

Cellular Select Gate

User Programming Manual

Models SG2CL, SG3DMCL, SG3DMRCL



NOTE: This Product Requires GSM Carrier/SIM with Active Talk (Voice) and Text (SMS) Services For Operation



**Select
Entry
Systems**

A Division of Select Engineered Systems

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“Select, Don’t Settle”

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1 Introduction

1.1 Cellular Select Gate (“CSG”) Models

This manual applies only to Cellular Select Gate models, which from this point will be referred to as “CSG”. At the time of writing, the applicable CSG models are

- SG2CL
- SG3DMCL
- SG3DMRCL

1.2 Active Sim, Cell Phone Number and Good Carrier Signal

All of the instructions in this manual assume that

- The GSM SIM card in your CSG has been activated for both Talk (Voice) AND Text (SMS) functions
- The CSG GSM SIM card has been assigned an active phone number
- The CSG is in a position where it can receive adequate carrier signal
- Current cellular service exists when following the instructions in this manual

1.3 SMS Messages

- The body text of all SMS messages MUST NOT exceed 120 characters
- The Subject/Header of all SMS messages should remain empty

1.4 About This Manual

In relation to the CSG models listed above, this manual provides instructions for:

- **Programming** a CSG using the universal “*texting*” protocol (SMS). Any cell phone capable of sending text messages using SMS can be used to send these commands. (See Section 2)
- ***Calling** a CSG from a touch-tone operated land-line phone or cell phone, initiating a two-way conversation (Intercom Mode with a password) with the person standing in front of the CSG, and allowing entry using a touch tone to activate a gate relay. (See section 3.1)
- **Using a land line phone or cell phone to answer** calls from a CSG, having a two-way conversation (similar to Intercom mode but without a password) with the person at the CSG, and permitting entry using a touch tone. (See section 3.2)

***Effects of Long Land Lines and Phone Quality on Generated Touch Tones**

When calling a CSG from a land-line, success of touch tone functions can be affected by the quality/length of the land-line between the phone and the CSG, and the quality of the land-line phone being used, these conditions being *outside of SES control*. If in doubt, please contact your local provider(s).

Please note that instructions for *assigning dial-out number to keypad keys numbers, and adding PINs and cards* (i.e. programming with the keypad itself) are contained in the *installation* manual, packaged with the CSG when shipped.

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1.5 Operating CSGs Using the “SGMC” Cell Phone App - QR Code Link

In addition to these programming commands, SES provides a **FREE** easy-to-use **cell phone app** “SGMC” (which stands for “Select Gate Mobile Control”) available from both the Android and iOS markets to operate

- *Any CSG model* from their cell phones (app can be installed on any cell phone – GSM or CDMA)
- *Non-cellular Select Gates* unit using **touch tone control** (Note: for touch tone control, the app must be installed on a GSM cell phone). At the time of writing, models include SG3DM, SG3DMR, SG3DMRN, SG2C and SG2M.

1.6 Downloading the SGMC App

1.6.1 Downloading the App by Scanning the QR Code

Scan the QR code below to link you to the app market appropriate to your cell phone.





Figure 1: QR Code for SGMC Cell Phone App

Follow the instructions at the link location to download the app.

1.6.2 Downloading the App using your Phone’s Play or App Store

You can download the app as follows from your phone:

Android	iPhone
<p>Go to the (Google) Play Store on your phone.</p> <p>How? There should be a link (icon to click) on your phone. It may be on one of your home pages, or in Applications. Here is an example icon:</p>  <p>In the store, search for “Select SGMC” then follow the store’s app installation instructions.</p>	<p>Go to App Store on your phone.</p> <p>How? There should be a link (icon to click) on your phone. Here is an example icon, but there are several other variants:</p>  <p>In the store, search for “Select SGMC” then follow the store’s app installation instructions.</p>

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1.6.3 Downloading via the SES Website

- a) Go to <http://www.selectses.com/products/products/cellular-select-gate-series/>

Or click the QR code below for the SES website:



Figure 2: QR Code for SES Website

- b) Click on the appropriate link (Google Play for Android or App Store for iOS)



This should take you to the “SGMC SES” app.

- c) Follow the store’s installation instructions

1.7 List of Unique CSG Features

Compared to SES Cellular Select Gates, competitor products have certain differences in both the commands offered and the physical features available.

In particular, only SES Cellular Select Gates offer:

- Two relays, with exactly the same functions as the non-cellular Select Gate i.e. Open/Close, Open 1 Hour and Latch Open (section 2.6)
- The open time for each relay can be set independently (section 2.6)
- Touch Tones can be set for each relay independently (section 2.6)
- Up to 2000 Pins and Cards (cards are read using built-in standard 26-Bit Wiegand input) (section 2.2)
- Optional RF Receiver for use with Transmitters. (Transmitters are programmed as card numbers – please see section 2.2) SG3DMRCL only
- Only SES Cellular Select Gates offer the ability to program up to 10-phone-numbers by using the keypad. These phone numbers can be dialed simply by pressing a single keypad digit 0-9 followed by the Call button (please see “Cellular Select Gate Keypad Programming” in the separate document Cellular Select Gate Installer Guide)

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2 Programming Commands

SMS programming commands allow users to change, add and remove features such as card and pin numbers.

The following table lists SMS programming commands currently available for the Cellular Select Gate (CSG):

