



# EZY SWITCH



## SMS-2 System Monitor Installation Manual

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## Features - Model SMS-2

- Receive text messages on your cell phone alerting you to potential problems anywhere in the world
- Send commands to control lights, pumps, appliances, air conditioning, etc. via text message from your cell phone
- Module= Model A = 2G, B = 3G, C = 3G/4G
- Up to 10 cell phones may be designated as “users” to send commands and receive alert text messages
- All set-up and changes made via text (no need for a computer)
- Control up to two (2) devices using text message commands
- Monitor up to two (2) devices that use switched contacts (switching Inputs which use contacts that open or close upon activation such as a float switch):
  - Programmable Input delays (max 99 minutes)
  - Programmable for Latching or Non-Latching Inputs
  - Programmable for Normally Open or Normally Closed Inputs
  - Programmable for Normally Open or Normally Closed Outputs
- Inputs and Outputs names are user programmable via text command – up to 20 characters
- Link any Input to any Output (Example: Link intruder sensor or smoke detector [input] to light or alarm horn [output])
- Monitors battery supply voltage and sends alarm message if low battery is detected at below the programmed alarm setting
- On-demand updates via text message to interrogate status of:
  - Current battery voltage
  - Status of all Inputs
  - Status of all Outputs
  - List of all designated “users”
- Compact Size for wall or horizontal surface mounting:
  - 117mm x 78mm x 30m

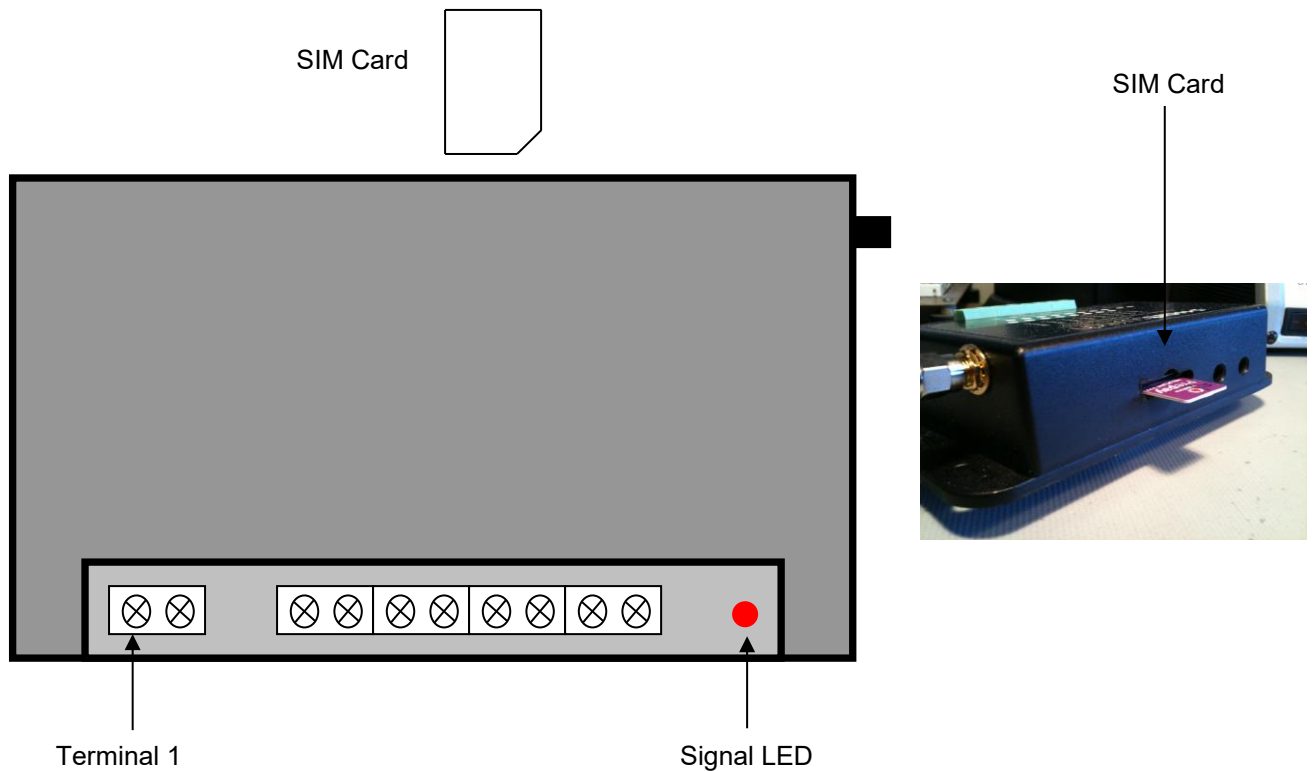
### Monitor:

- Shore power disconnect
- Pumps running
- High water alarms
- Security & alarms
- Entry alerts
- Smoke alarms
- And much, much more

### Control:

- Battery charger
- Fridge/Freezer
- Air Conditioning/Heating
- Lighting
- Hot water systems
- Irrigation systems
- Or any other device

# System



## Signal LED:

If the LED flashes once every 1 second, this indicates the cellular network cannot be found (out of GSM coverage range). Remedy = Re-locate the device or use a longer aerial or signal booster.

If the LED flashes once every 3 seconds, this indicates the cellular network has been found (all ok).

### SMS-2 Terminal Electrical Specifications

Terminal 1 = Batt +  
Terminal 2 = Batt -

Terminal 3 = Input 1  
Terminal 4 = Input 1  
Terminal 5 = Input 2  
Terminal 6 = Input 2

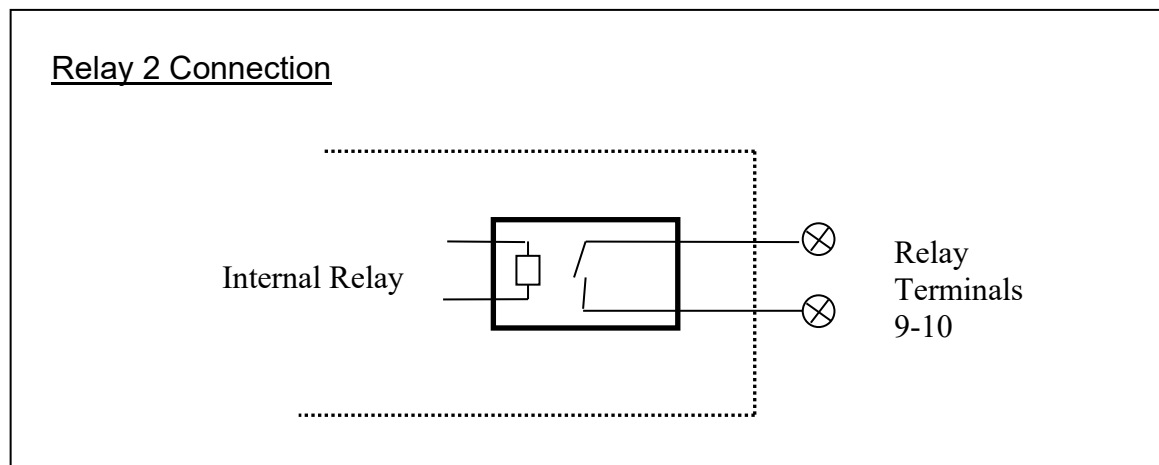
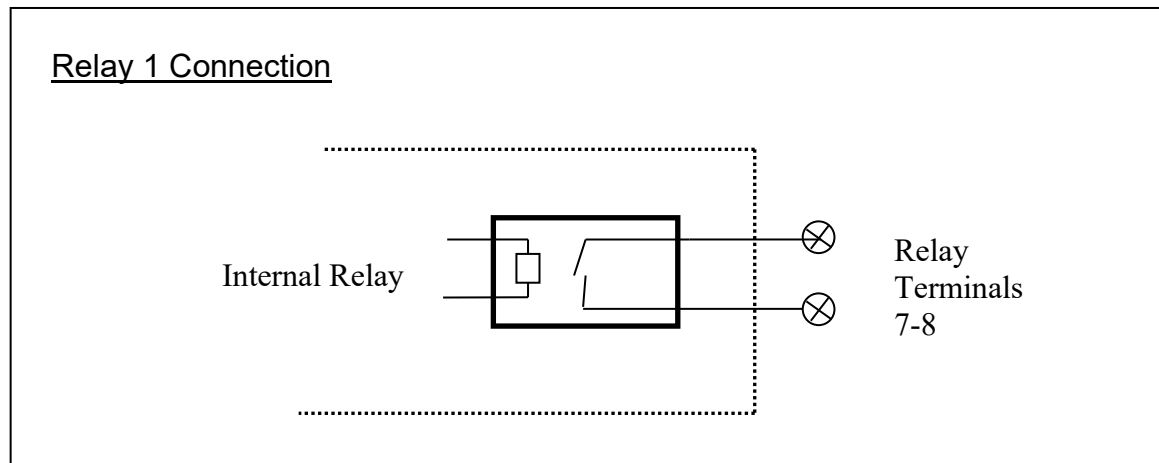
Terminal 7 = Output 1 ( N/O )  
Terminal 8 = Output 1 ( Com )  
Terminal 9 = Output 2 ( N/O )  
Terminal 10 = Output 2 ( Com )

