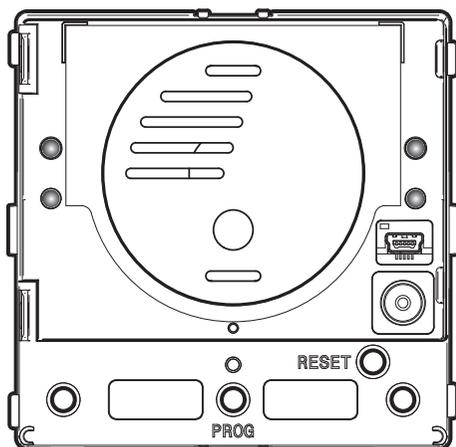




## GSM audio module for modular plaque

FB01077-EN



# MTMA/GSM

PROGRAMMING MANUAL

## General Precautions

- Read the instructions carefully before beginning the installation and carry out the actions as specified by the manufacturer.
- The installation, programming, commissioning and maintenance of the product must only be carried out by qualified technicians, properly trained in compliance with the regulations in force, including health and safety measures and the disposal of packaging.
- Before carrying out any cleaning or maintenance operation, disconnect the device from the power supply.
- The equipment must be destined solely for the use for which it was expressly designed.
- The manufacturer declines all liability for any damage as a result of improper, incorrect or unreasonable use.

## DESCRIPTION

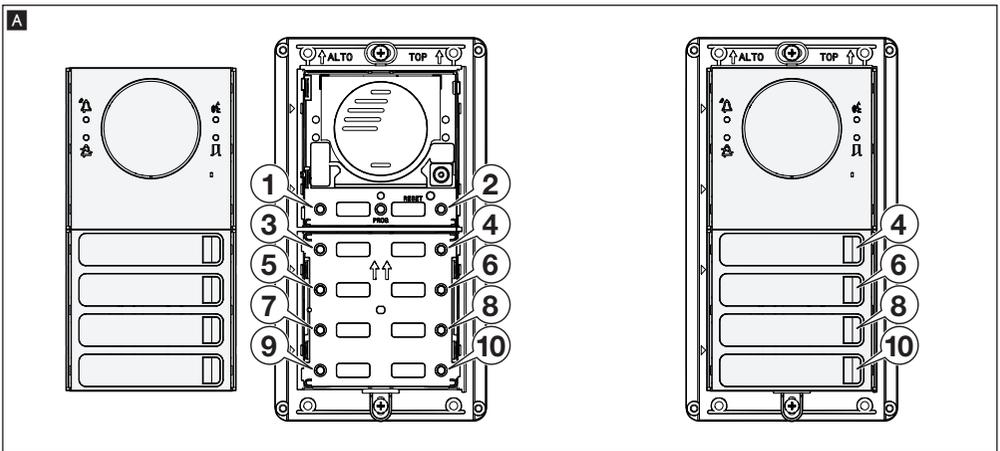
Audio module for Dual Band GSM system.

This module call make call in speaker phone mode, to mobile and landline numbers by pressing on the call buttons or entering codes on the MTMKB keypads.

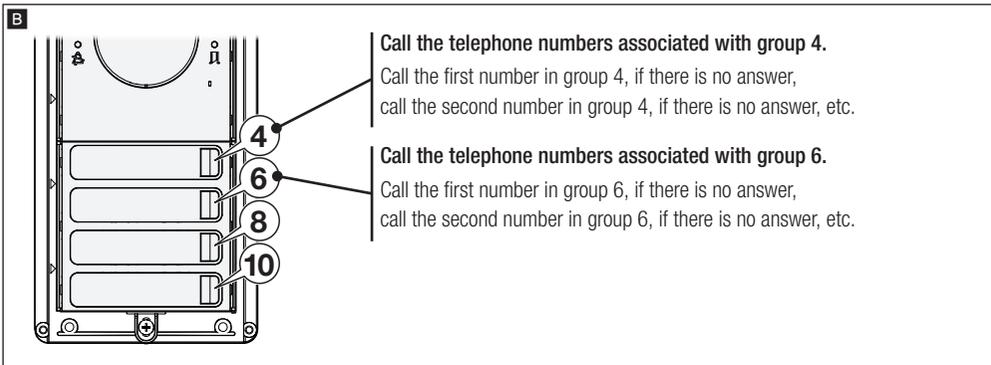
From the phone, via the numerical keypad while communicating or via the dial-to-open function, you can open the door and activate the AUX relay.