SMS Programming Commands By Function		
Commands	Description	Section
Change Passwords	These commands allow users to set their own passwords for administration of the unit.	2.1.2
Add/Remove PINS	Add or remove PINS (must be 4 digits, range 0001 to 9999). PINS are entered into the CSG keypad to operate a gate relay.	2.2
Add/Remove Cards/Transmitters	Add or remove card or transmitter numbers: these numbers are 8 digits and consist of a 3 digit site code (001 to 255) + 5-digit number (00001 to 65534). Cards can be swiped or transmitters clicked to operate a specified gate relay.	2.2
Add/Remove a Call Rollover (Call Button) Phone Number; Set Ringing Time Before Rollover	Add or remove a number dialed by the unit when a visitor solely pushes the Call button. Up to three numbers can be stored for “rollover” dialing so that when a dialed number does not answer, the next number is dialed; set the time allowed for a dialed number to ring before rolling over to the next number; set the Call time allowed for a connected call to continue before hanging up (the Call time also applies to Intercom mode)	2.3
Add/Remove a Caller ID to Open a Gate	Add or remove a phone number whose caller ID will be used to activate a gate relay. Once the number has been added, the owner of the phone number simply places a normal voice call to the unit. The unit then operates the gate relay without answering the call.	2.4
Status Request	Allows an installer/user to check the signal strength of the GSM service as detected by the CSG, current status of relays and a list of stored PINS and Cards (for Version 6 onwards, also reports the firmware version)	2.5
Set Relay Times	Sets the time for which a relay is open when <i>not</i> latched	2.6.3
Set Gate Relay Control Tones	Sets the tones used for opening/closing, 1 hour latch and indefinite latch for relays 1 and 2	2.6.4
Send Access Mode Commands to Operate Relays	Sends the commands used for opening/closing, 1 hour latch and indefinite latch for relays 1 and 2	2.6.5
Setup and Get Event Logs	Sets up a cell phone number (capable of receiving SMS text messages) for events that operate gate relays	2.7
Volume Commands	Provides commands to set microphone and speaker volumes	2.8

Figure 3: Table of CSG Programming Commands Currently Available

The command formats for each are defined in the following subsections.

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2.1 Command Passwords

Text (SMS) commands for the Cellular Select Gate are divided into three different functional groups, each having its own 4-digit password:

- The Programming Password is used when programming the unit
- The Access Password is used when sending a text message to gain entry to the property
- The Intercom Password is *only* used during voice communications with the unit when a user calls the CSG from his/her touch-tone phone. Entering the Intercom password allows the caller to enter into a two way conversation with the person at the CSG and also allows the caller to open a gate by pressing a keypad number using a touch on their cell phone.

2.1.1 Default Passwords

The table below shows the default factory passwords for the Cellular Select Gates when shipped:

Default Cellular Select Gate Passwords	
Text (SMS) Functional Group	Factory Password
Access	5678
Programming	1234
Intercom	1212

NOTE – Please Change Passwords From Their Default Settings

It is *highly recommended* that you change the passwords from the default passwords. The default passwords are universally known and **if left unchanged anyone can program your unit for their own purposes.**

NOTE – Please Keep Records of Password Changes

It is *highly recommended* that you record any password changes you make. **Once changed, the factory CANNOT recover old passwords.** Instead, a full reset would be required, which will also delete all phone, card and pin numbers and other user data.

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2.1.2 Change Password Commands

Change Password Commands		
All commands define the existing <i>programming</i> password as “PPPP”. Wherever “PPPP” occurs, substitute your own programming password e.g. the examples use factory default “1234”.		
Command Name	Command Text	Text (SMS) Response
Change ¹ Programming Password	<p>*12*PPPP#01NNNN#</p> <p>PPPP= Existing 4-digit programming password 01 = Command for Change Programming Password NNNN = New Programming Password (4 digits, 0-9)</p> <p>Example: Change Programming password to 4239: Full Text = *12*1234#014239#</p>	<p>Accepted: “OK”</p> <p>Not Accepted: Error response (see Sec. 2.10, Fig 8)</p>
Change ¹ Access Password	<p>*12*PPPP02AAAA#</p> <p>PPPP= Existing 4-digit programming password 02 = Command for Change Access Password AAAA = New Access Password (4 digits, 0-9)</p> <p>Example: Change Access password to 7865: Full Text = *12*1234#027865#</p>	<p>Accepted: “OK”</p> <p>Not Accepted: Error response (see Sec. 2.10, Fig 8)</p>
Change ¹ Intercom Password	<p>*12*PPPP#03IIII#</p> <p>PPPP= Existing 4-digit programming password 03 = Command for Change Intercom Password IIII = New Intercom Password (4 digits, 0-9)</p> <p>Example: Change the Intercom Password to 5523: Full Text = *12*1234#035523#</p>	<p>Accepted: “OK”</p> <p>Not Accepted: Error response (see Sec. 2.10, Fig 8)</p>

¹ Changing Passwords

When making changes to password using one of the above instructions, the user should *not* attempt to use the new password until the OK response is received from the Cellular Select Gate, otherwise the Cellular Select Gate will return an error for commands containing the new password.

2.2 Commands to Add and Remove PINs and Cards/Transmitters

Commands to Add and Remove PIN and Card/Transmitter Numbers		
All commands define the existing <i>programming</i> password as “PPPP”. Wherever “PPPP” occurs, substitute your own programming password e.g. the examples use factory default “1234”.		
Command	Command Text	Text (SMS) Response
<p>² Add PIN</p> <p><i>Pins are entered from keypad once programmed. Only one relay can be set per PIN.</i></p>	<p>*12*PPPP#87Rnnnn#</p> <p>87 = Command to add PIN</p> <p>R = 1 or 2 (for Relay 1 or Relay 2)</p> <p>nnnn = PIN: Must be 4 digits, 0001-9999</p>	<p><i>Accepted:</i> “OK”</p> <p><i>Not Accepted:</i> Error response (see Sec. 2.10, Fig 8)</p>
	<p>Example: Add PIN 0033 to trigger relay 1 when the PIN is entered from the keypad</p> <p>Text = *12*1234#8710033#</p>	
<p>² Remove PIN</p> <p><i>Command must also reference the relay that was assigned to the PIN.</i></p>	<p>*12*PPPP#88Rnnnn#</p> <p>88 = Command to remove PIN</p> <p>R = 1 or 2 (for Relay 1 or Relay 2)</p> <p>nnnn = PIN: Must be 4 digits, 0001-9999</p>	<p><i>Accepted:</i> “OK”</p> <p><i>Not Accepted:</i> Error response (see Sec. 2.10, Fig 8)</p>
	<p>Example: Remove PIN 0033 to prevent keypad access with that PIN; its trigger relay was 1:</p> <p>Text = *12*1234#8810033#</p>	
<p>² Add a Card or Transmitter Number</p> <p><i>Only one relay can be set per card/transmitter.</i></p>	<p>*12*PPPP#87RsssCCCC#</p> <p>87 = Add Command</p> <p>R = 1 or 2 (for Relay 1 or Relay 2)</p> <p>sssCCCC = 3 digit site code (001-255) followed by 5 digit card number (00001 to 65534)</p>	<p><i>Accepted:</i> “OK”</p> <p><i>Not Accepted:</i> Error response (see Sec. 2.10, Fig 8)</p>
	<p>Example: Add card/clicker 00543527 to operate relay 2 when the Card or transmitter is presented:</p> <p>Text = *12*1234#87200543527#</p>	
<p>² Remove a Card or Transmitter number</p> <p><i>Command must also reference the relay assigned to the card or transmitter.</i></p>	<p>*12*PPPP#88RsssCCCC#</p> <p>88 = Command to remove card/transmitter</p> <p>R = 1 or 2 (for Relay 1 or Relay 2)</p> <p>sssCCCC = 3 digit site code (001-255) followed by 5 digit card number (00001 to 65534)</p>	<p><i>Accepted:</i> “OK”</p> <p><i>Not Accepted:</i> Error response (see Sec. 2.10, Fig 8)</p>
	<p>Example: Remove card/clicker 00543527 to prevent continued access with that card or transmitter; its trigger relay was 2:</p> <p>Text = *12*1234#88200543527#</p>	