## Electrical Specifications:

Supply Voltage	10 to 30 Volts DC @ <b>800mA peak</b>
Quiescent Current	20 Milli-amps
Data Retention	10 years (without power)
Outputs	Relay=3 A resistive @ 30V AC or DC
Max Input voltage	30vdc

# Outputs

The SMS-2 has two (2) Outputs. The Outputs are Relays rated at 3 A resistive @ 30V AC or DC

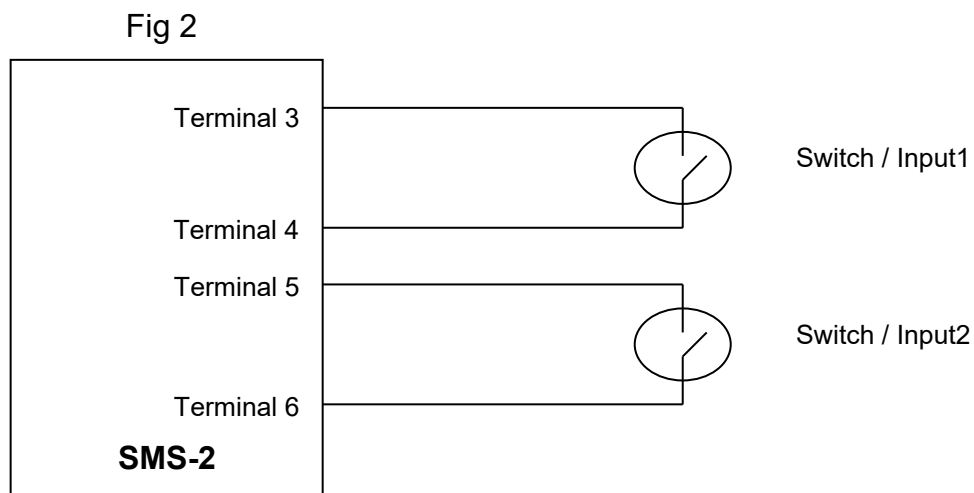
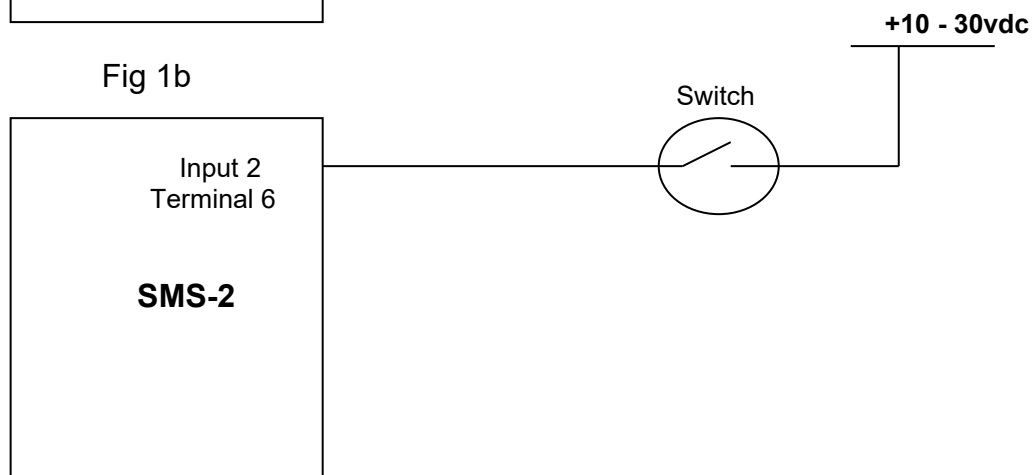
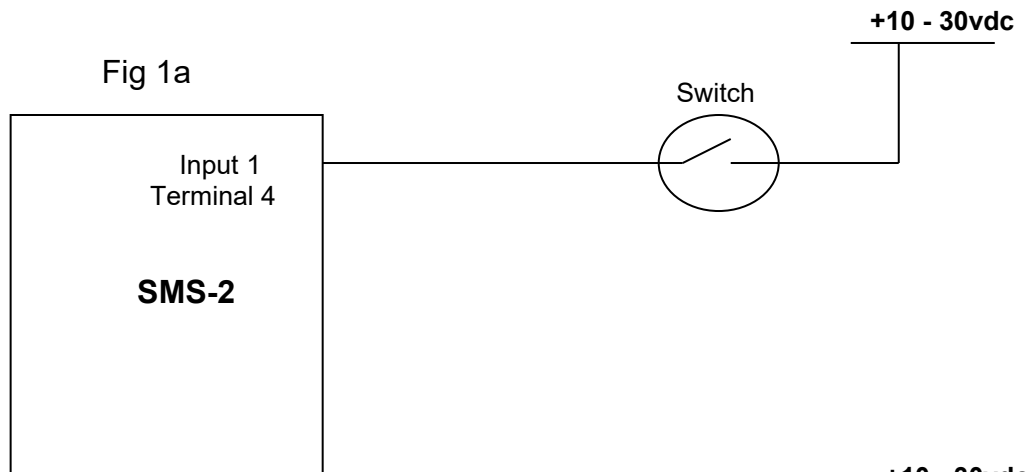


## **!! Important Note !!**

**A registered electrician must be used when connecting to the 120/240v main supply voltage.**

# Inputs

The SMS-2 has two (2) Inputs and can be connected as per Fig 1a /Fig1b or Fig 2



# !! IMPORTANT !!

## Setting up system for the first time:

Please ensure the SIM card does NOT have a PIN number or is locked has been ACTIVATED with the network provider, insert into SIM slot on the back (see page 4) and power the unit up.

You must wait for the LED to slow flashing (EVERY 3 seconds) before sending any commands. Please wait a few minutes, as the unit will set auto-band and other details for the country.

### IMPORTANT:

For all text commands, spelling and spaces must be strictly followed.

## Setting up the first user (Once only command)

### Command: Set user

**Note:** the unit will pick up the users number from the incoming text.

When the Initial user setup has been successful the system responds with:

**“Your number has just been added to the user list”**

**Note:** The initial user could be the installer who would set the system up, add other users (Add user page 8) and then remove his number (Remove user page 8).

### Country Code:

?? Is the country code and XXXXXXXX is the mobile number without the preceding 0.

Examples:

**New Zealand** = 64 (+64 and the number without the preceding 0)

If the users number is 0211893070 then Command = add user +64211893070

**Australia** = 61 (+61 and the number without the preceding 0)

If the users number is 0412882900 then Command = add user +61412882900

**Singapore** =0065 (+65 and the number without the preceding 0)

If the users number is 0412882900 then Command = add user +65412882900

**USA & Canada** = 001 (+1 and the Area Code & Number)

If the users number is 412-555-1234 then Command = add user +14125551234

## !! NOTE !!

If a user sends a text message to the system, which is not an exact match with the commands, the system responds with:

Sorry either that device does not exist or the message format is not understood, please check the spelling and try again

If anyone other than a programmed user sends a text message to the system, the system responds with:

Sorry you are not permitted to access this device

# Commands

**Adding a User** (Note: Setting up the first user page 7 must be done first)

**Command: Add user +??XXXXXXXX** (see Country Code page 7)

If the user is already in the list, the system responds with:

**Sorry +??XXXXXXXX is already active and cannot be added twice, please check the number and try again**

If the number does not fit the checks, to confirm it is a valid number (all digits must be numbers excluding the leading +), the system responds with:

**+??XXXXXXXX does not appear to be a valid number, please check that there are no letters or symbols in the number and try again**

If the number does not lead with a +, the system responds with:

**??XXXXXXXX does not appear to have the country code in international format (e.g. +??...) please check this and try again**

However, if everything is fine, the system responds with:

**The user number +??XXXXXXXX has been added to the user list**

---

## **Removing a User**

**Command: Remove user +??XXXXXXXX** (see Country Code page 7)

If you try to remove the only user, the system responds with:

**Cannot delete the only user.**

If the number sent is not currently on the list, the system responds with:

**+??XXXXXXXX is not currently on the user list so cannot be removed, please check the number and try again**

If everything is ok, the system responds with:

**The user number +??XXXXXXXX has been removed from the user list**

---

## **Adding an Administrator**

**Command: Add admin +??XXXXXXXX** (see Country Code page 7)

The system responds with:

**The number +??XXXXXXXXXXXX has been set as the system administrator**

If the admin has already been set, the system responds with:

**The administrator number +??XXXXXXXXXXXX has already been set**

**If an administrator number is set then this is the only number the system will accept commands from. Other user will be sent texts but CAN NOT send any commands.**

## **Removing a Administrator**

### **Command: Remove admin**

The system responds with:

**The administrator number and feature has been removed**

Note: this completely removes the administrator from the user list, it does NOT move the user down a security level to normal "user" unless the administrator is the only number in the system in which case it will move the user from administrator to user.

The system responds with: **This number has been changed from administrator to a user**

---

## **Get a list of all the Users**

### **Command: User list**

The system responds with:

**User list is: +??XXXXXXXX +??XXXXXXXX ... (up to 5 numbers)**

**If there are too many numbers to display in one txt, a second txt will be sent showing the last two numbers**

First text followed by:

**+??XXXXXXXX +??XXXXXXXX +??XXXXXXXX ...**

---

## **Turn programmed numbers lookup on or off**

### **Command: User lookup on (or) off** (System default = On)

If User lookup is **On** the SMS-2 will only respond to numbers that have been programmed into the unit using the Add User command as per above.