## Main characteristics

- Maximum 98 call keys (12 MTM8C modules).
- Can manage a contacts list with up to 1,000 telephone numbers organized into groups. Groups can be composed of minimum one and maximum 5 telephone numbers.



Each group can be associated with a call key (see chapter 3. Associated a user group to a call key on the entry panel). The numbering on the keys follows the logic illustrated in the figure **A**, according to which key 1 is associated with the group 1, key 2 to group 2 and so on. A call order is associated with the telephone numbers that compose groups, and that call order is used to handle the call rerouting in case there is no answer **B**.



- The maximum 1,000 telephone numbers in the contacts list can be authorized to control an on-board relay and/or be associated with call keys; for example, you can call the module from a number - that has the required authorizations - to open the electric lock or the entry panel's on-board relay.
- The MTMAGSM module paired with the MTMKB module, provides you with up to 2,000 codes for managing door-opening and relay activations. Also, a customized call code can be associated with each group.

## COMMISSIONING THE DEVICE

### Preliminary operations

**Note:** the micro SIM card - not included - must be enabled for 2G's of data traffic and for sending and receiving text messages, that is, SMSs. Check with your local mobile telephone carrier for availability and costs for such services.

**Note:** make sure that the MTMAGSM module is powered off, and that when powered on for the first time, the PIN code for the SIM card is disabled.

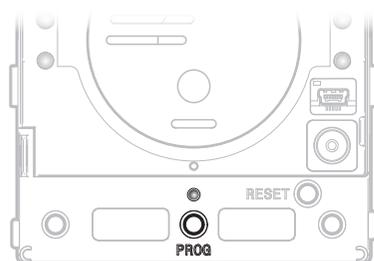
Before fitting the micro-SIM card into module MTMAGSM, it is advisable to test the sending and receiving of SMS messages by using the micro-SIM on a normal mobile phone, in the proximity of the area in which you intend to install the device.

### Starting up the module

Fit the micro-SIM card into its housing as shown in the installation instructions.

Connect the external aerial to the module socket and power the system.

During start-up all the call button LEDs flash at the same time; calls cannot be made during this stage. The module is ready for optimum operation only once registration has been completed, and where there is a good GSM signal.



### Checking connection to GSM network status

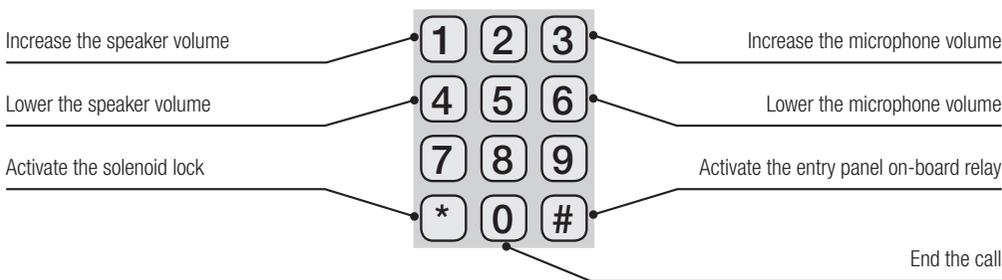
Press and hold down the PROG button; the LED above the button provides the following signals:

Flashing quickly (< 2 seconds) = Module not registered with network

Flashing slowly (> 2 seconds) = Module registered with network

## OPERATIONS PERMITTED ON THE TELEPHONE

During the conversation between the telephone and the entry panel, it is possible to carry out the following operations using the telephone keypad:



### Adjusting the speaker volume (for call in progress)

If during the conversation, the other party hears our voice at the wrong volume, you can increase the speaker volume by **1** pressing this key, or decrease **4** it by pressing this key.

### Adjusting the microphone volume (for call in progress)

If, at the entry panel - the speaker's volume is not loud enough, you can increase the microphone sensitivity by pressing **3** this key, and decrease it by **6** pressing this key.

### Manual control of the relay on-board the entry panel (for the current call)

**5** It activates and keeps the relay active. **8** It cuts off relay activation.

### Taking the call (for the current call)

If the "automatic call forwarding" function is active (see page 17), after taking the call, you must press key **2** to block the call from being forwarded to the next number in line.