² Commands for Adding/Removing PINs and Cards/Transmitters

Internally to the Cellular Select Gate, the commands for adding/deleting (commands 87 and 88 respectively) PINs and Card/Transmitter numbers are identical. However, treatment of PINs and cards/transmitters must be different. This is because PINs are limited to 4-digits, entered using a keypad, and cards/transmitters require a card reader or “clicker”, and use a 3-digit site code with a 5-digit card number.

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2.3 Commands to Add/Remove Rollover (Call Button) Phone Numbers

Visitors get attention by pushing the black ‘Call’ button on the front of the Cellular Select Gate (CSG). **This button will only work if a phone number has already been programmed as ‘rollover phone #1’ into the CSG.** Two other rollover numbers (#2 and #3) can also be added so that if number #1 is not answered, then phone #2 will be dialed, and if #2 is not answered, phone #3 will be dialed. The **order** the CSG dials rollover phone numbers is set by assigning the **dialing sequence number** as 1, 2 or 3.

Note – Voicemail Answering and Ringing Time Before Rollover

If the call is answered either by a human or by a call answering service (e.g. voicemail), no further rollover will occur for that button push. If you wish the dialer to rollover before voicemail answers, set the Ringing Time to less than the time it takes for the answering service to “kick-in”.

Adding and Removing Rollover (Call Button) Phone Numbers

All commands define the existing **programming** password as “PPPP”. Wherever “PPPP” occurs, substitute your own programming password e.g. the examples use factory default “1234”.

Command Name	Command Text	Text (SMS) Response
Add a Rollover (Call Button) Phone Number	*12*PPPP# 1 S [Phone Number]# 1 = Command to Add a Call Button Number S = dialing sequence number (1, 2 or 3) [Phone Number] = 3-15 characters (digits 0-9)	<i>Accepted:</i> “OK” <i>Not Accepted:</i> Error response (see Sec. 2.10, Fig 8)
	Example: Add a rollover number 3058235410 in dialing sequence location 1 : Text = *12*1234# 11 3058235410#	
Remove a Rollover (Call Button) Phone Number	*12*PPPP# 1 S *# 1 = Command to add a rollover number S *= remove dialing sequence number (1, 2 or 3)	<i>Accepted:</i> “OK” <i>Not Accepted:</i> Error response (see Sec. 2.10, Fig 8)
	Example: Remove the rollover number in dialing sequence location 2 : Text = *12*1234# 12 *#	
Set Ringing Time Before Rollover to Next Number – <i>Applies to all Rollover Calls</i>	*12*PPPP# 52 [Rollover Time]# 52 = Command to set the Ringing Time Before Rollover [Rollover Time] = Ringing Time Before Rollover (10-99 seconds) (Default 20 seconds)	<i>Accepted:</i> “OK” <i>Not Accepted:</i> Error response (see Sec. 2.10, Fig 8)
	Example: Set Ringing Time Before Rollover to 20 seconds: Text = *12*1234# 5220 #	
§Set Call Time (Time Before a connected call dialed from the CSG is Terminated)	*12*PPPP# 53 [Call Time]# 53 = Command to set the Call Time [Call Time] = Time Before Call is Terminated (005-999 seconds, must be 3 digits) (Default 060 seconds)	<i>Accepted:</i> “OK” <i>Not Accepted:</i> Error response (see Sec. 2.10, Fig 8)
	Example: Set Call Time to 90 seconds: Text = *12*1234# 53090 #	

§ Call Time also affects the time the phone line is allowed to be open when in Intercom Mode.

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2.4 Commands to Allow Gate to Open on Caller ID

The Open Gate on Caller ID feature allows phone numbers to be recognized by the Cellular Select Gate (CSG) in order to open one of the two relays operated by the CSG. After a phone number has been added to the dial-in number ID list along with the relay to open and the country code, the owner of the phone number simply dials the CSG directly. When the CSG answers, it checks the ID of the caller (**Caller ID of the calling phone MUST be enabled**). If the ID matches a listed phone number and country code, the appropriate relay is operated.

Open Gate on Caller ID Commands		
All commands define the existing <i>programming</i> password as “PPPP”. Wherever “PPPP” occurs, substitute your own programming password e.g. the examples use factory default “1234”.		
Command Name	Command Text	Text (SMS) Response
Open Gate on Caller ID	*12*PPPP#71CCD#72R[Phone Number]# 71, 72 = Open Gate on Caller ID (Command Pair) CCD = Country Code from international dialing code list, possibly up to 6 digits 0-9 (e.g. USA, Canada = 1, Mexico = 52) R = 1 or 2 (for Relay 1 or Relay 2) [Phone Number] = 3-15 characters (digits 0-9)	<i>Accepted:</i> “OK” <i>Not Accepted:</i> Error response (see Sec. 2.10, Fig 8)
	Example: Add a phone number 3058235410 from USA (country code 1) to open relay 2: Text = *12*1234#711#7223058235410# Example: Add a phone number 6241231234 from Mexico (country code 52) to open relay 1: Text = *12*1234#7152#7216241231234#	
Remove a Caller ID Number	*12*PPPP#73[Phone Number]# 73 = Remove Command [Phone Number] = 3-15 characters (digits 0-9)	<i>Accepted:</i> “OK” <i>Not Accepted:</i> Error response (see Sec. 2.10, Fig 8)
	Example: Remove the caller ID number 3058235410: Text = *12*1234#733058235410#	
Remove ALL Caller ID Numbers	*12*PPPP#73*# 73* = Remove All Command	<i>Accepted:</i> “OK” <i>Not Accepted:</i> Error response (see Sec. 2.10, Fig 8)
	Example: Remove ALL caller ID numbers: Text = *12*1234#73*#	

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2.5 Commands to Check Status

At any time during or after installation, a caller can call an activated CSG (i.e. a CSG installed with a SIM that has active GSM service) to check the signal strength of the service as seen by the CSG.