If User lookup is **Off** the SMS-2 will respond to any number that sends the correct command.

The system responds with:

**The user lookup list feature has been turned on and the unit will only accept commands from programmed users**

OR

**The user lookup list feature has been turned off and the unit will accept commands from any numbers**

**PLEASE NOTE:** Input changes will only be sent to users that have been programmed into the unit.

---

## **Text all programmed numbers on or off**

### **Command: Text all on (or) off** (System default = On)

If Text all is **On** the SMS-2 will text all user that have been programmed into the unit with the reply to the command.

If Text all is **Off** the SMS-2 will only text the number that initiated the command with the reply.  
The system responds with:

**All users in the list will now receive notification texts ( On )**

OR

**Only the number sending the text command will receive notification text ( Off )**

**PLEASE NOTE:** This command does not affect the inputs all Input changes will only be sent to users that have been programmed into the unit.

## **Turn all Input Text's OFF**

With alerts turned off the device will NOT text every time any Input changes but the Inputs are still active so you can send a "Input status" query at any time. Linked outputs will not work.

### **Command: Alerts off**

The system responds with: **Alerts have been disabled** (this is saved to memory and will still be disabled even after the unit is reset or rebooted)

OR

### **Command: Alerts off exc links** (note only available in ver 1.2 or higher)

The system responds with: **Alerts have been disabled but linked outputs will still work**  
If an input is triggered no alert text will be sent but if the input has a link to an output that output will activate.

---

## **Turn all Input Text's ON**

### **Command: Alerts on**

The system responds with: **Alerts have been enabled**

---

## **Testing**

### **Command: test** (only run this if you are present and can trigger the inputs)

The system responds with: Battery is currently ???.? volts, signal strength is ?? % , run test now. The unit will now test the inputs and outputs and waits for the inputs to be triggered.

When input1 is turned on output1 will turn on, when input1 is turned off output1 will turn off  
When input2 is turned on output2 will turn on, when input2 is turned off output2 will turn off  
Test finished

If the input or inputs are not triggered this command will time out after 1 minute.

---

## **Get a list of the Inputs**

### **Command: Input status**

Currently, **INPUT NAME** is ??, **INPUT NAME** is ??

Where ?? is either On or Off

If an Input is a latching input and on:

Currently the latching Input **INPUT NAME** is on and latched

If an Input is a latching input and off:

Currently the latching Input **INPUT NAME** is of

---

## **Get a list of the Outputs**

### **Command: Output status**

The system responds with:

Currently, **Output Name** is ??, **Output Name** is ??

Where ?? is either On of Off

## Naming Inputs and Outputs and Changing Names:

Command for initial Naming or changing name of Input or Output:

Note: The system default names are:

Inputs: Input1, Input2

Outputs: Output1, Output2

The name can contain a dash ( - ) but NOT a space or underscore. eg. "Pond-pump" is OK  
The product does not support special characters.

Command:

Change Current Input or Output Name to New Input or Output Name

(Example: Change input1 to Alarm)

(Example: Change output1 to Pump)

This command is used to change Inputs and Outputs to a new name. Names can be words up to a total length of 20 characters, please **note** the name can contain a dash ( - ) but NOT spaces. Once the name has been changed, the particular Input or Output is always referred to by the new name (e.g. Alarm). For commands or status interrogation and the SMS-2 will respond using the new name. Use table on page 31 to record your new Input and Output names.

If the device you are trying to rename is not currently in the list, the system responds with:

**Sorry either that device does not exist or the message format is not understood, please check the spelling and try again**

If the new name chosen does not fulfill the requirements of a name, the system responds with:

**Sorry that name is not allowed, please check that it is between 1 and 20 characters long**

If everything is ok, the system responds with:

The input name has been changed to YYYYYYYYYY

Or

The output name has been changed to YYYYYYYYYY

---

**Change the Input Delay** (see page 34 for detailed explanation)  
(You can have a delay when an Input turns either On and/or Off )

Command: Change INPUT NAME on delay to XX YY

(Example: Change input1 on delay to 10 min)

Command: Change INPUT NAME off delay to XX YY

(Example: Change input1 off delay to 10 min)

(XX can be between 1 and 99, YY can be seconds or minutes) Ver 7.7 or later then max 999 minutes.

The system responds with:

The INPUT NAME (On or OFF) delay has been set to XX (sec or min)

If XX is not between 1 and 99 or no value is entered, the system responds with:

Because no value was set the INPUT NAME (On or OFF) delay has been set to 30 secs

## **Change Input to Normally Open or Normally Closed**

Command: Make **INPUT NAME** active **open** (or) **closed**

This command is used to define if the switch wired to the Input is normally open or normally closed. The Input defaults are set for a normally open switch (which is active closed). That is, the Input becomes active when the switch is closed.

**Active closed means: the Input switch is normally open and goes closed to activate Input.**

**Active open means: the Input switch is normally closed and goes open to activate Input.**

The system responds with:

**INPUT NAME will now activate when the input (either opens or closes)**

OR if you try to set it for its current setting, the system responds with:

**INPUT NAME is all ready set for (either open or closed) and does not need changing**

---

## **Set an Input as a latched Input**

Command: Make **INPUT NAME** latching (Example: Make alarm latching)

This sets the Input to a latched Input and the system responds with:

**The Input INPUT NAME is now a latching input**

---

## **Set an Input as a Non-latched Input**

Command: Make **INPUT NAME** nonlatching  
(Example: Make alarm non-latching)

This sets the Input to a NON latched Input and the system responds with:

**The Input INPUT NAME is now a nonlatching input**

---

## **Reset a latched Input (used to return Input to “non-activated” state)**

Command: Reset **INPUT NAME** (Example: Reset alarm)

The system responds with:

**INPUT NAME is no longer in a latched state and will begin to be monitored again**

If the Input is not latched, the system responds with:

**INPUT NAME latch is not currently set so does not need clearing**

---

**Note:** If the input is set as a tick-off input then by resetting the input (as above) it will also tick-off the input. If the input has been linked to an output then resetting the input will also reset the output.

## **Link an Input to an Output**

**Command: Link INPUT NAME to OUTPUT NAME**  
(Example: Link alarm to siren)

The system responds with:

**The INPUT NAME has been linked to OUTPUT NAME**

To clear a link

**Command: Clear INPUT NAME link** (Example: Clear alarm link)

The system responds with:

**The link between INPUT NAME and OUTPUT NAME has been cleared**

**Function:** If a link is setup between an Input and an Output and the Input is turned ON, the Output will also turn on. Full control of the Output is still available.

---

## **Get Linked Information**

**Command: Link status**

The system responds with:

**Which inputs are linked to which outputs**

if there are no links the response is

---

## **Input Tick Off Feature.**

The inputs can have a Tick-Off feature, if this feature is turned on and an input is on the unit will send a reminder text every 5 minutes (or see Set Reminder Text Time page 14) until the text command "Tick INPUT NAME off is sent.  
(max number of texts=100)

**To turn the feature on:**

**Command: Make INPUT NAME tickoff on**

If everything is fine, the system responds with: **The input tickoff feature has been turned on**

---

**To turn the feature off:**

**Command: Make INPUT NAME tickoff off**

If everything is fine, the system responds with: **The input tickoff feature has been turned off**

---

**To Tickoff an input**

**Command: Tick INPUT NAME off**

If everything is fine, the system responds with: **The input has been ticked off**

**NOTE:** If the input is a latched input sending the tickoff will NOT reset the latch, the command **Reset input name** will need to be sent.

**Step numbers on** (only available in ver 2.6 or later)

When the Tick-Off feature has been turned on and an input is triggered the unit will send a text to all users, a reminder text will be sent every 5 minutes until the text command "Tick INPUT NAME off is sent. **Step numbers on** has been turned on then when an input is triggered **all users** will receive a text and the Tick-Off reminder text will be sent to the users in the list one at a time every 5 minutes (see below) until the text command "Tick INPUT NAME off is sent.

To turn the feature on:

Command: **Step numbers on**

The system responds with: **The tick-off number step feature has been turned on**

**Step only numbers on** (only available in ver 3.4 or later)

When the Tick-Off feature has been turned on and an input is triggered the unit will send a text to all users, a reminder text will be sent every 5 minutes until the text command "Tick INPUT NAME off is sent. **If the Step only numbers on** has been turned on then when an input is triggered **the first user in the list** will receive a text and the Tick-Off reminder text will be sent to the users in the list one at a time every 5 minutes (see below) until the text command "Tick INPUT NAME off is sent.

To turn the feature on:

Command: **Step only numbers on**

The system responds with: **The tick-off number only step feature has been turned on**

**NOTE: The difference between the above commands is**

**Step numbers on** (will text all users then one at a time every 5 minutes)

**Step only numbers on** (will text users one by one every 5 minutes)

---

(only available in ver 6.1 or later)

If the **Step only numbers** feature is turned on:

If an input has been triggered (and a text sent) then when the tick-off input text has been sent (by any user) the tick-off reply text will be sent to all users that received the original message.

The same logic applies if the input turns off. e.g the "Input? has turned off" text is only sent to the user that received the original message.