## PROGRAMMING VIA SMS

Programming via SMS require sending single SMSs that are composed so as to contain the information needed to program an entry panel.

There is a password protecting access to an entry panel; the factory default password is "0000".

### General points on writing a programming SMS

The wording of a valid programming SMS starts with the password assigned to the entry panel.

For example, if the access password is still the factory default one:

**0000**

You may add one or more commands to this sequence for programming the device. Each command message or command sequence must end with the symbol **#**.

The different types of commands are identified by a number code. If the commands are for setting parameters, each of the digits to be entered must be preceded by the symbol **.** (see the table of commands).

Each command must be sent with a single SMS and must always be preceded by the symbol (#).

For example, if you want to change the 0000 default password with a new password, lets say 1234, the command code is 10 and the SMS to type is:

0 0 0 0 # 1 0 . 1 2 3 4 #

If you want to use a command that required the setting of several parameters, for example, the command that sets the ring and the one that sets the conversation, these must always be preceded by the symbol (.)

For example, if you want to set the ring time at 40 seconds and the conversation time at 60 seconds, the command code is 50 and the SMS to type is:

0 0 0 0 # 5 0 . 4 0 . 6 0 #

If you want to edit the conversation time, while leaving the ring time unchanged, or vice versa, on the SMS, leave blank the fields of the parameters you do not wish to edit (.).

Example of an SMS with which you want to program only the second parameter while leaving the first one unchanged:

0 0 0 0 # 5 0 . . 4 5 #

Single SMSs may contain a series of commands, each preceded by the symbol (#), provided that the length of the SMS does not exceed the maximum number or characters allowed for one SMS.

Example SMS with several linked commands:

0 0 0 0 # 1 0 . 1 2 3 4 # 5 0 . 4 0 . 6 0 #

When programming, you can tell if the commands have been properly executed, by typing the symbol at (?) the end of the chosen command or commands, before the symbol (#).

Example of a programming SMS requesting outcome or the programmed parameter:

0 0 0 0 # 5 0 . 4 0 . 6 0 ? #

The message you receive in reply to the example SMS can have three different outcomes and contents:

500K = the command was received and properly executed,

50E1 = The command was not properly formulated,

50E2 = The command is correct but it contains one or more wrong values.

For commands that require an SMS reply, for example, requesting the level of the GSM signal or requesting the firmware version of the connected modules, type the symbol at (?) the end of the command and before the symbol (#).

Example of an SMS that requires an SMS reply:

0 0 0 0 # 8 0 ? #

## Seeing the programmed parameters

To see one or more of the programmed parameters, you can send a command in which the symbol (?) is used to replace the value that you want to see.

In the following pages, for each command there is a list of programmed parameter messages that you can formulate.

# Functions and list of programming commands

Each command SMS or group of commands must be preceded by password and must finish with **#**.

Function executed by the command	Code	Contents of the SMS
1. Editing the password	#10.	New password
2. Enabling the PIN request on SIM	#11	.PIN
3. Entering a contact telephone number	#12	.Telephone
4. Associating a telephone number to a group	#20	. Group. Order. Telephone number
5. Associating a group of users to a call key on the entry panel	#21	. Group. Key
6. Associating a name to a group	#22	.Group. "Name"
7. Associating a call number-code to a group	#23	.Group. Code
8. Authorizing a telephone number to activate the door-release output and/or relay output	#24	- Enable door-release. Enable relay. Telephone number
9. Authorizing a number code, entered on MTMKB keypads, to activate the door-release output and/or relay output	#25	.Enable door-release. Enable relay. Code
10. Entering a notification message to match to an event	#28	.Message ID."Message wording"
11. Adding an event	#29	.Event ID. Event. Delay. Message ID. Telephone number
12. Deleting information relating to a group	#90	. Group
13. Deleting a telephone number and any associated activations	#91	. Telephone number
14. Deleting all the number codes associated with a user ID	#92	. User ID
15. Deleting all the saved telephone numbers and any associated groups	#93	.Password
16. Deleting all number codes and all user IDs associated with activations	#94	.Password
17. Deleting a notification message	#98	.Message ID
18. Deleting a notification event	#99	.Event ID
19. Programming the ring time and the conversation time of calls	#50	. Ring time. Conversation time
20. Programming the activation time of the door-release and/or auxiliary relay output	#51	. Activation time of the door-release output. Activation time of the auxiliary relay
21. Choosing the color and brightness of the keypad's backlighting for all the modules that make up the entry panel	#52	Color. Intensity
22. Programming the function of terminal I1 and I2	#53	Function of terminal I1. Function of terminal I2.
23. Choosing an interface language for the MTMDY and MTMBFVS modules	#54	. Interface language
24. Programming the general parameters for the MTMDY display module	#55	.Color. Intensity. Stand-by. Stand-by brightness. Search intervals. Interval limit
25. Adjusting the volume of the entry panel's speaker and microphone	#60	. Speaker volume. Microphone volume