No password or other formatting is required for these instructions - simply send the status text message to the CSG phone number.

Status Requests		
Command Name	Command Text	Text (SMS) Response
Check GSM Signal Strength at CSG Location (Version 6 Onwards) Also Reports Current Firmware Version	*20#	Accepted: Responds with the local cellular Service Provider and a value in the range 0-31. The larger the value, the better the signal strength. Not Accepted: Error response (see Sec. 2.10, Fig 8)
		<p>Note: Poor Signal Strength If the signal strength is extremely poor you may not receive any response.</p> <p>Note: No Power, or GSM Service is not Active If the CSG has no power, or does not have active GSM service, you will not receive any response.</p> <p>Example: Request Signal Strength: Text = *20#</p> <p>Example Response: (Firmware Version 5): AT&T,WCDMA Signal Level = 12 Example Response (Firmware Version 6 onwards): AT&T,WCDMA Signal Level = 12 Version: SES6 Example Response (Firmware Version G7 onwards): AT&T,WCDMA Signal Level = 12 Version: G7x (where x is a letter A to Z)</p>

Note on WCDMA

In the example response above, the carrier is reported as "AT&T,WCDMA".

WCDMA is compatible with the GSM-based Cellular Select Gate.

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Status Requests (cont.)		
Command Name	Command Text	Text (SMS) Response
Check Stored Numbers (Rollover and Caller ID phone numbers)	*21#	<p>Accepted: Responds with number list: O [number]...I [number]...E Call Button Numbers follow the O Caller ID numbers follow, possibly preceded by an optional I E = End of list (If no numbers are stored, just E is sent)</p> <p>Not Accepted: Error response (see Sec. 2.10, Fig 8)</p>
	<p>Example: Check Stored Numbers: Text = *21#</p> <p>Example Response: O19545551212,13058235410E</p>	
Check Relay Status	*22#	<p>Accepted: Responds with relay1 and relay2 status, and status of Detect (door sense switch if used)</p> <p>Not Accepted: Error response (see Sec. 2.10, Fig 8)</p>
	<p>Example: Check Relay Status: Text = *22#</p> <p>Example Response: Relay1=OFF,RELAY2=OFF, Detect=OFF</p>	
Check stored PINs/Cards	*24*PPPP# (PPPP=password e.g. 1234)	<p>Accepted: Responds with list of relay and associated PIN/card numbers. Format Relay[Number]...Relay[Number] where [Number] is either a PIN (4-digits) or a card (8-digits= site code (3 chars) + card number (5 chars)). E = End of list (If no numbers are stored, just E is sent)</p> <p>Not Accepted: Error response (see Sec. 2.10, Fig 8)</p>
	<p>Example: Check Stored PINs/Cards: Text = *24*1234# (Assumes existing <i>programming</i> password of "1234")</p> <p>Response: 17234,101000080,201008005,200503434E Meaning: Relay 1 operates when pin 7234 is entered. Relay 1 operates for card with site code 010 and card 00080. Relay 2 operates for card with site code 010 and card 08005. Relay 2 operates for card with site code 005 and card 03434. E= End</p>	

2.6 Commands to Set Gate Relay Touch Tones and Times

These commands allow a user to define which touch tones will operate the gate relays controlled by the CSG. **These touch tones are only used during voice calls.**

Most users prefer to use the default touch tone settings, but if you want to do so, you can change them. Please keep a record of any changes you make.

Note About “Open”, “Close”, “Hold Open” and “Latch 1 Hour” when Discussing Gate Operations

The terms “Open”, “Close”, “Hold Open” and “Latch 1 Hour” can be ambiguous when discussing gate operations. The first thing to understand is that a Select Gate (Cellular or Non-Cellular) does not actually control gates. Instead, as is standard industry practice, a Select Gate controls internal relays whose contacts are wired by Installers to *external* gate controllers of third-party supply. Due to the many types of gate controllers, it is not practical to refer to the state or condition of the gate itself.

Instead, “Open”, “Close”, “Hold Open” and “Latch 1 Hour” refer to the action or command applied to the Select Gate relays themselves.

The command “**Open/Close**” is a “toggle” command i.e. when this command is received, the relay state changes to the opposite of what it was before the command was received i.e.:

If the relay is *already de-energized*, the relay will be *energized* for the Relay Open time

If the relay is *already energized*, the relay will be *de-energized*

Conversely, “Hold Open” and “Latch 1 Hour” ignore the current state of the relay:

The command “**Latch 1 Hour**” causes the relay to be energized for **one hour from the time when the command was received**.

The command “**Hold Open**” causes the relay to be energized **indefinitely**.

Energized relay states can be canceled at any time using the Open/Close command.

To keep things simple, “Open”, “Close”, “Hold Open” and “Latch 1 Hour” will be used throughout this manual, but should be understood as described above.

2.6.1 The Open/Close (Dual Purpose) Function

The Open/Close function in all Select Gate models is used in two different ways:

1. If a relay is *already de-energized*, the Open/Close command will cause the relay to “open” (technically, become energized). The amount of time a relay remains energized is set by the “Open Time” (see next section).
2. If a relay is *already energized* (e.g. when a relay has been latched open previously), the Open/Close command will cause the relay to close i.e. de-energize.