---

To turn **either** feature off:

Command: **Step numbers off**

The system responds with: **The tick-off number step feature has been turned**

---

**Set Reminder Text Time** (only available in ver 6.1 or later)

Changing the time period the tick-off reminder text is sent (default= 5 minutes):

Command: **Set step time to XX minutes** (where XX can be between 1 and 99)

**Input Tick Off Schedule List .** (only available in ver 6.5 or later)

When the Tick-Off User Schedule List feature has been programmed and an input is triggered the unit will send a text to the users that have been placed in the schedule list one by one every 5 minutes, a reminder text will be sent to the same list one by one every 5 minutes until the text command "Tick INPUT NAME off is sent.

**To program the schedule list:**

**You need to obtain the list of user first to do this:**

**Command: User list**

The system responds with:

User list is:

1=XXXXXXXXXXXXXXXXXXXXXX

2=XXXXXXXXXXXXXXXXXXXXXX

3=XXXXXXXXXXXXXXXXXXXXXX

User list is:

4=XXXXXXXXXXXXXXXXXXXXXX

5=XXXXXXXXXXXXXXXXXXXXXX

6=XXXXXXXXXXXXXXXXXXXXXX

Depending on how many users have been programmed will depend on this list, the above is an example only. **The number in front of the cell number is the user number.**

**NOTE: The Tickoff feature needs to be activated see Input Tick Off Feature. page 13**

**Command: Set tickoff order x,x,x,x (example**

The system responds with: The user list in order is x,x,x,x

---

**Example:** if you wanted users 2,4,7,8 in the schedule list

**Command: Set tickoff order 2,4,7,8**

The system responds with: The user list in order is 2,4,7,8

If the input that has been set up as a tick-off input is triggered user 2 will receive the first text, 5 minutes later user 4 will receive the next text, 5 minutes later user 7 the next text, 5 minutes later user 8 the next text, this will repeat until the tick-off response is sent.

---

**To turn this feature off :**

**Command: Clear tickoff order**

If everything is fine, the system responds with:

**The tickoff order feature has been turned off**

---

**Automatic TickOff** (only available in ver 7.1 or later)

When an input has turned off the tickoff can be automatically reset, the unit is set to **manual by default** meaning even after an input has turned off you still need to send the tickoff text to reset it. If you change to automatic then when the input turns off the tickoff will also be reset.

**To turn this feature on :**

**Command: Make auto tickoff on** (make it automatic)

**To turn this feature off :**

**Command: Make auto tickoff off** (make it manual)

**Programming the Input On reply message.** (only available in ver 2.1 or later)

The inputs can have a programmed reply message feature, if this feature is programmed then when the input is triggered (turned on) you will receive the programmed message. And when the input is turned off **NO** message will be sent\*  
\*(to program a message sent when input turns OFF see "Programming the Input Off message" below – requires firmware version 5.8 or later)

**The programmed message can have up to 6 words and a maximum of 10 characters per word:**

e.g Turn the back paddock pump on  
e.g Please close the gate after using

**To program the feature:**

**The Command for Input1 is: Message1 please close the gate after using**

**The Command for Input2 is: Message2 please close the gate after using**

If everything is fine, the system responds with:

**The Input? On reply message has been set to : please close the gate after using**

---

**To turn the feature off and set back to factory settings simply send:**

**The Command for Input1 is : Message1**

**The Command for Input2 is : Message2**

If everything is fine, the system responds with:

**The reply message has been set back to the factory settings**

---

**Programming the Input Off reply message.** (only available in ver 5.8 or later)

If this feature is programmed then when the input turns Off you will receive the programmed message.

**The programmed message can have up to 6 words and a maximum of 10 characters per word:**

e.g The paddock pump is off  
e.g The gate is now closed

**To program the feature:**

**The Command for Input1 is: Offmessage1 The paddock pump is off**

**The Command for Input2 is: Offmessage2 The paddock pump is off**

If everything is fine, the system responds with:

**The Input? Off reply message has been set to : The paddock pump is off**

---

**To turn the feature off and set back to factory settings simply send:**

**The Command for Input1 is : Offmessage1**

**The Command for Input2 is : Offmessage2**

If everything is fine, the system responds with:

**The reply message has been set back to the factory settings**

---

If the message is wrong, the system responds with:

**Sorry that message is not allowed, please check that each word is between 1 and 10 characters long**

### **Turn an Output ON or OFF**

Command: Turn **OUTPUT NAME** on (or) off (Example: Turn Generator on)

If everything is fine, the system responds with:

**OUTPUT NAME** has been turned off (or) on

This command is used to turn on/off Outputs. If the item named is not an Output or the command is not spelt correctly the system responds with:

**Sorry either that output does not exist or the options ON or OFF has not been used**

### **Turn an Output ON for XX mins or hrs or days**

Command: Turn **OUTPUT NAME** on for XX (either mins or hrs or days)

If everything is fine, the system responds with:

**OUTPUT NAME** has been turned on for XX (mins or hrs or days)

XX can be between 1 to 99 either minutes or hours or days (max time 99 days)

Ver 5.7 or higher XX can be between 1 to 999 either minutes or hours or days (max time 999 days)

If no time is specified then the output will be turned on until the "Turn output Off " command is sent

**The Output on time XX can also be programmed so whenever the "Turn output On command is sent the output will turn on for the programmed time**

Command: Set **OUTPUT NAME** on time to XX (mins or hrs or days)

If everything is fine, the system responds with:

**The OUTPUT NAME on time has been set to XX (mins or hrs or days)**

If no value is set the system will respond with:

**The OUTPUT NAME has been turned on and will stay on because no time-out value was set**

If the text mins or hrs or days does not follow the XX (time) the system will respond with:

**Sorry you can only set mins, hrs or days please check the spelling and try again**

### **Change Output to Normally On or Normally Off**

Command: Make **OUTPUT NAME** inverted

This command is used to define if the output relay is normally open or normally closed. System default is normally open.

The system responds with:

**The OUTPUT NAME is now inverted**

To non-invert the output:

Command: Make **OUTPUT NAME** noninverted

The system responds with:

**The OUTPUT NAME is now noninverted**

## **Make an Output pulse On and Off**

**Command: Make OUTPUT NAME pulse XX secs**

This sets the output pulse time, XX can be between 1 and 99 seconds

When the Output ON command is sent as follows:

**Turn OUTPUT NAME On**

The Output will turn On for the programmed pulse time and then turn Off, the system responds with:

**OUTPUT NAME has been pulsed on and off**

If you try and set an Input as a pulse Output, the system responds with:

**Sorry pulses only apply to outputs, please check the name and try again**

If the Output is already a pulsed Output the system responds with:

**OUTPUT NAME is already a pulsed output so does not need changing**

If the Output is initially off and everything goes correct, the system responds with:

**OUTPUT NAME is now a pulsing output**

If the pulse time has not been set as per above the default time is 3 seconds and the system responds with:

**OUTPUT NAME is now a pulsing output with a default pulse time of 3 seconds**

If the Output was initially On when the Output was set, the system responds with:

**OUTPUT NAME is now a pulsing output and has been turned off in preparation for use**

If the Output is linked to an Input, when the Input is triggered the system sends:

**INPUT NAME linked output OUTPUT NAME has been pulsed on then off**

---

## **Clear Output pulse (make output non pulsing)**

**Command: Clear OUTPUT NAME pulse**

If you try to clear a pulsed Output when it is not set, the system responds with:

**OUTPUT NAME is not currently a pulsed output so does not need changing**

If you try and clear a pulse on an Input, the system responds with:

**Sorry pulse only apply to outputs, please check the name and try again**

Otherwise if its all ok, the system responds with:

**OUTPUT NAME is no longer a pulsing output**

---

## **Make an Output pulse (pulse=5 seconds) every xx Hours** (available in ver 6.4 or later)

If this feature has been set the Output (either output 1 or 2 depending on which one is set) will pulse On & Off for 5 seconds every XX hours, XX can be between 1 and 99 hours.

The XX time starts when the command is sent, e.g. if XX is set to 24 and the current time is 4.00pm then every day at 4.00pm the output will pulse (once for 5 seconds)

**Command: Pulse OUTPUT NAME every XX hours**

If everything is fine, the system responds with:

**OUTPUT NAME will pulse on every XX hours**

---

## **To clear this feature**

**Command: Clear repeating OUTPUT NAME pulse**

If everything is fine, the system responds with:

**OUTPUT NAME will no longer pulse on**

### **Make an output public**

This command is used to make an output public, which means it can be controlled by anyone and not just a programmed user. This could be used for a gate for example.

To set the output feature on:

**Command: Make OUTPUT NAME public**

The system responds with: **The output OutputName is now a public output**

To set the output feature off:

**Command: Make OUTPUT NAME private**

The system responds with: **The output OutputName is now a private output**

---

### **Turn Output response On / Off**

This command is used to turn the output response text On or Off.

If the output response is turned off then a response text is not sent when outputs are turned on or off System default is ON (send response).

To turn the feature on:

**Command: Turn respond on**

The system responds with: **This feature has been enabled, response text will be sent**

To turn the feature off:

**Command: Turn respond off**

The system responds with: **This feature has been disabled, response text will not be sent**

---

### **Save Output Status**

This command is used to define if the output state is saved to memory and restored to its state after a power recycle. E.g. if an output was On when the power was turned off then when the power is restored the output will turn back on. Note this does not apply if an output was turned on for a specified time. System default is not saved.