Function executed by the command	Code	Contents of the SMS
26. Configuring the notification tone signals	#61	.Key press tone. Solenoid lock tone. Messages tone. Voice messages
27. Setting up call forwarding if an answering service answers	#62	. Time for pressing button "2"
28. Requesting the level of the module's GSM signal	#80	?
29. Call test	#81	
30. Requesting the firmware version of the installed modules	#82	.Module ?
31. Activate/deactivate the relay-switch	#83	. State of the Relay-switch

## Description of the single programming commands

**Caution:** every programming SMS must be preceded by a password and end with the character# (for example0000#).

An SMS that is not composed properly will result in the command not being carried out.

If the set up features an MTMDY module, and you do not wish to keep the preconfigured contacts list, it is best to remove it (see command #93), before programming the groups.

### 1. Changing the password

Code	A
10	. New password #

A - Type the new programming password. The password is a numerical code with a maximum of 8 digits.

### 2. Enabling the PIN request on the SIM card

The command can be sent to the device after registering the SIM upon first switching on and lets you enable the PIN to protect the SIM card in case of theft.

**Warning:** the PIN requested by the command is the one set on the SIM card (assigned upon purchasing the SIM or changed by the user via mobile phone). Improper use of this command may lead to blocking the SIM card and consequently requesting its release via the PUK code.

Code	A
11	. PIN #

A - Enter the PIN set up on the SIM card.

### 3. Enter a contact telephone number

The command lets you save a telephone number to which to send any SMSs that are unrecognized as commands, such as, for example, messages from telephony carriers.

Code	A
12	. Telephone #

A - Enter the telephone number preceded by the country code, for example, +39 for Italy.

## 4. Associating a telephone number to a group

Code	A	B	C
2 0	Group	Order	Phone number #

A - Type a number of maximum four digits. The number identifies a set of, minimum one and maximum five telephone numbers.

**Note:** a group need not be connected to a call key.

B - Enter a number from 1 to 5. The number defines the order within the group with which the (C) telephone number is called in case there is no answer at the previous number.

C - Enter the user telephone number.

**Note:** any national numbers do not require an international prefix.

### Commands to send to see the programmed parameters

2 0 . ? . Order . Phone number #

The message received contains, the group to which the telephone number is associated in the specified call order.

2 0 . Group . ? . Phone number #

The message received, contains the call order of the telephone number within the group.

2 0 . Group . Order . ? #

The message received, contains the telephone number associated with the specified group.

2 0 . ? . ? . Phone number #

The message received, contains the associated group and call order for that telephone number.

2 0 . Group . ? . ? #

The message received, contains the telephone numbers that are part of the call order.

## 5. Associating a group of users to a call key on the entry panel

Code	A	B
2 1	Group	Key #

A - Type a number of maximum four digits. The number identifies a set of, minimum one and maximum five telephone numbers.

Enter a number from 1 to 98 (based on the call keys found on the system). The number defines which key on the entry panel, once pressed, generates a call to the numbers that make up the group (A).

**Note:** see figures and **A** and **B** for details about the numbering of call keys.

### Commands to send to see the programmed parameters

2 1 . ? . Key #

The message received contains the group associated with the specified call key.

2 1 . Group . ? #

The message received contains the call key associated with the specified group.

## 6. Associating a name to a group

The command lets you display the names of the groups in the MTMDY module's contacts list.

**Note:** Before assigning any name, it is best to delete the telephone numbers present so as to avoid overlaps with a pre-existing contacts list.

Code	A	B
2 2	. Group .	" Name " #

A - Type a number of maximum four digits. The number identifies a set of, minimum one and maximum five telephone numbers.

B - Enter text. The text constitutes the name of the group (A) and can be viewed on the MTMDY module's display screen if there is one in the system.