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2.6.2 Commands to Set Open Relay Times and Default Open Times

Each CSG has two relays. When operated with the open/close function, the relays will hold open for a specific time, then close. The times that the relays will stay open can be adjusted to suit specific installations, but the factory setting for each is shown below.

Relay Open Time Default Values - Times for which Relays Remain Energized	
Relay	“Open” (Energize) Time (Seconds)
1	1 (Sec)
2	1 (Sec)

Figure 4: Default Open (Energize) Relay Times

Note - Relay Times and Installation Specific Settings

Each CSG relay will stay energized for the amount of time set by the Relay Open Time when operated using the Open/Close touch tone. However, there may be additional timings provided by the gate controller to which the relay is attached. As these considerations are installation-specific, they are outside the scope of the CSG and this manual.

Commands to Set Open Relay Times		
All commands define the existing <i>programming</i> password as “PPPP”. Wherever “PPPP” occurs, substitute your own programming password e.g. the examples use factory default “1234”.		
Command Name	Command Text	Text (SMS) Response
Set Relay 1 “Open” Time	*12*PPPP# 51 T # 51 = Command to set Relay 1 Open Time T = Time 1 to 99 seconds	Accepted: “OK”
Set Relay 2 “Open” Time	*12*PPPP# 50 T # 50 = Command to set Relay 2 Open Time T = Time 1 to 99 seconds	Not Accepted: Error response (see Sec. 2.10, Fig 8)
Examples	Set Relay 1 open time to 10 seconds: Text = *12*1234# 51 10 # Set Relay 2 open time to 6 seconds: Text = *12*1234# 50 6 #	

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2.6.3 Default Touch Tones and Associated Relay Functions

Each CSG has two relays. The default touch tones controlling each relay function are listed in the table below.

Cellular Select Gate Relays and Default Touch Tone Values		
Relay	Relay Control Function	Default Touch Tone
1	Open/Close	6
	Hold Open	0*
	Latch 1 Hour	0*
2	Open/Close	0*
	Hold Open	0*
	Latch 1 Hour	0*

* 0 Operation is disabled for control using a touch tone – to set: use a unique non-zero touch tone (1-9) to control any function i.e. **do not duplicate non-zero touch tones for different functions, otherwise unexpected operation may occur.**

Figure 5: Default Relay Control Touch Tones

Note - Checking Relay Status

You can check the current status of relays (open or closed) using the Get Status check relay command in section 2.5.

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2.6.4 Commands to Set Gate Relay Tones (Touch Tones)

Commands to Set Gate Relay Tones (Touch Tones)		
All commands define the existing <i>programming</i> password as “PPPP”. Wherever “PPPP” occurs, substitute your own programming password e.g. the examples use factory default “1234”.		
Command Name	Command Text	Text (SMS) Response
Relay 1 Open/Close	*12*PPPP# 61 T # 61 = Command for Relay 1 Open/Close T = Touch Tone 1 to 9; 0 disables <i>touch tone operation</i>	<i>Accepted: “OK”</i> <i>Not Accepted: Error response (see Sec. 2.10, Fig 8)</i>
Relay 1 Hold Open	*12*PPPP# 63 T # 63 = Command for Relay 1 Hold Open T = Touch Tone 1 to 9; 0 disables <i>touch tone operation</i>	
Relay 1 Latch 1 Hour	*12*PPPP# 64 T # 64 = Command for Relay 1 Latch I Hour T = Touch Tone 1 to 9; 0 disables <i>touch tone operation</i>	
Relay 2 Open/Close	*12*PPPP# 67 T # 67 = Command for Relay 2 Open/Close T = Touch Tone 1 to 9; 0 disables <i>touch tone operation</i>	
Relay 2 Hold Open	*12*PPPP# 68 T # 68 = Command for Relay 2 Hold Open T = Touch Tone 1 to 9; 0 disables <i>touch tone operation</i>	
Relay 2 Latch 1 Hour	*12*PPPP# 69 T # 69 = Command for Relay 2 Latch I Hour T = Touch Tone 1 to 9; 0 disables <i>touch tone operation</i>	
Examples	Disable (0) Relay 1 open/close tone control: Text = *12*1234# 610 # Set a tone 5 for Relay 1 Hold Open: Text = *12*1234# 635 # Set a tone 4 for Relay 1 Latch (1 Hour): Text = *12*1234# 644 # Set a tone 9 for Relay 2 Open/Close: Text = *12*1234# 679 # Set a tone 8 for Relay 2 Hold Open: Text = *12*1234# 688 # Set a tone 7 for Relay 2 Latch (1 Hour): Text = *12*1234# 697 #	

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2.6.5 Commands to Operate Gate Relays Using Access Mode

These commands can be used either as SMS commands directly to the CSG, or when dialing in from a phone included in the Rollover group.

Commands to Operate Gate Relays Using Access Mode All commands define the existing <i>access mode</i> password as “AAAA”. Wherever “AAAA” occurs, substitute your own access mode password e.g. the examples use factory default “5678”.		
Command Name	Command Text	Text (SMS) Response
Relay 1 Open/Close	*33*AAAA# 33= Command for Relay 1 Open/Close	<i>Accepted</i> : “Relay 1 Trigger” <i>Not Accepted</i> : Error response (see Sec. 2.10, Fig 8)
Relay 1 Hold Open	*34*AAAA# 34= Command for Relay 1 Hold Open	<i>Accepted</i> : “Relay 1 Hold” <i>Not Accepted</i> : Error response (see Sec. 2.10, Fig 8)
Relay 1 Latch 1 Hour	*35*AAAA# 35= Command for Relay 1 Latch I Hour	<i>Accepted</i> : “Relay1:Hour” <i>Not Accepted</i> : Error response (see Sec. 2.10, Fig 8)
Relay 2 Open/Close	*36*AAAA# 36= Command for Relay 2 Open/Close	<i>Accepted</i> : “Relay 2 Trigger” <i>Not Accepted</i> : Error response (see Sec. 2.10, Fig 8)
Relay 2 Hold Open	*37*AAAA# 37= Command for Relay 2 Hold Open	<i>Accepted</i> : “Relay 2 Hold” <i>Not Accepted</i> : Error response (see Sec. 2.10, Fig 8)
Relay 2 Latch 1 Hour	*38*AAAA# 38= Command for Relay 2 Latch I Hour	<i>Accepted</i> : “Relay2:Hour” <i>Not Accepted</i> : Error response (see Sec. 2.10, Fig 8)
Examples	Send command Relay 1 open/close: Text = *33*5678# Send command Relay 1 Hold Open: Text = *34*5678# Send command Relay 1 Latch (1 Hour): Text = *35*5678# Send command Relay 2 Open/Close: Text = *36*5678# Send command Relay 2 Hold Open: Text = *37*5678# Send command Relay 2 Latch (1 Hour): Text = *38*5678#	