**Command: Make OUTPUT NAME save**

The system responds with:

**The output condition will be saved and restored if the power is reset**

To turn the feature off:

**Command: Make OUTPUT NAME nonsave**

The system responds with:

**The output condition will not be saved**

Note: If you want this for both outputs then the command needs to be sent for both outputs

---

### **Link Outputs** (only available in ver 2.2 or later)

This command is used to link the two outputs together.

To link outputs:

**Command: Link outputs**

The system responds with: **The outputs have been linked**

To clear links:

**Command: Clear linked outputs**

The system responds with: All linked outputs have been cleared

**Programming the Output On reply message.** (only available in ver 5.8 or later)

The Outputs can have a programmed reply message feature, if this feature is programmed then when the output turned on you will receive the programmed message. And when the output is turned off **NO** message will be sent\* \*(to program a message sent when output turns OFF see "Programming the Output Off message" below – requires firmware version 5.8 or later)

**The programmed message can have up to 6 words and a maximum of 10 characters per word:**

e.g The pump has turned on  
e.g Main pump now on

**To program the feature: (YOU MUST put output-- on the end of the message)**

**The Command for Output1 is: Message1 The pump has turned on output--**

**The Command for Output2 is: Message2 Main pump now on output--**

If everything is fine, the system responds with:

**The Output on reply has been set to: The pump has turned on**

**To turn the feature off and set back to factory settings simply send:**

**The Command for Output1 is : Message1 output--**

**The Command for Output2 is : Message2 output--**

If everything is fine, the system responds with:

**The reply message has been set back to the factory settings**

---

**Programming the Output Off reply message.** (only available in ver 5.8 or later)

If this feature is programmed then when the output turns Off you will receive the programmed message.

**The programmed message can have up to 6 words and a maximum of 10 characters per word:**

e.g The pump has turned off  
e.g Main pump now off

**To program the feature: (YOU MUST put output-- on the end of the message)**

**The Command for Output1 is: Offmessage1 The pump has turned off output--**

**The Command for Output2 is: Offmessage2 Main pump now off output--**

If everything is fine, the system responds with:

**The Output Off reply has been set to: The pump has turned off**

---

**To turn the feature off and set back to factory settings simply send:**

**The Command for Output1 is : Offmessage1 output--**

**The Command for Output2 is : Offmessage2 output--**

If everything is fine, the system responds with:

**The reply message has been set back to the factory settings**

---

If the message is wrong, the system responds with:

**Sorry that message is not allowed, please check that each word is between 1 and 10 character**

## **Set Battery Alarm Trigger Voltage**

**Command: Change battery alarm to XX.X**

Where XX.X can be between 8 and 30 volts

The system responds with:

**The low voltage alarm has been set to XX.X volts and the alarm has been reset**

This system monitors the battery by calculating the average value of the supplied voltage over the previous 1 minute period. Once this average has been detected to be below the set value for the programmed time it sends a text message to inform all users. The inclusion of the running average helps protect the system from detecting inaccurate readings during periods of increased load.

If no value (XX.X) is set the system responds with:

**Because no value was specified the voltage alarm has been set to 11.5 volts and the alarm has been reset**

If the value (XX.X) is outside the settings the system responds with:

**Because the value is out of range the voltage alarm has been set to 11.5 volts and the alarm has been reset**

---

## **Link the Battery Alarm to an Output**

**Command: Link battery alarm to OUTPUT NAME**

The system responds with:

**The battery alarm has successfully been linked to OUTPUT NAME and the alarm has been reset**

To clear or remove the link

**Command: Clear battery link**

The system responds with:

**The battery alarm Output link has been removed**

**Function:** If a link is setup between the Battery Alarm and an Output, then when the Battery Alarm turns ON, the linked Output will also turn on. Full control of the Output is still available (see page 17-18).

---

## **Check the Battery Supply Voltage**

**Command: Voltage status**

The system responds with: (where battery is the name for the supply voltage)

**Battery is currently XX.X volts**

## **Set the battery alarm as a latched or non-latched alarm**

If the battery alarm is set to latching then once the battery alarm has been triggered the **Reset Battery Alarm** command needs to be set to reset the latched alarm. If it is set to non-latching the battery alarm will reset once the battery voltage has increased by .5 volts. The system default is non-latching:

### **Command: Make battery alarm latching**

System responds with: **The battery alarm is now latching**

### **Command: Make battery alarm nonlatching**

System responds with: **The battery alarm is now non-latching**

---

## **Reset a latched Battery Alarm** (if set to latching alarm)

### **Command: Reset battery alarm**

This command is used to clear the Low Battery Voltage alarm, after it has alerted the user that the voltage has dropped below the set level.

The system responds with:

**The battery alarm has been cleared and will begin to be monitored again**

If the alarm is linked to an output the system responds with:

**The battery alarm has been cleared and will begin to be monitored again, the linked output has also been turned off**

If the alarm is not currently set, the system responds with:

**The battery alarm is not currently active and does not need to be cleared**

---

## **Alive text feature.** (only available in ver 1.2 or later)

This unit has an alive text feature which will send out a alive text as often as it has been programmed for.

### **To turn the feature on:**

**Command: Turn alive text on every xx yy** (where xx=1 to 99, yy = hrs or days)

This sets how often the alive text is sent out, XX can be between 1 and 99  
Ver 5.7 or higher XX can be between 1 to 999

**Example:** Turn alive text on every 2 days  
Every 2 days the Alive text will be sent out

If everything is fine, the system responds with:

**This feature has been set, the following text will be sent every xx yy** ( yy = hrs or days)

**Alive text, battery is currently xx.x volts, signal strength xx %**

The default setting will send the Alive text to **All** users, to mask users see page 23

---

### **To turn the feature off:**

**Command: Turn alive text off**

If everything is fine, the system responds with:

**This feature has been disabled**

### **Masking Alive texts.** (only available in ver 1.6 or later)

This feature allows you to mask the Alive text so only the programmed users will receive the Alive text and not all users. The default setting is all users will receive the alive text but once this command has been sent only the programmed numbers will receive the text.

#### **To set mask:**

**Command: Add +??XXXXXXXXXX to alive text** (example +6442934211)

This will set the mask and only the number as per above will receive the alive text, repeat this for all users that require the alive text.

If everything is fine, the system responds with:

**The number has been added to the alive text list**

---

### **Point to Point** (only available in ver 2.4 or later)

Two independent SMS-2 nodes can form a wireless point-to-point link between two very remote locations. Up to two switches wired to digital inputs of SMS-2 node 'A' will control up to two digital outputs wired to remote SMS-2 node 'B' located elsewhere.

P2P-IO1 uses input and output one

P2P-IO2 uses input and output two

If P2P-IO1 is setup, then if input 1 is turned on at node 1 then output 1 will turn on at node 2, or if input 1 is turned on at node 2 then output 1 will turn on at node 1.  
(If the input turns off the output will turn off)

If P2P-IO2 is setup, then if input 2 is turned on at node 1 then output 2 will turn on node 2, or if input 2 is turned on at node 2 then output 2 will turn on node 1.  
(If the input turns off the output will turn off)

To be able to use the SMS-2 controller point-to-point function follow these instructions:

SMS-2 node 'A' contains SIM card telephone #1

SMS-2 node 'B' contains SIM card telephone #2

After adding the node numbers the original Set User number may be removed please see Removing a User page 8

#### **Setting of node 'A':** (xxxx is the number less the leading 0)

text = Add P2P-IO1 +61xxxxx (activate node 'A' SIM# to use Input1 + Output1)

(xxxx is the number of node B, telephone #2)

text = Add P2P-IO2 +61xxxxx (activate node 'A' SIM# to use Input2 + Output2)

(xxxx is the number of node B, telephone #2)

#### **Setting of node 'B':** (xxxx is the number less the leading 0)

text = Add P2P-IO1 +61xxxx (activate node 'B' SIM# to use Input1 + Output1)

(xxxx is the number of node A, telephone #1)

text = Add P2P-IO2 +61xxxx (activate node 'B' SIM# to use Input2 + Output2)

(xxxx is the number of node A, telephone #1)

#### **Removing (deleting) of node 'A':** (xxxx is the number less the leading 0)

text = Remove P2P-IO1 +61xxxxx (deactivates node 'A' Input1 + Output1)

(xxxx is the number of node B, telephone #2)

text = Remove P2P-IO2 +61xxxxx (deactivates node 'B' Input2 + Output2)

(xxxx is the number of node B, telephone #2)

#### **Removing (deleting) of node 'B':** (xxxx is the number less the leading 0)

text = Remove P2P-IO1 +61xxxxx (deactivate node 'B' Input1 + Output1)

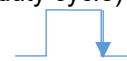
(xxxx is the number of node A, telephone #1)

text = Remove P2P-IO2 +61xxxxx (deactivate node 'B' Input2 + Output2)

(xxxx is the number of node A, telephone #1)

## **Input pulse counter** (only available in ver 2.9 or later)

Input1 can be setup as a input pulse counter (max input freq = 250 hertz @ 50% duty cycle)  
The pulse is counted on the trailing edge of the pulse.



There are three different setup commands depending on what you require:

NOTE : The word input1 must is used for these commands regardless if it has been renamed.