### Commands to send to see the programmed parameters

2 2 . ? . " Name " #

The message received contains the group associated with the specified name.

2 2 . Group . ? #

The message received contains the name associated to the specified group.

## 7. Associating a call number code to a group

The command is for calling a group by entering a number code on the MTMKB keypad.

Code	A	B
2 3	. Group .	Call code #

A - Type a number of maximum four digits. The number identifies a set of, minimum one and maximum five telephone numbers.

B - Enter a number with at most eight-digits

### Commands to send to see the programmed parameters

2 3 . ? . Code #

The message received contains the group associated with the specified call code.

2 3 . Group . ? #

The message received contains the call code associated with the specified group.

## 8. Authorizing a telephone number to activate the door-release output and/or relay output

The command is for enabling the telephone number (C) to activate the door-release and/or relay output, via a call to the telephone number matched to the entry panel.

Code	A	B	C
<input type="text" value="2"/> <input type="text" value="4"/>	<input type="text" value="."/> Enable door release <input type="text" value="."/>	Enable relay <input type="text" value="."/>	Phone number <input type="text" value="#"/>

A - Enter 1 or 0 in this field.

1 = The telephone number shown in field "C" is authorized to activate the door-release output.

0 = The telephone number shown in field "C" is not authorized to activate the door-release output.

B - Enter 1 or 0 in this field.

1 = The telephone number shown in field "C" is authorized to activate the relay output.

0 = The telephone number shown in field "C" is not authorized to activate the relay output.

C - Enter the telephone number to be authorized.

Note: the fields(A or B) left empty do not cause any change to existing programming.

### Commands to send to see the programmed parameters

Phone number

The message received, contains the state of the enabled door-release and/ or relay output (1 = authorized, 0 = not authorized) for the specified telephone number.

## 9. Authorizing a number code, entered on MTMKB keypads, to activate the door-release output and/or relay output

Note: Multiple number codes can be associated with each user. The number codes must all be different.

Code	A	B	C	D
<input type="text" value="2"/> <input type="text" value="5"/>	<input type="text" value="."/> Enable door release <input type="text" value="."/>	Enable relay <input type="text" value="."/>	User ID <input type="text" value="."/>	Code <input type="text" value="#"/>

A - Enter 1 or 0 in this field.

1 = The call number code shown in field "C" is authorized to activate the door-release output.

0 = The call number code shown in field "C" is not authorised to activate the door-release output.

B - Enter 1 or 0 in this field.

1 = The call number code shown in field "C" is authorized to activate the relay output.

0 = The call number code shown in field "C" is not authorized to activate the relay output.

C - In this field enter a number with a maximum of 4 digits that identifies the User associated with the code.

Note: the purpose of the User ID number is to make the eventual removal of the code simpler.

D - Enter the number code (minimum 3, maximum 8 digits).

Note: the fields (A or B) left empty do not cause any change to existing programming.

### Commands to send to see the programmed parameters

Code

The message received, contains the state of the activations (1 = authorized, 0 = not authorized) and the user ID for the specified code.

## 10. Adding a notification message to match to an event

The command lets enter the wording to be matched.

Code	A	B
2 8	Message ID	" Message wording " #

A - In this field, enter a number comprised between 1 and 12; the number identifies the message.

B - In this field enter the wording of the message to match to the message ID (A).

**Note:** to edit the wording of an already programmed message, send the command again with the same message ID, with the new wording.

### Commands to send to see the programmed parameters

2 8 Message ID ? #

The message received, contains the wording of the message associated to the message ID.

## 11. Adding an event

This command lets you receive a notification message when an event happens at an entrance or exit point.

Code	A	B	C	D	E
2 9	Event ID	Activation	Delay	Message ID	Phone number #

A - In this field enter a number comprised between 1 and 36; the number identifies the event.

B- In this field enter the event number (see the table).

Event number	Event to notify
1	Electric lock: activation
2	Relay: activation
3	Relay: deactivation
4	Dusk: activation (if IO is programmed for the dusk function; command 53)
5	Dusk: deactivation (if IO is programmed for the dusk function; command 53)
6	Input 1: high (If the corresponding IO is programmed as a generic input; command 53)
7	Input 1: low (If the corresponding IO is programmed as a generic input; command 53)
8	Input 2: high (If the corresponding IO is programmed as a generic input; command 53)
9	Input 2: low (If the corresponding IO is programmed as a generic input; command 53)

C- Enter in this field a value comprised between 0 and 360, where 1 represents 10 seconds. This value shows the time that must elapse between the event happening and the sending of the notification message.

