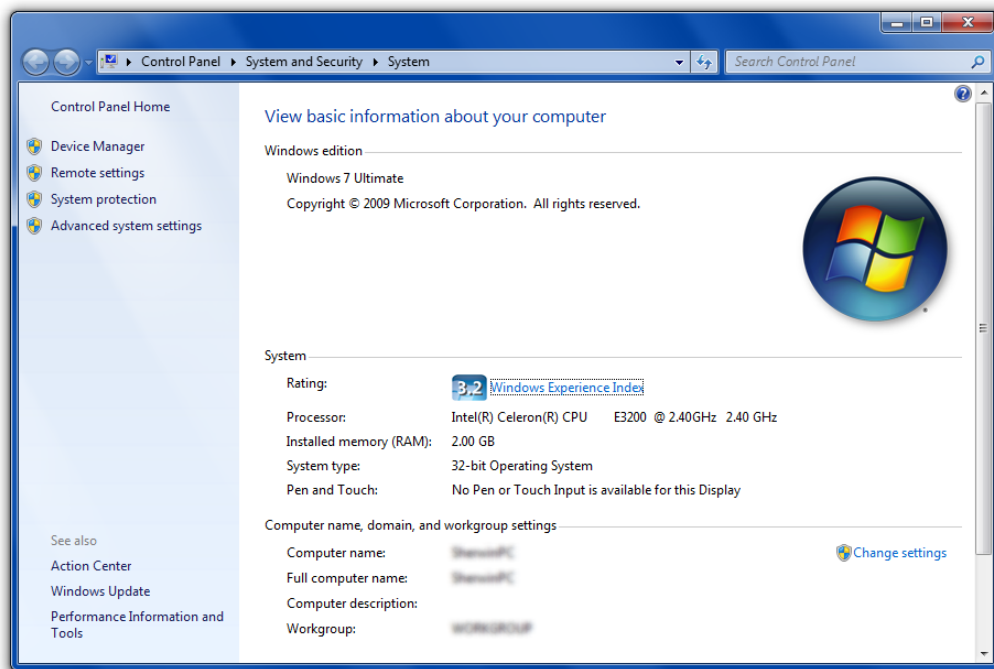
*Cause 2: GSM Commander not connected via USB*

*Cause 3: GSM Commander USB drivers not installed.*

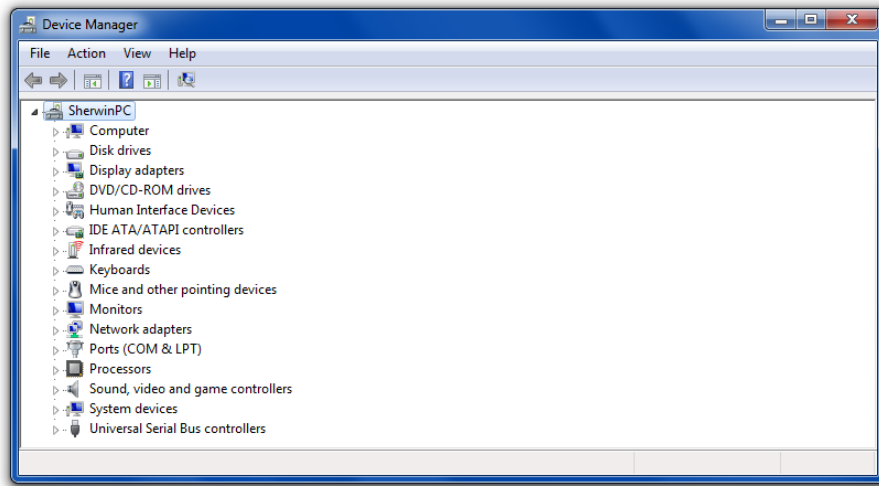
It is a good idea to disconnect all cables from the GSM Commander, and then reconnecting everything (power and USB cable). If the problem persists, please follow this procedure to verify that the drivers are correctly installed:

**Step 1:** Connect USB Cable to GSM Commander (ONLY USB, and not the Power)

Press “Windows key” and “Pause” simultaneously on your computer keyboard. This will bring up the “System properties” window as below:



**Step 2:** Select “Device Manager”. This will open the device manager window as below:



Double Click on “Universal Serial Bus(USB) controllers”

In the list of USB controllers, you should see an item called “GSM Commander”.

If this item is not present, the drivers are not installed correctly. To install your drivers, go to *C:\Program Files\GSM Commander V7\drivers\drv\_install* and run “GSMC\_USBXpressInstaller.exe or run “Reinstall drivers” (Start > All Programs > GSM Commander V7 > Reinstall drivers). This will install your drivers.

## 16.2. GSM Commander does not send any SMS messages.

### **Cause 1: Airtime problem**

The airtime on your SIM card may be depleted, or the SIM card may have been de-activated by the network. Refer to Section 6.4 (SIM Card)

### **Cause 2: Reception problem**

You may have bad reception in your area, preventing the unit from connecting to the network. Please check using a regular cellular phone that there shows 1-2 bars of signal right next to the GSM Commander. Refer to Section 6.5 (Antenna)

### **Cause 3: Bad configuration**

You may have configured the unit incorrectly. Please send a status request message to the unit, and see if it responds (Section 6.15). If it does respond, the unit is operating correctly.

## 16.3. GSM Commander does not display the Airtime value

### **Cause 1: Incorrect operator selection**

You may have chosen the incorrect operator settings under the “SETTINGS TAB” in the software interface. If your operator is not in the list, then choose “Other” and define the airtime checking and please call me numbers respectively (If available).

### **Cause 2: “Do Not Check Airtime” is enabled**

You may have disabled airtime checking by ticking the box labelled “DO NOT Check Airtime” which is located in “Supplementary Data Services” under the “SETTINGS TAB”.

### **Cause 3 : Reception problem**

You may have bad reception in your area, preventing the unit from communicating with the network. Please check using a regular cellular phone that there shows 1-2 bars of signal right next to the GSM Commander. Refer to Section 6.5 (Antenna)

## 16.4. GSM Commander does not respond to Voice Calls

### *Cause 1: Caller ID on phone is disabled*

Your Caller ID feature on your phone may be deactivated. Please refer to your phone's manual on how to enable this feature.

### *Cause 2: Bad configuration*

You may have configured the unit incorrectly. Make sure the number you are calling from is stored in the "Numbers List" on the GSM Commander.

## 17. GUARANTEE

The GSM Commander is guaranteed for a period of **24 months** against defects in materials or workmanship. Should your product become defective during the guarantee period it will be repaired or replaced at the sole discretion of **Polygon Technologies** under the following conditions:

**A:** The unit must not have been opened or otherwise tampered with. If the enclosure of any unit has been opened at all, the guarantee will be null and void.

**B:** The guarantee does not cover damage resulting from excessive input voltages, lightning, power surges or water ingress.

A decision about issues A and B will be at the sole discretion of **Polygon Technologies**. This guarantee does not provide for shipping costs. This will be for the account of the user under all circumstances.

## 18. IMPORTANT NOTICE / DISCLAIMER

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**Polygon Technologies CC**, its directors, members, employees and agents.

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**Polygon Technologies CC** reserves the right to make changes to contents of this manual, without notice, at any time.

## 19. MANUFACTURER CONTACT DETAILS

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