1. Set the input1 pulse counter to send out it's count every min's, hrs or days  
This setup will text every (set time) the total count or total litres (whichever is setup)

**Command: Count pulse every ?? xx**  
(where ?? = 0 to 99 and xx = mins or hrs or days)

If everything is fine, the system responds with:

**This feature has been set, a text with the input count will be sent every ?? xx**

2. Set a relationship between input1 pulse counter and input2.  
This setup will **enable** the input counter (on input1) only when input2 is **on**, if input2 is off the input pulse (input1) will be disabled. This command can be used to setup the pulse input as a pulse counter and setup input2 override with the one command.

**Command: Trigger counter with input2**

If everything is fine, the system responds with:

**Input1 has been set as a counter input and linked to input2**

3. Make input a pulse counter.  
This command will setup **input1** as a pulse counter (only).

**Command: Make input counter**

If everything is fine, the system responds with:

**Input1 counter feature has been turned on**

---

**There are two clear commands:**

1. Clear the relationship between input1 pulse counter and input2  
This command will remove the bond between the input1 pulse and input2 enable/disable function, and will cause the input1 to count pulses independently of input2. This will also allow input2 to function as a normal input.

**Command: Clear input2 trigger counter**

If everything is fine, the system responds with:

**The input2 linked feature has been turned off**

2. Clear input1 as a counter input  
This command will completely clear the input as a pulse counter and the input will return and function as a normal input.

**Command: Clear input counter**

If everything is fine, the system responds with:

**The input counter feature has been turned off**

### **Calibrate the input pulse to litres or gallons or mm** (mm only available in ver 6.9 or greater)

This command allows you to calibrate a pulse to a litre, gallon or mm value. e.g 1 pulse = 150 litres or gallons.

**Command: Set pulse ?? litres (where ?? = a number e.g 10 or 120 or 1400 etc.)**

Or

**Command: Set pulse ?? gals (where ?? = a number e.g 10 or 120 or 1400 etc.)**

Or

**Command: Set pulse ?? mm (where ?? = a number e.g .2, 2, 20 )**

If everything is fine, the system responds with:

**The input has been calibrated to ?? YYY per pulse (where YYY will be litres or gallons)**

---

### **Clearing the Calibrated the input pulse to litres**

This command allows you to clear the “calibrated a pulse to a litres or gals or mm”, so the counter command will return the **counter value only**.

**Command: Clear litres or Clear gals or Clear mm**

If everything is fine, the system responds with:

**The calibrated YYY per pulse has been removed, the counter command will report the counter value (where YYY will be litres or gallons or mm)**

---

### **Set a trigger point**

This command allows you to set a litre, gallon or mm value as a trigger point. Then the input pulse counter reaches this value a text will be sent out and if linked with output1 (optional) then output1 will turn off (see below). **Note** mm has to be a whole number e.g. 3mm, 4mm

**Command: Set counter setpoint to ?? YYY**  
(where ?? = a number e,g 120) (where YYY will be litres or gallons or mm)

If everything is fine, the system responds with:

**Setpoint set to ?? YYY (where YYY will be litres or gallons or mm)**

**When the setpoint value is reached a text will be sent:**

The setpoint has been reached. Setpoint = ?? (where ?? = a number e,g 120)

**OR**

### **Set a trigger point and link to output1 (or output2 ver 7.9 or later)**

This command allows you to set a litre, gallon or mm value as a trigger point. Then the input pulse counter reaches this value a text will be sent out and the output will turn (off for output1 or On for output2) . **Note** mm has to be a whole number e.g. 3mm, 4mm

**Command: Set counter setpoint to ?? YYY link XXXX**  
(where XXX is either output1 or output2, YYY will be litres or gallons or mm)

If everything is fine, the system responds with:

**Setpoint set to ?? YYY and linked to output? (where YYY will be litres, gallons or mm)**

**When the setpoint value is reached a text will be sent and:**

If linked to output1 then: output1 will turn off

If linked to output2 then: output2 will turn on

The setpoint has been reached and output (name) has been turned off. Setpoint = ??

(where ?? = a number e,g 120)

## **Reporting total litres or counter value** (mm only available in ver 6.9 or greater)

This command allows you to get the total litres or gallons counted or if just setup as a counter then it will send back the total input count.

### **Command: Report total**

If everything is fine, the system responds with:

**The current total litreage is ?????????? (????? this is the calibrated value)**

**OR**

**The current total gallons is ?????????? (????? this is the calibrated value)**

**OR**

**The current total is ?? mm (?? Is the amount of rain that has fallen in mm)**

**OR** (if set for counter only)

### **Command: Counter**

If everything is fine, the system responds with:

**The input pulse count ??????**

## **Resetting the counter**

This command allows you to reset the counter back to zero.

NOTE: The counter will be automatically reset if it reaches 999999

### **Command: Reset counter**

If everything is fine, the system responds with:

**The input counter has been reset to zero**

If the counter is linked to output1 the system responds with:

**The input counter has been reset to zero, and output1 has been turned on**

If the counter is linked to output2 the system responds with:

**The input counter has been reset to zero, and output2 has been turned off**

---

## **Starting and Stopping the “Count pulse every ?? xx”**

This command allows you to start or stop the automatic sending of the pulse counter as per the programmed time. Please note these commands are not saved to memory and will be restored to the On state if the power is recycled,

To turn the feature off permanently see below “**Count pulse timer off**”

### **Command: Start pulse timer**

If everything is fine, the system responds with:

**The timer pulse counter has been turned on**

### **Command: Stop pulse timer**

If everything is fine, the system responds with:

**The timer pulse counter has been turned off**

---

**To turn this feature off permanently:**

### **Command: Count pulse timer off**

If everything is fine, the system responds with:

**The timer pulse counter feature has now been turned off**

**Input hour counter** (only available in ver 4.1 or later)

The hour counter feature allows for counting hours when an input turns on and when an alarm point is reached (if set) a text will be sent to the programmed alarm number. The hour meter can be interrogated at any time with a simple text.

Input1 or Input2 can be setup as a input hour counter (max hours = 999999)  
The counter is started when the input turns On and is stopped when the input turns Off  
(All times are accumulative)

**Command: Set inputx as hour meter** (where x = 1 or 2)  
e.g set input1 as hour meter

If everything is fine, the system responds with:  
**Input1 has been set-up as an hour counter input**

---

**Set hour meter alarm**

If the hour meter alarm is set then a text will be sent when the alarm value has been reached.

**Command: Set hour meter to xxx hrs** (where xxx is the number of hours e.g 500)

The system responds with: **The hour meter has been set to xxx hours and an alert text will be sent when value has been reached**

**PLEASE SEE NEXT COMMAND**

---

**Set hour meter alarm text number or numbers**

If the hour meter alarm has been set-up as above you **NEED** to program the numbers that the alarm text is sent to. Only these numbers will receive the alarm text.

**Note:** These numbers need to be added as normal see Adding a user (page 8) In other words they need to have been added as user first.

**Command: Hour meter number +??XXXXXXXXXX**

?? Is the country code and XXXXXXXXX is the mobile number without the preceding 0

The system responds with: **The hour meter alarm text will be sent to +??XXXXXXXXXX**

---

**Get current running hours**

The current running hours can be asked for at any time.

**Command: Running hours**

The system responds with: **The current reading in hours is xxx**

---

**Reset current running hours**

The current running hours or alarm can be reset at any time.

**Command: Reset hour meter**

The system responds with: **The hour meter has been reset**

### **Clear the input as an hour meter (restore the input to a normal input)**

The programmed input can be restored back to a normal input at any time.

**Command: Clear input as hour meter**

The system responds with: **The input has been cleared as an hour counter**

---

### **Pulsing output if Signal lost** (only available in ver 3.6 or later)

If this feature has been turned On, then if the signal has been lost the programmed output will turn on for 3 seconds then turn off.

**Command: lost signal on output?**

Where output? can be either output1 or output2

The system responds with: **Toggling the output when the signal has been lost has been turned on**

To turn the feature off: **Command: lost signal off**

---

### **Place the unit in sleep mode**

To save power consumption the sleep mode can be used, please NOTE all timed functions, inputs and alarms will wake the unit and a text will be sent as normal. The unit will wake up after the programmed sleep time for 3 minutes to service any texts that have been sent while it was in sleep mode, these texts will be serviced, and the unit will then go back to sleep.

**Command: Set sleep time to XX YY**

XX can be between 1 to 99, YY can be either minutes, hours or days (max time 99 days)

e.g. To place the unit in sleep mode for 12 hours

**Command: Set sleep time to 12 hours**

The system responds with: **The sleep time has been set and the unit will wake up every XX YY**

**Sleep can be turn on and off at any time with the following commands:**

Please note: If sleep off is sent you will have to wait for the unit to wakes up before it executes the command.

**Command: Sleep xx** (where xx is either on or off)

---

### **Fire System** (only available in ver 5.0 or latter)

**This feature allows for a preset operation if the text is sent.**

**Command: Fire start**

Output1 will turn On, Output2 will pulse On & Off for 5 seconds (once)

**Command: Fire stop**

Output1 will turn Off (Output2 will already be Off).

**OR**

**Command: Fire Off** (only available in ver 6.2 or latter)

Output1 will turn Off, Output2 will pulse On & Off for 5 seconds (once)

If you do not want a reply text from these command see page 19:

**Turn Output response On / Off**

### **Pin number controlled output** (only available in ver 5.4 or later)

This feature is perfect for Gate control as it allows for any number of users.