D - Enter in this field the number that represents the message (see chapter 10. Entering a notification message to match to an event).

E - Enter in this field the telephone number, to which to send the message.

**Note:** you can also enter any telephone numbers that are not included in the directory.

**Note:** the system will guarantee sending up to 8 sms messages per minute, without compromising the operation by GSM network.

## Commands to send to see the programmed parameters

**2 9 . ? . ? . ? . ? #** Event ID

The message received, contains the event associated to the event ID.

**2 9 . ? . ? . ? . ? #** Activation

You receive one or more SMSs containing the events of the requested type.

**2 9 . ? . ? . ? . ? #** Message ID

The message received contains the events associated to the message ID.

**2 9 . ? . ? . ? . ? #** Phone number

The message received contains the events associated to the telephone number.

## 12. Deleting information relating to a group

Code	A
<b>9 0</b>	<b>Group #</b>

A- Enter the number that identifies the group from which you want to delete all the information.

Note: the command deletes the telephone numbers of the group. If a telephone number is associated with more than one group, it will be deleted only from the group to which the command is sent.

## 13. Deleting a telephone number and any associated activations

Code	A
<b>9 1</b>	<b>Phone number #</b>

A - Enter the telephone number you wish to delete.

Note: the telephone number will be deleted from all groups with which it is associated.

## 14. Deleting all the number codes associated with a user ID

Code	A
<b>9 2</b>	<b>User ID #</b>

A - Enter the number code.

Note: this commands deletes ALL the codes associated with a user ID

## 15. Deleting all the saved telephone numbers and any associated groups

Code	A
<b>9 3</b>	<b>Password #</b>

A - Enter the programming password.

## 16. Deleting all number codes and all user IDs associated with activations

Code	A
<b>9 4</b>	<b>Password #</b>

A - Enter the programming password.

## 17. Deleting a notification message

Code	A
<input type="text" value="9"/> <input type="text" value="8"/>	<input type="text" value="."/> Message ID <input type="text" value="#"/>

A - In this field enter the identification number of the message to be edited.

Note: deleting a notification message also deletes all events associated to that message.

## 18. Deleting a notification event

Code	A
<input type="text" value="9"/> <input type="text" value="9"/>	<input type="text" value="."/> Event ID <input type="text" value="#"/>

A - In this field enter the identification number of the event to be deleted.

Note: deleting an event does NOT delete the associated message.

## 19. Program the ring time and conversation time of the calls.

Code	A	B
<input type="text" value="5"/> <input type="text" value="0"/>	<input type="text" value="."/> Ring time <input type="text" value="."/>	Conversation time <input type="text" value="#"/>

Once a call button is pressed or a call code entered on MTMKB keypads, the entry panel generates a call to the first of five numbers associated to the called group; Once the ring time (A) has elapsed and there is no answer, the entry panel calls the second number, if it is present) and so on. When one of the numbers answers the call, the conversation time (B) counter starts counting, at the end of which, if the conversation is still underway, it is interrupted.

A - Enter a value - from 1 to 90 seconds (preset).

B - Enter a value from 1 to 240 seconds (preset).

Note: these settings could be affected by the GSM network and/or by the call-reception device.

Note: the conversation-time count starts even when an answering service picks up the call, thus the call is considered in any case complete.

Note: The fields left blank do not affect the programming in any way.

### Commands to send to see the programmed parameters

The message received contains the value give to the two time intervals.

## 20. Programming the activation time of the door-release and/or auxiliary relay output

Code	A	B
<input type="text" value="5"/> <input type="text" value="1"/>	<input type="text" value="."/> Activation time of the door-release output <input type="text" value="."/>	Activation time of the auxiliary relay <input type="text" value="#"/>

A - Enter a value from 1 to 10 seconds (preset).

B - Enter a value from 1 to 3,600 seconds (preset).

Note: The fields left blank do not affect the programming in any way.

### Commands to send to see the programmed parameters

The message received contains the value give to the two time intervals.