2.7 Setting up and Getting Event (or Relay Transaction) Logs

A history of relay events (“event transactions”) can be logged by your CSG unit. These events indicate whether relay operation was attempted/granted. The history is limited to a total of either 100 or 500 events depending on the Log Limit setting. Once the limit has been reached, the CSG will automatically attempt to “purge” its log by sending all transactions via SMS to a specified cell phone. Once the log events have been transmitted, the CSG log is cleared.

2.7.1 Transaction Log Setup Order

To use the event logging feature, certain CSG settings must be made ***IN THE FOLLOWING ORDER***:

- (Command **86**) (Recommended) Set the CSG’s SIM phone number so that the CSG can obtain the current network time in case automatic date and time updating is ***not*** supported by the local provider network.
- (Command **85**) Tell the CSG which cell phone number is to receive transaction logs in the form of SMS messages. ***This step is necessary before attempting to enable reporting of logged transaction events via SMS texting***
- (Command **84**) Enable reporting of logged transaction events via SMS texting. (***If there is no phone number previously entered using command 85 in the previous step, attempting to enable reporting using SMS will generate an error.***)
- (Command **83**) Tell the CSG to store up to either 100 or 500 event transactions before ***automatically*** reporting all log transactions to a specified cell phone using SMS texting. Note that this limit should ***only*** be reached if users do not send manual requests for logged entries periodically (see command 44, see Sec. 2.7.4).

Note – Please Follow Setup Order

If the above setup order is not followed, errors can occur both during setup and when attempting to receive transaction logs.

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2.7.2 Transaction Logs - Setup Commands for SMS Phone Numbers

Transaction Logs Via SMS – Setting SMS Phone Numbers		
All commands define the existing <i>programming</i> password as “PPPP”. Wherever “PPPP” occurs, substitute your own programming password e.g. the examples use factory default “1234”.		
Command Name	Command Text	Text (SMS) Response
Set Phone Number Used to Get System Time (used if cellular service does not support automatic time update)	<p>*12*PPPP#86[Unit SIM Phone Number]#</p> <p>86 = Command to Set Phone Number to Get Correct System Time [Unit SIM Phone Number] = 3-15 characters (digits 0-9) (Phone number is that of the CSG unit SIM). Note that this command stores the CSG’s SIM phone number in a separate place to where the SIM stores its actual assigned phone number, so this command does not affect the phone number of the SIM itself.</p>	
	<p>Example: Set phone number to get time: Text = *12*1234#863057753863#</p>	<p>Accepted: “OK” Not Accepted: Error response (see Sec. 2.10, Fig 8)</p>
Remove Phone Number Used to Get System Time	<p>*12*PPPP#86*#</p> <p>86* = Command to Remove SIM Phone Number used to get system date/time. Note that this command only removes the phone number stored by the 86 command above in a separate place to where the SIM stores its actual assigned phone number, so this command does not affect the phone number of the SIM itself.</p>	
	<p>Example: Remove phone number: Text = *12*1234#86*#</p>	<p>Accepted: “OK” Not Accepted: Error response (see Sec. 2.10, Fig 8)</p>
Set SMS Report Phone Number	<p>*12*PPPP#85[Phone Number]#</p> <p>85 = Command to Set SMS Report Phone Number [Phone Number] = 3-15 characters (digits 0-9) (Phone number must be able to receive SMS texts)</p>	
	<p>Example: Set report phone number: Text = *12*1234#853058235410#</p>	<p>Accepted: “OK” Not Accepted: Error response (see Sec. 2.10, Fig 8)</p>
Remove SMS Report Phone Number	<p>*12*PPPP#85*#</p> <p>85* = Command to Remove SMS Report Phone Number</p>	
	<p>Example: Set report phone number: Text = *12*1234#85*#</p>	<p>Accepted: “OK” Not Accepted: Error response (see Sec. 2.10, Fig 8)</p>

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2.7.3 Transaction Logs – Commands to Enable and Set Limits

Transaction Logs Via SMS- Commands to Enable and Set Limits		
All commands define the existing <i>programming</i> password as “PPPP”. Wherever “PPPP” occurs, substitute your own programming password e.g. the examples use factory default “1234”.		
Command Name	Command Text	Text (SMS) Response
Set Log Report Method	*12*PPPP# 84 T # 84 = Command to Set Report Type T = report type (0 = no report, 1 = SMS text report, 2 = email [not a current option]) (Using type 0 after type 1 will clear the existing report log)	
	Example: Set report type to SMS: Text = *12*1234# 841 #	Accepted: “OK” Not Accepted: “Error response (see Sec. 2.10, Fig 8)
Set Log Limit before Automatically sending log	*12*PPPP# 83 L # 83 = Command to Set Report Limit L = Report limit (0 = 100, 1 = 500)	
	Example: Set report limit to 500: Text = *12*1234# 831 #	Accepted: “OK” Not Accepted: Error response (see Sec. 2.10, Fig 8)

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2.7.3.1 Transaction Logs – Activation of Immediate (Real Time) Text Notifications

This feature is only available in CSG firmware version V G7x and later. Also, for this function to work, you must have correctly setup transaction logs per Secs 2.7.1 & 2.7.2.

You can program your CSG to send immediate SMS notifications on attempts to operate a CSG relay.

Immediate notifications will then occur when an attempt is made to cause your CSG to operate a relay (successful or unsuccessful) using either the keypad, via SMS message, cards/transmitters, PINs or from Caller ID.