This feature allow you to set up a PIN number (max length=20 characters) that controls **output1**. If you send the following text "pin #" open then **output1** till turn On, if you send "pin # close" **output1** will open. If the output1 has been set as a pulsing output then send "pin #" open will cause **output1** to pulse on and off for the set pulse time (see page 18 for setting output as pulsing) e.g pin # = 123456, send the following text 123456 open or 123456 close.

**Command: Set pin #####** (where ##### can be number or letters or a combo of both)

The system responds with: **The pin number has been set to ???????? (???= pin number)**

**To Use:**

**Command: Pin ##### open or closed**

**You can get the pin number at any time by sending the following text**

**Command: Pin** (ver 7.8 or later the command is **Get pin**)

The system responds with: **The pin number is !!!!!!!!!!!!!**

**Note:** If the **Turn Output response On / Off** feature (page 19) has been turned **Off** then **NO** response text is sent back to any user, if the feature is has been turned **ON** then the response text is only sent to users that are programmed into the system.

**Note:** You can either use output1 to open and close the gate or use Output1 to open and Output2 to close the gate. ( this feature is available in ver 7.8 or higher)

**Command: Use output1** If this command is used then output1 is used to both open and close the gate.

**Command: Use output2** If this command is used then output1 is used to open and output2 is used to close the gate.

### **Irrigator Feature** (only available in ver 6.6 or later)

For applications where motor or other circuits are controlled from the SMS-2 unit's output and the connected load must be stopped by either manual stop switch or sensor (such as a pressure switch on pumping applications). Opening the output uses the SMS's internal logic and therefore is instantaneous. Note that text message commands to turn off the output are still enabled under this feature.

If this feature is turned On, then if **Output1** has been turned On, it will turn OFF if either a text is sent to turn it off, or if **Input2** is triggered (allows for a manual stop or sensor switch to be connected to Input2).

**Command: Irrigator On** (this will turn the feature On)

**Or**

**Command: Irrigator Off** (this will turn the feature Off)

The system responds with: **The Irrigator feature has been turned ?? (?? can be on or off)**

### **Irrigator2 Feature** (only available in ver 7.3 or later)

For applications where a pump or irrigator contactor connected to output1 and a flow switch is connected to input 2. Output1 is turned on via a text and turned off either by a text or if input 2 turns off, (input 2 is connected to a flow switch). When the pump turns on, then input2 should also turn on (due to water flow) if input 2 does not turn on within 20 seconds of output1 turning on then output1 will turn off and a text will be sent. If at any time while output1 is on and input 2 turns off (due to no water flow) then output1 will turn off and a text will be sent. Text = "The pump has turned off due to no water flow"

**Command: Irrigator2 On** (this will turn the feature On)

**Or**

**Command: Irrigator2 Off** (this will turn the feature Off)

The system responds with: **The irrigator2 feature has been turned ?? (?? can be on or off)**

**Irrigator2 Feature continued** (only available in ver 8.0 or later)

This is the same as Irrigator2 (page 28) but also allows for input1 to start the operation.

**Command: Irrigator2 on with link** (this will turn the feature On)

---

**Irrigator3 Feature** (only available in ver 7.7 or later)

For applications where a pump or irrigator On signal (via relay) is connected to input 1 and the flow switch is connected to input 2. When the pump turns on, (a text will be sent "Input-name Pump On") then input2 should also turn on (due to water flow) if input2 does not turn on within 2 minutes of input 1 (pump on signal) turning on then a text will be sent " Flow Switch Fault". If at any time while input 1 (pump on signal) is on and input2 turns off (due to no water flow) then the "Flow Switch Fault" text will be sent. When Input 1 turns off a text will be sent "Input-name Pump Off"

**Command: Irrigator3 On** (this will turn the feature On)

**Or**

**Command: Irrigator3 Off** (this will turn the feature Off)

The system responds with:**The irrigator3 feature has been turned ?? (?? can be on or off)**

---

**Authorising text** (only available in ver 7 or later)

If a number (phone) texts the unit and the user is not in the user database then the unit will respond with "**You are not authorized to access this device**"

This feature can be turned On or Off (default = On e.g will send the message as above)

To turn Off (e.g the message as above will not be sent, NO message will be sent)

**Command: Authorise off**

To turn On (e.g the message as above will be sent)

**Command: Authorise on**

---

### **Get Firmware Version**

**Command: Ver**

The system responds with: **SMS-2 Ver X.X**

---

### **Get Signal Strength**

**Command: Sig**

The system responds with: **Currently the signal strength is XX %"**

---

### **Resetting the Unit**

**Command: Reboot**

The system responds with: **Module is now resetting**

---

### **Reset Unit to Factory Defaults**

-----**WARNING**-----

**This command restores the unit to factory defaults therefore all settings will be lost**

**Command: Factory Reset**

The unit responds with:

**The unit has been restored to factory settings and all memory has been cleared**

## CONDITIONS OF WARRANTY

Penguin Electronics Ltd (the manufacturer) warrants that all its products are free of defects. Any apparent fault will be rectified free of charge by Penguin Electronics Ltd for a period of 12 months from purchase date, provided that:

- All costs of installation, cartage, freight, travelling expenses and insurance are paid by the customer
- The liability of Penguin Electronics Ltd under these Conditions of Warranty is limited to any defective components or workmanship directly attributed to the manufacture of this product
- The manufacturer's liability under this warranty is limited to the replacement of defective parts (or at our option, replace) without charge were determined by the manufacturer
- Where a replacement unit is provided, the manufacturer is entitled to and will retain the replaced product as its property
- The equipment has been installed correctly and is used in accordance with the instructions issued with the product

**In no event will Penguin Electronics Ltd or its agents accept any liability for any direct, indirect or consequential losses or damages whatsoever or howsoever arising from the use of the product.**

Where conditions or warranties are implied or other rights are given in respect of these Conditions of Warranty under the Trade Practices Act or any other laws they are, to the extent permitted by such laws, excluded. Where such conditions, warranties or rights are not able to be excluded, Penguin Electronics Ltd liability for any breach of any such condition or warranty shall, to the extent permitted by such laws, be limited to the repair or replacement of the equipment. These conditions may only be varied with the written approval of the directors of Penguin Electronics Ltd.

## Appendix One: Record Your Names for all Inputs and Outputs

Input	Default Name	[Name] (Up to 20 characters)	Latched Yes No	Linked to	Active Open or Closed
1	input1				
2	input2				
<b>Output</b>					
1	output1				
2	output2				

### Detailed explanation of Input delays:

#### On Delay:

This delay is used when the input turns ON:

Example : If input1 has an ON delay of 10mins, when Input1 turns ON the unit will wait 10 minutes then send the following text message "Input Name has been turned on"

If the input turns back off before the programmed time delay expires the input is reset and the time starts back at zero.

If the input is linked to an output it will also state the linked output has also been turned on

#### Off Delay:

This delay is used when the input turns OFF:

Example : If input1 has an OFF delay of 10mins, when Input1 turns OFF the unit will wait 10 minutes then send the following text message "Input Name has been turned off"

If the input turns back on before the programmed time delay expires the input is reset and the time starts back at zero.

If the input is linked to an output it will also state the linked output has also been turned off

# Trouble Shooting Guide

<b>PROBLEM</b>	<b>CAUSE</b>	<b>POSSIBLE SOLUTION</b>
LED not flashing	No power	Check power supply
LED fast flashes (every 1 second) and never slow flashes (every 3 seconds)	Cannot find the GSM network	<ol style="list-style-type: none"><li>1. Replace aerial with high gain aerial</li><li>2. Move unit to different location</li><li>3. SIM card not installed</li><li>4. SIM has a pin number (remove)</li><li>5. SIM is locked (remove lock)</li></ol>
LED slow flashes (every 3 seconds) But no texts are sent or received	The unit can find the GSM network (hence the slow flashes) but the signal strength is to low	<ol style="list-style-type: none"><li>1. Replace aerial with high gain aerial</li><li>2. Move unit to different location</li><li>3. SIM card NOT registered with the network provider</li><li>4. No credit on the SIM card</li></ol>

## Appendix Two: SMS-2 Application Notes

### Simple Shore Power Monitoring

An inexpensive and effective means to monitor your vessel's shore power connection is to purchase a 12v DC power supply as typically used to power cordless phones or video games - the type normally available at retailers and electronics suppliers. This unit is plugged into a conveniently located 120/240v AC outlet on-board your vessel and wired as shown in the diagram below (fig. 1). Name this Input Shore Power using the Command on page 11. If shore power is lost, the SMS-2 will send a text message to all "users" saying "Shore Power has turned off". To avoid any nuisance text messages caused by a tripped breaker, or someone temporarily using your power outlet, you should set the **OFF** delay for this Input (a 15 minute delay is appropriate for most situations). To set the delay, simply send a text command "Change Shore Power off delay to 15 min" as shown on page 11.