## 21. Choosing the color and brightness of the keypad's backlighting for all the modules that make up the entry panel

Code	A	B
5 2	Color	Intensity #

A - Enter 1 or 0 in this field (preset). 0

1 = The backlighting color is white.

0 = The backlighting color is blue.

B - B - In this field enter values from 0 to 4 (preset). 2

0 = Off 1 = Brightness 25% 2 = Brightness 50% 3 = Brightness 75% 4 = Brightness 100%.

Note: The fields left blank do not affect the programming in any way.

### Commands to send to see the programmed parameters

5 2 ? #

The message received contains the value assigned to the two parameters.

## 22. Programming the function of terminals I1 and I2

Code	A	B
5 3	Function of terminal I1	Function of terminal I2 #

A - IN this field enter a number comprised between 1 and 4 (preset). 0

0 = The terminal functions as a call 1 input.

1 = The terminal functions as a relay activation button input.

2 = The terminal functions as an opening dusk input.

3 = The terminal functions as a closing dusk input.

4 = The terminal functions as a generic input.

B - In this field enter a number comprised between 1 and 4 (preset). 0

0 = The terminal functions as call input 2.

1 = The terminal functions to activate an external contact.

2 = The terminal functions as an opening dusk input.

3 = The terminal functions as a closing dusk input.

4 = The terminal functions as a generic input.

Note: The fields left blank do not affect the programming in any way.

### Commands to send to see the programmed parameters

5 3 ? #

The message received contains the value assigned to the two parameters.

## 23. Choosing the interface language for MTMDY and MTMBFVS modules

Code	A
5 4	. Interface language #

A - In this field enter one of the following values (preset 1).

- |                |                 |                 |                  |
|----------------|-----------------|-----------------|------------------|
| 1 = English    | 6 = Spanish     | 1 1 = Ukrainian | 1 6 = Danish     |
| 2 = Italian    | 7 = Dutch       | 1 2 = Croatian  | 1 7 = Latvian    |
| 3 = French     | 8 = Polish      | 1 3 = Swedish   | 1 8 = Slovenian  |
| 4 = German     | 9 = Russian     | 1 4 = Norwegian | 1 9 = Estonian   |
| 5 = Portuguese | 1 0 = Hungarian | 1 5 = Finnish   | 9 9 = Customized |

### Commands to send to see the programmed parameters

5 4 ? #

The message received contains the code of the programmed language.

## 24. Programming the general parameters of the MTMDY display module

Code	A	B	C	D	E	F
5 5	. Color .	Intensity .	Stand-by .	Brightness in stand-by .	Search intervals .	Interval limit #

A - Sets the color of the module backlighting. Enter 1 or 0 in this field(preset). 0

- 1 = The backlighting color is white.
- 0 = The backlighting color is blue.

B - Sets the brightness of the module backlighting. In this field enter values from 0 to 40 to 4 (preset 4).

- 0 = Off 1 = Brightness 25% 2 = Brightness 50% 3 = Brightness 75% 4 = Brightness 100%.

C - Sets whether to activate stand-by mode (preset). 0

- 1 = Stand-by mode enabled.
- 0 = Stand-by mode disabled.

D - Sets the module's backlighting brightness in stand-by mode (preset). 1

- 1 = In stand-by mode the display is lit with minimum brightness.
- 0 = In stand-by mode the display is switched off.

E - Defines how many parts the directory will be divided for easier viewing on the display. (preset). 2

Enter a value from 1 to 4 in this field.

**Note:** with this values, 1 the list of names on the directory is not divided up.

F - Sets the maximum number of names permitted for each search range. (preset). 1 0

Enter a value from 4 to 12 in this field.

**Note:** The fields left blank do not affect the programming in any way.

### Commands to send to see the programmed parameters

5 5 ? #

The message received contains the values assigned to each of the programmed parameters.

## 25. Adjusting the speaker and microphone volumes on the entry panel

Code	A	B
<b>6</b> <b>0</b>	<input type="radio"/> Speaker volume <input type="radio"/>	Microphone volume <b>#</b>

A - In this field enter a value comprised between 0 and 100 (preset). **4** **0**

B - In this field enter a value comprised between 0 and 15 (preset). **1** **0**

Note: The fields left blank do not affect the programming in any way.

### Commands to send to see the programmed parameters

**6** **0** **?** **#**

The message received contains the value assigned to the two parameters.