Transaction Logs – Activation of Immediate (Real Time) Text Notifications		
All commands define the existing <i>programming</i> password as “PPPP”. Wherever “PPPP” occurs, substitute your own programming password e.g. the examples use factory default “1234”.		
Command Name	Command Text	Text (SMS) Response
Activate Immediate Text Notifications for Attempted Entries	*12*PPPP#904X# 904 = Command for Text Notifications X = Enable/Disable (0 = Disable (Default), 1 = Enable)	
	Example: Enable immediate text notifications: Text = *12*1234#9041# Example: Disable immediate text notifications: Text = *12*1234#9040#	Accepted: “OK” Not Accepted: “Error response (see Sec. 2.10, Fig 8)

2.7.3.2 Examples of Immediate Notification Response

The following are examples of immediate notifications.

Immediate report resulting from use of unauthorized pin 1234 to enter a property:

```
17/07/17,16:14:49
RELAY0
PIN code 1234#FAILED
```

Immediate report resulting from successful use of Caller ID for phone# 3058235410 to enter a property:

```
17/07/17,16:29:02
RELAY1
CID3058235410
```

Immediate report resulting from successful entry using PIN 5656 to enter a property:

```
17/07/17,17:18:00
RELAY1
PIN code 5656#
```

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2.7.4 Getting Transaction Logs via SMS

Once the setup commands have been used to enable and set the correct phone numbers for log reports via SMS, you can receive log reports of transactions.

To get logs, you have two choices in SMS.

EITHER:

1. Allow the CSG to reach the limit of transactions specified by the 83 command (100 or 500) in the section 2.7.1, **OR**,
2. Request current logs entries using the 44 command below.

Transaction Logs Via SMS- Command to Get Transactions Now		
All commands define the existing <i>programming</i> password as “PPPP”. Wherever “PPPP” occurs, substitute your own programming password e.g. the examples use factory default “1234”.		
Command Name	Command Text	Text (SMS) Response
Get Log Transactions Now	*44*PPPP# 44 = Command to Get Log Now	<i>Accepted:</i> See Sample <i>Not Accepted:</i> Error response (see Sec. 2.10, Fig 8)
	Example: Set report type to SMS: Text = *44*1234#	

In both cases, all existing log entries will be transmitted to the SMS cell phone number listed to receive log numbers previously set using command 85 in section 2.7.2.

The number of transactions per SMS message is limited to the *message body* of 120 characters. A sample is shown below (date is shown as year/month/date in month).

<pre>001@16/02/19,14:53:00- K1234# 002@16/02/19,14:53:31- K5678# 003@16/02/19,14:53:42- K0100080# 004@16/02/19,14:53:50- K00503434# E</pre>	<p>Meaning: 001@, 002@, 003@, 004@ - sequential event numbers followed by date and time (24 hour clock).</p> <p>Knnnn# or Knnnnnnnn# are PIN and card numbers</p>	<pre>001@17/07/28, 11:20:58- N01234# 002@17/07/28, 11:21:07- N05555# 003@17/07/28, 11:21:40- K23131# 004@17/07/28, 11:21:51- K17777# E</pre>	<p>Meaning: 001@, 002@, 003@, 004@ - sequential event numbers followed by date and time (24 hour clock).</p> <p>KRpppp# or KRccccccc# R = Relay Number 1 or 2 for successful entry (which relay was opened), or 0 where a relay was not opened as the PIN/card was invalid pppp = PIN ccccccc = card numbers</p>
---	--	--	---

Figure 6: SMS Log Samples – (Left) Version SES6 – (Right) Version G7x onwards

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If you allow the number of transaction log entries to reach the limit programmed using the 83 command, *ALL* messages (100 or 500) will be transmitted to the cell phone number specified at whatever time the transaction event occurred. *This could prove inconvenient, so instead it is recommended that the 44 command be used as shown above.*

The table below shows letters that indicate the “source ID” requesting relay operation.

CSG Transaction Log Sources	
Source ID	Log Entry Description
I	A phone call whose Caller ID was recognized because it is listed in the CSG - resulting in relay activation
O	A phone call whose Caller ID was <i>NOT</i> recognized because it is <i>NOT</i> listed in the CSG. In this case the CSG answered the phone but did not activate a relay
S	An SMS relay activation was received and contained the Access Mode password and a valid relay command
T	A relay was operated (triggered using a touch tone) during a two-way conversation
K	A relay was operated when a valid PIN was entered using the keypad, or a valid card was used, on the CSG
R	A phone call whose Caller ID was <i>NOT</i> recognized because it is <i>NOT</i> listed in the CSG. In this case access was granted because the correct command and Access Mode password were entered via touchtone.
E	End of log

Figure 7: Table Showing Transaction Log Sources

Notice in the example Fig 5 on page 20 that the entries shown started with a “K”. This indicated a valid card or pin number was used to gain access to the property.

WARNING – WHENEVER EVENT TRANSACTIONS ARE SENT VIA SMS, ALL TRANSACTIONS IN THE CELLULAR SELECT GATE ARE ERASED

2.8 Speaker and Microphone Volume Settings

The volume of the speaker and microphone should be set to suit the installation environment.

Commands to Set Volumes		
All commands define the existing <i>programming</i> password as “PPPP”. Wherever “PPPP” occurs, substitute your own programming password e.g. the examples use factory default “1234”.		
Command Name	Command Text	Text (SMS) Response
Set Speaker Volume	*12*PPPP#3L# 3= Command to set speaker volume L= Level 0 to 4 seconds (default 3)	<i>Accepted:</i> “OK” <i>Not Accepted:</i> Error response (see Sec. 2.10, Fig 8)
Set Microphone Volume	*12*PPPP#4L# 4= Command to set microphone volume L= Level 0 to 4 seconds (default 3)	
Examples	Set speaker volume to level 2: Text = *12*1234#32# Set microphone volume to level 2: Text = *12*1234#44#	

These values will apply during two-way voice communications discussed in section 3.

2.9 Combining Multiple SMS Commands

Multiple SMS commands can be combined, *but the limit of 120 characters per text message body still applies.*

SMS Message Title is Not Used

The message title of 20 characters is always left empty and should never be used.