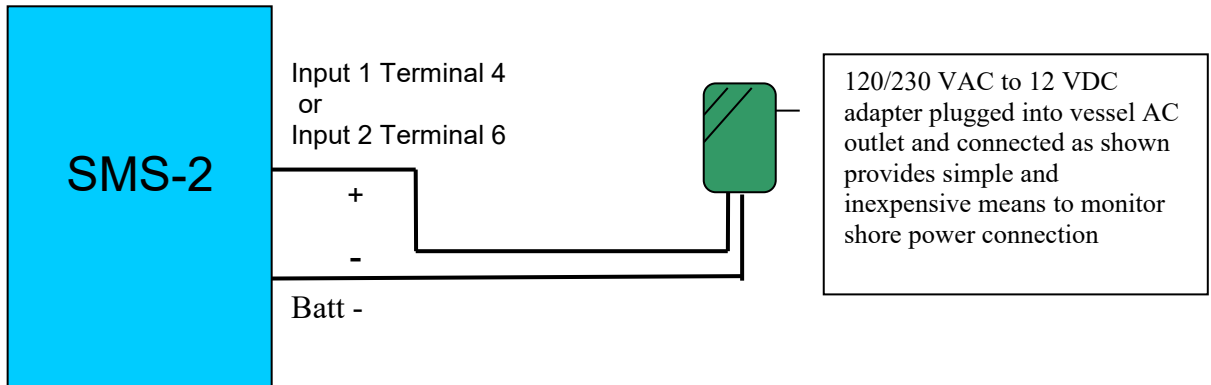


Figure 1

### Fixed Wiring Shore Power Monitoring (requires a registered electrician)

We recommend using the N/C and Common contacts

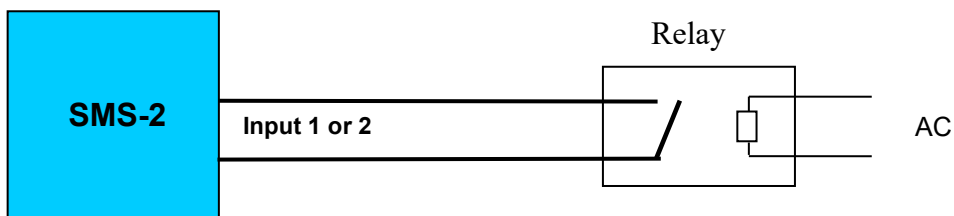


Figure 2

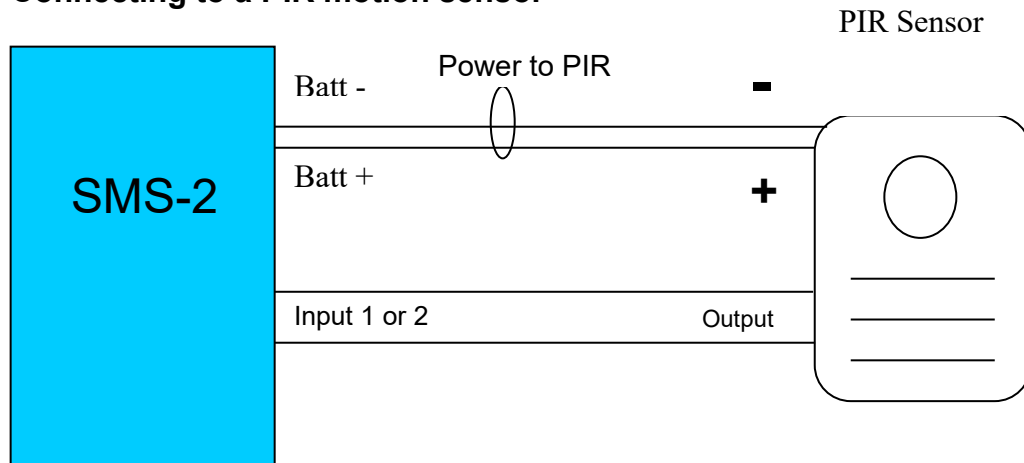
### ! Important Note !

A registered electrician must be used when connecting to the mains supply voltage.

## Intruder Alarm Systems

The following configurations define possible solutions for intruder alarms. Like all other alerts provided by the SMS-2, these should be disabled prior to you entering the premises. This is easily accomplished by issuing the text command: **Alerts off** when leaving the premise, simply issue the text command: **Alerts on**

### Connecting to a PIR motion sensor



### Commands

Send command text: Change input? to **Sensor**

Send command text: Make **Sensor** latching

Send command text: Make **Sensor** active open (most PIR are normally closed and go open when activated)

When the unit detects movement you will receive the following text message:

“The input **Sensor** has been turned on and is now latched”

**When the alarm has been triggered you can reset it by sending the txt: **Reset Sensor****

If you want to connect a siren and/or flashing light to output1 then:

Send command text: Link **Sensor** to output1

Send command text: Change output1 to **Siren**

When the unit detects movement you will receive a text message and the siren and/or flashing light will turn On.

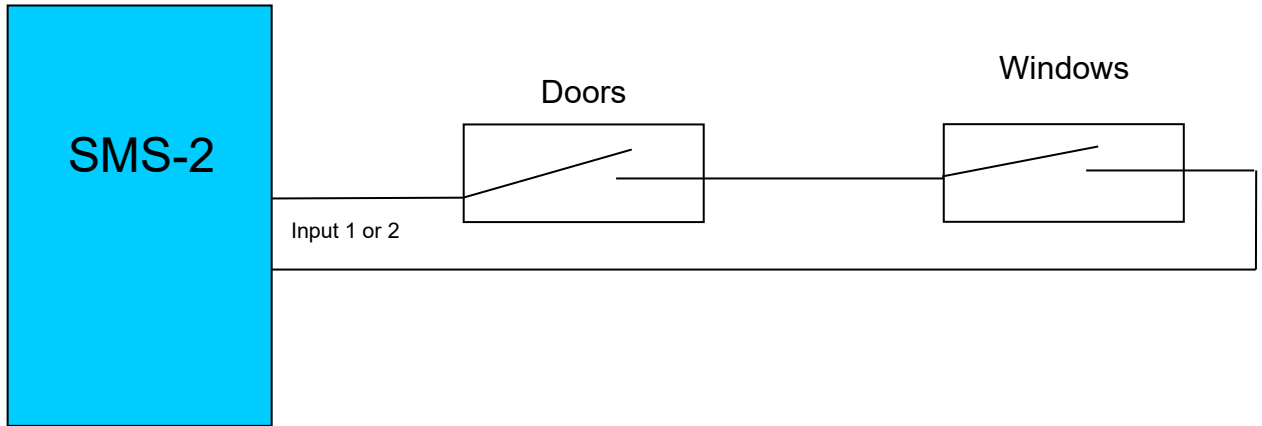
“The input **Sensor** has been turned on and is now latched. Linked output **Siren** has also been turned on”

**When the alarm has been triggered you can reset it by sending the txt: **Reset Sensor** or the siren can be turned off by sending the command: **Turn siren off****

Note: The command: **Reset sensor** will still need to be sent to reset the system even though the siren has been turned off (to unlatch the sensor Input).

## Door and Window Alarms

Alarms sensors for doors and windows generally consist of magnetically held switches. The contacts are normally-closed (NC). If a door/window is opened the circuit is opened generating an alarm. An alarm is also generated if the wire is cut between the sensor and the monitoring system opening the circuit. This prevents an intruder from defeating the alarm system by merely cutting a wire. The wiring diagram for the window/door switches is similar to the motion detector and the same basic commands are used to set up the motion detector.



Send command text: Change input? to Door Sensor

Send command text: Make Door Sensor latching

Send command text: Make Door Sensor active open (sensors are normally closed and go open when activated)

When the unit detects movement you will receive the following text message:

“The input Door Sensor has been turned on and is now latched”

**When the alarm has been triggered you can reset it by sending the txt: Reset Door Sensor**

If you want to connect a siren and/or flashing light to output1 then:

Send command text: Link Door Sensor to output1

Send command text: Change output1 to Siren

When the unit detects an intruder, you will receive a text message and the siren and/or flashing light will turn On.

“The input Door Sensor has been turned on and is now latched. Linked output Siren has also been turned on”

**When the alarm has been triggered you can reset it by sending the txt: Reset Door Sensor or the siren can be turned off by sending the command: Turn Siren off**

Note: The command: Reset Door Sensor will still need to be sent to reset the system even though the siren has been turned off.

## **Air Conditioners / Heating**

Different brands of Air-Con's use different means of remotely turning On and Off.

### **Type1:**

If the brand requires that the Output to be turned On and left On then you can use either Output 1 or 2.

eg. Turning the output relay On will start the Air-Con and turning the relay Off will stop the Air-Con.

1. Change the Output name as per page 11:

#### **Naming Inputs and Outputs and Changing Names**

2. Turn output On as per page 17:

#### **Turn an Output ON or OFF**

2. Turn output Off as per page 17:

#### **Turn an Output ON or OFF**

### **Type2:**

If the brand requires that the Output be pulsed On and Off to turn the Air-Con On and pulsed On and Off to be turned Off. The SMS-2 has a special command for this type.

1. Connect the Air-Con to Output1
2. To turn On send: Air On (Output1 will pulse On and Off triggering the Air-Con On)
3. To turn Off send: Air off (Output1 will pulse On and Off triggering the Air-Con Off)

### **Type2: Heating**

If the brand requires that the Output be pulsed On and Off to turn the Heating On and pulsed On and Off to be turned Off. The SMS-2 has a special command for this type.

4. Connect the Heating Input trigger to Output1
  5. To turn On send: Heating On (Output1 will pulse On and Off triggering the Heating)
- To turn Off send: Heating off (Output1 will pulse On and Off triggering the Heating)

**Please Note: This special command only works with Output1**

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