## 26. Setting up the message tones

Code	A	B	C	D
<b>6</b> <b>1</b>	<input type="radio"/> Key press tone <input type="radio"/>	Solenoid lock tone <input type="radio"/>	Message tone <input type="radio"/>	Voice messages <b>#</b>

A - Enter 1 or 0 in this field (preset). **1**

1 = Pressed key tone enabled.

0 = Pressed key tone disabled.

B - Sets whether activation of the solenoid lock must be accompanied by an acoustic signal. Enter 1 or 0 in this field (preset).

**1**

1 = Activation tone enabled.

0 = Activation tone disabled.

C - Sets up whether entering a correct/incorrect activation code will result in an acoustic signal. Enter 1 or 0 in this field (preset). **1**

1 = Confirmation/error tone enabled.

0 = Confirmation/error tone disabled.

D - Sets whether to activate voice messages audible even by the hearing-impaired from module MTMBFVS (preset). **1**

1 = Voice messages enabled.

0 = Voice messages disabled.

Note: The fields left blank do not affect the programming in any way.

### Commands to send to see the programmed parameters

**6** **1** **?** **#**

The message received contains the values assigned to each of the programmed parameters.

## 27. Set up call forwarding is an answering service is programmed to answer

When this function is activated, and an answering service is programmed to take any calls, the incoming call is automatically forwarded to the next number in line of a specific group.

The user that takes the call coming from the entry panel, must press key "2" on their smartphone's keypad - within a set time interval - after which the call is forwarded to the next in line of that group.

Code	A
6 2	. Time interval in which to press key "2" #

A - In this field enter a value comprised between 3 and 10 (preset). 0

This value 0 means that the function is inactive.

### Commands to send to see the programmed parameters

6 2 ? #

The message received contains the value assigned to the programmed parameter.

## 28. Requesting the GSM signal strength of the module

Note: This command does not require any parameters.

Code	
8 0	? #

The message received shows the strength of the detected signal in the following way:

Wording of the reply message	Strength of the detected signal in dBm
[ _ _ _ _ _ ]	Unknown or not detectable
[ + _ _ _ _ ]	< -103 (poor quality of outgoing calls)
[ ++ _ _ _ ]	from -103 to -94 (poor quality of outgoing calls)
[ ++ + _ _ ]	from -93 to -90
[ ++ ++ _ _ ]	from -89 to -84
[ ++ ++ + _ ]	from -83 to -80
[ ++ ++ ++ _ ]	from -79 to -74
[ ++ ++ ++ + _ ]	from -73 to -62
[ ++ ++ ++ ++ ]	from -61 to -53

## 29. Call test

Once a message is sent correctly, the module call the number from which the SMS was sent.

Note: This command does not require any parameters.

Code	
8 1	#

### 30. Requesting the firmware version of the installed modules

Code	A
8 2	. Eye ? #

A - In this field enter the number that identifies the module whose firmware version you want to know.

1 = Request firmware version of the MTMAGSM module.

2 = Request firmware version of the MTMKB module.

3 = Request firmware version of the MTMDY module.

4 = Request firmware version of the MTMINFO module.

5 = Request firmware version of the MTMBFVS module.

from 10 to 21 = Request firmware version of MTM8C modules. Code 10 identifies the first MTM8C module connected, code 11 the next one in the cabling that connects the modules to each other, etc., up to a maximum of 12 MTM8C modules.

### 31. Activating/deactivating the relay

Code	A
8 3	. State of the Relay #

A - Enter 1 or 0 in this field.

1 = To activate the relay.

0 = To deactivate the relay.

#### Commands to send to verify the state of the relay.

8 3 . ? #

The message received contains the state of the relay.

## RESTORING THE FACTORY DEFAULT

To restore the entry panel to the default settings, remove the power supply, press and hold the two call buttons on the unit and power the device.

After 5 seconds the entry panel restarts.

**Note:** not rebooting the entry panel means restoration has failed.

This product complies with the law.

**Decommissioning and disposal.** Dispose of the packaging and the device at the end of its life cycle responsibly, in compliance with the laws in force in the country where the product is used. The recyclable components are marked with a symbol and the material's ID marker.

THE DATA PRESENTED IN THIS MANUAL MAY BE CHANGED, AT ANY TIME, AND WITHOUT NOTICE. THE MEASUREMENTS, UNLESS OTHERWISE STATED, ARE IN MILLIMETERS



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