A combined command starts with the programming password sequence, followed by commands, each terminated with a #, as shown in the format example below (the default programming password is used):

*12*1234#1stCommand#2ndCommand#...LastCommand#

Combined SMS Messages MUST NOT EXCEED 120 CHARACTERS IN THE MESSAGE BODY

The programming password uses the first 9 characters of any message body of 120 characters, so 109 characters are actually available for complete command combinations. Combined password/commands **must be complete** within a single message body, *otherwise the message will fail.*

Example for storing multiple caller ID phone numbers where

USA country code **1** applies to all three numbers in this example

Phone number 1 will open Relay **2** Phone

Phone number 2 will open Relay **1** Phone

Phone number 3 will open Relay **2** Phone

*12*1234#71**1**#72**2**3051234567#72**1**3052345678#72**2**3059876543#

2.10 Error Responses

When sending SMS texts, you may get an error response. When this happens you will see something similar to the following:



Figure 8: Screenshot Example of SMS Error Response

In the above screenshot example, the command sent (upper text block) was sent. The intention was to program a Caller ID phone number (country code 1 and phone number 3055125825) to open a relay, but the relay number itself was not entered before the phone number (e.g. 72**1**3055125825 or 72**2**3055125825).

In any case where an error response is received back, users must carefully review the response text against the command format to determine exactly what caused the error.

3 Operation with Voice Calls

There are two ways in which the CSG works with voice calling:

1. **CSG Dials Out – Visitor Requesting Entry** – This happens when a person in front of the CSG either
 - a) Presses the Call button on its own, or,
 - b) Presses a keypad number followed by the Call button.
2. **Dialing into the CSG** – this usually occurs when an owner or manager sees a person standing at the CSG and dials the CSG to talk to that person.

In case 1a), pressing the Call button on its own will cause the CSG to dial the first of the *rollover* phone numbers programmed into it (see section 2.3 for programming)

In case 1b), pressing a number followed by the Call button will cause the CSG to dial the phone number associated with that keypad digit.

In case 2, the owner or user will be able to enter the Intercom Mode password

Note – Intercom Mode Call Active Time is Set by the Call Time

At the time of writing, when in Intercom Mode, the time a call is active (i.e. how long you can keep talking before the CSG disconnects the call) is determined by the Call Time in section 3.

3.1 CSG Dials Out – Visitor Requests Entry

When the CSG dials out, the recipient of the call (e.g. the owner) will be placed into two-way voice communication with the visitor. Once the owner decides the visitor can enter, the owner presses his phone's keypad touch tone for the entrance the visitor is to use.

Example: (It is assumed that the default touch tone of 6 for Relay 1 Open/Close has not been changed i.e. is still programmed.)

- a) Owner answers a call from the CSG.
- b) Owner talks to visitor.
- c) Owner allows the visitor to enter. While still in voice communication, the owner presses the 6 on his phone keypad to generate the touch tone to energize relay 1.
- d) Owner hangs up

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3.2 Dialing into the CSG and Using the Intercom Password

*When dialing into the CSG, for security, the sequence is as follows:

1. Owner dials into CSG and waits for it to answer with a long beep
2. Owner enters his Intercom password as *13*IIII#
3. If desired, the owner can converse with the person seen at the CSG.
4. If desired the owner can allow entry by pressing the touch tone and then hangs up

In the following example, it is assumed that the default touch tone of 6 for relay 1 open/close has not been changed i.e. is still programmed. The example also assumes that the Intercom password is still the default setting i.e. 1212

- a) Using a phone, the owner calls CSG and waits for it to answer.
- b) On the phone keypad, enter ***13*1212#** to enter Intercom mode. This will enable two-way voice communication.
- c) While still in voice communication, press 6 on the phone keypad to generate the touch tone to energize relay 1.
- d) Hang up.

***Effects of Long Land Lines and Phone Quality on Generated Touch Tones**

When calling a CSG from a land-line, success of touch tone functions can be affected by the quality/length of the land-line between the phone and the CSG, and the quality of the land-line phone being used, these conditions being *outside of SES control*. If in doubt, please contact your local provider(s). Sometimes success can be approved by using the texting method instead as shown in the next section.

3.3 Texting to Have the CSG to Call You Back (Testing)

For testing purposes, you can also use a cell phone to send a text message to the CSG to have it call you back on that same cell phone.

In the following example, it is assumed that the default touch tone of 6 for relay 1 open/close has not been changed i.e. is still programmed. The example also assumes that the Intercom password is still the default setting i.e. 1212

- a. Text the Intercom password ***13*1212#** to the CSG phone number
- b. Wait for the CSG to phone you back (a normal phone call)
- c. While still in voice communication, press 6 on the phone keypad to generate the touch tone to energize relay 1.
- d. Owner hangs up.

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4 Factory Default Values for Settings

Every Cellular Select Gate (CSG) has factory default values for certain settings. These can be changed by users as needed using the Text Commands listed in the table below. The table also references the appropriate section in this manual for programming details.

Default Values for CSG Settings			
Command	Factory Default Value	Text Command	Reference Section(s)
Change Programming Password	1234	#01	§2.1.2
Change Access Password	5678	#02	§2.1.2
Change Intercom Password	1212	#03	§2.1.2
Set Call Time	60 seconds	#53	§2.3
Set Rollover Time	20 seconds	#52	§2.3
Set Relay 1 Open Time	1 second	#51	§2.6.2
Set Relay 2 Open Time	1 second	#50	§2.6.2
Set Relay 1 Open/Close Touch Tone	6	#61	§2.6.4
Set Relay 1 Hold Open Touch Tone	0 (disabled)	#63	§2.6.4
Set Relay 1 Latch 1 Hour Touch Tone	0 (disabled)	#64	§2.6.4
Set Relay 2 Open/Close Touch Tone	0 (disabled)	#67	§2.6.4
Set Relay 2 Hold Open Touch Tone	0 (disabled)	#68	§2.6.4
Set Relay 2 Latch 1 Hour Touch Tone	0 (disabled)	#69	§2.6.4
Set Speaker Volume	3	#3	§2.8
Set Microphone Volume	3	#4	§2.8
Transaction Log - Set Report Method	0 (No report)	#84	§2.7.3
Transaction Log – Set Log Limit Before Sending Log	0 (sets to limit of 100)	#83	§2.7.3
Transaction Log – Activation of Text Notifications	0 (Disable)	#904	§2.7.3

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