

## GETTING STARTED

### The SIM card must not have PIN number security enabled

If needed, put the SIM in your mobile phone to disable the **SIM PIN** security code.

### Before connecting power or any external devices to ControlMate

Install a SIM card into your controller, connect the cellular antenna.

Apply power (12-24V DC), and wait approximately 30 seconds for the green LED to blink every second

Next to the 'power in' connector - if the Green \*and\* Red LEDs stay lit for more than a minute, check the SIM card is seated correctly.

Correct start-up & wireless connectivity is indicated with the green LED blinking every second.

Attaching the outboard LED panel (or optional LCD) is not critical at this stage, and will show the I/O status, not configuration details.

Send the following messages to your controller's SIM phone number.

You'll receive SMS replies for each command message that is sent...

**WHEN PROGRAMMING OR OTHERWISE CHANGING THE CONTROLLER SETUP, TAKE PRECAUTION THAT ANY DEVICES CONNECTED TO THE OUTPUT RELAYS DO NOT ACTIVATE UNEXPECTEDLY.**



### Let's get started

The **\*asterisk** prefix is a back-door override to ignore the caller's number – allowing you to start working on an 'empty' controller. It's not needed once your number has been saved.

## STEP 1 – CLEAR ANY OLD CONFIGURATION SETTINGS

### MESSAGE 1

**\*set clear all** (Clear ANY previous settings)

<reply>

## STEP 2 – TELL THE CONTROLLER WHO YOU ARE

ControlMate uses your caller-ID to determine who can execute commands...

We have to tell the controller who you are.

Multiple lines may be sent together in a single message to save messages (up to 140 chars per SMS)

**\*set clinum 0 012345678** (your phone 'number' stored into user number 0)

**set cliname 0 myName mcGoo** (max 16 chars as the 'name' for user number 0)

<2 replies>

Note the **\*asterisk** isn't needed after you have saved your number as a known user.

You can add more names and numbers (without the **\*asterisk** if they're sent from your number).

Once saved in memory, they too can send messages without the **\*asterisk**.

To check if that worked... send two commands in a single message – (see, no **\*asterisk**!)

**sho cli 0** (this will reply with the values for user number 0 set above)

**sho sim** (will send a message back to you about the modem, carrier & SIM card)

<2 replies>

Now... you have to work through settings in the user manual to set up ControlMate the way you want it.

Once your controller is basically setup – you may like to send **SET CLEAR COUNT**, which zeroes some diagnostic counters that keep track of power loss/failures, missed or failed SMS/dial-in calls, and other internal events.

For configuration support, send your questions to [info@SL4P.net](mailto:info@SL4P.net)

## AUSTRALIAN MOBILE NETWORKS

The modems used in ControlMate are developed for a global market – and as such, Australian carriers straddle various ‘bands’ in different regions. It doesn’t make it easy, but it is *almost* logical. Commercial interests reign. The choice of modem is partially dependent on whether you are using the Telstra, or Optus/Vodafone 3G networks.

### IMPORTANT:

Starting 1st December 2016, Australian telco’s will be progressively turning off the legacy 2G mobile network.

- Primarily Telstra / Vodafone 3G – order the [A] or [J] modem
- Primarily Optus/Vodafone 3G – order the [E] modem

Table sourced from:

<https://www.whistleout.com.au/MobilePhones/Guides/Will-my-phone-work-in-Australia-carrier-network-frequencies>

Exceptions shown *	<b>A modem</b> ALL 850/900 *	<b>E modem</b> OPTUS & VODA	<b>J modem</b> SPECIAL ORDER
<b>Telstra</b>	850MHz	*2100MHz	850MHz 2100MHz
<b>Optus &amp; Virgin</b>	900MHz *2100MHz	900MHz 2100MHz	*2100MHz
<b>Vodafone</b>	850MHz	900MHz 2100MHz	850MHz 2100MHz

Band	Frequency Band (MHz)
1	2100
3	1800
5	850
7	2600
8	900
28	APT 700
40	2300