



ECGO-GKP Cellular Telephone Entry

4G with 3G Fallback Technology



READ PRIOR TO INSTALLING

****For Professional Install Only*

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IMPORTANT SAFETY INSTRUCTIONS

When installing and using the unit, the following basic safety precautions should always be followed to reduce the risk of fire, electric shock and personal injury.

- Unplug all the connections to the product before cleaning. Use a damp cloth for cleaning. Do not use liquid cleaners or aerosol cleaners.
- Do not use this product around sprinkler outlets.
- Do not use this product near an area where there is a potential of a gas leak or fume that can be explosive.
- Do not place the unit near or over a radiator or any other heat source.
- Do not overload the wall outlet or power cord where the power adapter is installed. This can result in fire or electric shock.
- Avoid spilling liquid on this equipment and do not insert any objects through the ventilation slots.
- Avoid using the equipment during an electrical storm. While unlikely, there is a remote risk of electrical shock from lightning.
- Follow the instructions on the product.

INTRODUCTION

The ECGO-GKP 4G is a telephone entry system installed at the entrance of a building or outside of a gated area. It is an ideal product to consider as a replacement for a traditional phone entry for the following reasons:

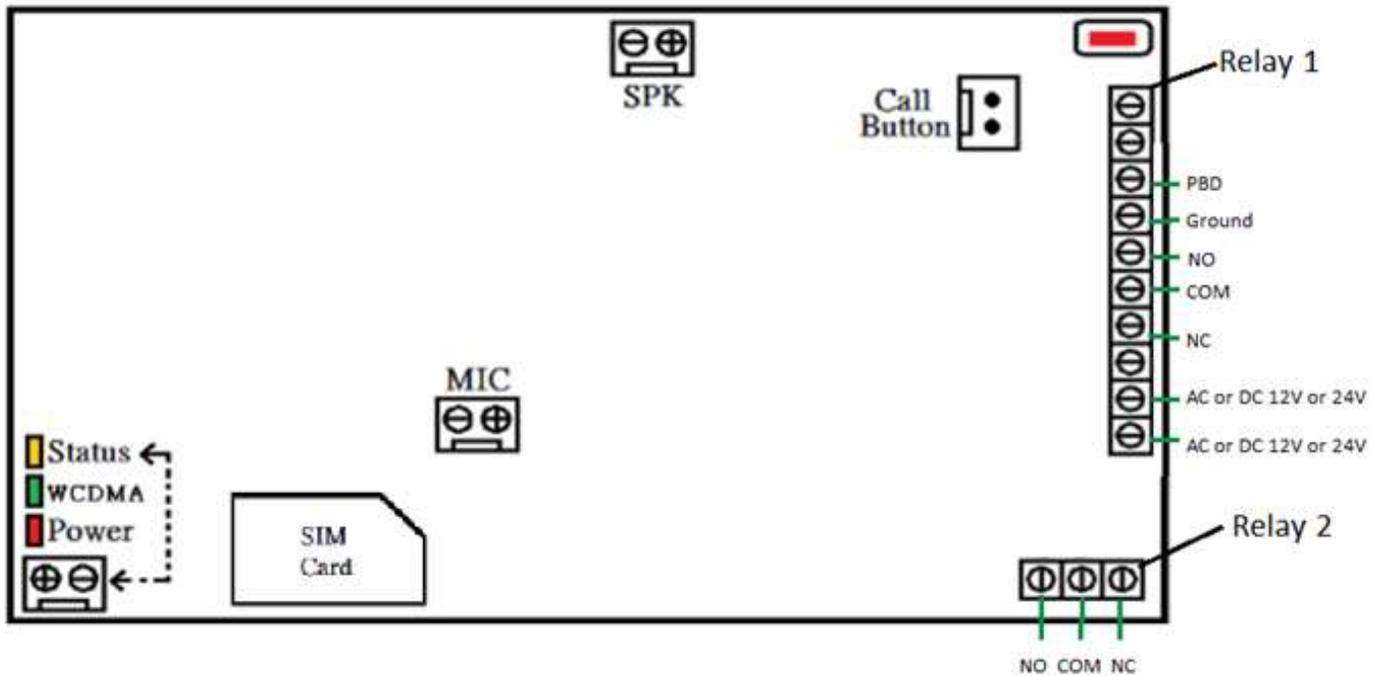
- very easy to install and works well with all gate operators
- allows the owner to save up to 1,150 phone numbers and/or 400 pin codes for family and visitors
- provides the ability to contact up to 3 owners on a cell or landline and will “roll-over” from the first, to second to third when the “CALL” button is pressed
- sends report phone numbers and pin codes that enter the gate via text message to a specified number
- no trench required for phone line!

The ECGO-GKP gives you the opportunity not only to know who is waiting at the entrance from a remote location but to also control the access point. Use of ECGO-GKP at your company or house does not require any special installation and wiring. Simply install the unit and connect the output to gate operator and power supply.

| ECGO-GKP Specifications | |
|--------------------------------|-----------------------------------|
| Operating Voltage | 12 to 24 Volt DC/AC ONLY”” |
| Operating Current | Maximum 250mA, Typically 55mA |
| Frequency | 850/900/1800/1900 or 900/1800 MHz |
| Humidity | Less than 80% RH |
| Operating Temperature | -20°C to 50°C |

INSTALLATION INSTRUCTIONS

ECGO-GKP Control Board



4G or 3G SIM card Standard Size Only

Please refer to the flyer included with your ECGO-GKP unit with detailed instructions for the consumer when selecting and purchasing your SIM card. The following should be noted:

- Request a **standard size** 4G SIM card (illustration above represents actual size of card). However, 3G is compatible as well.
- If you have an AT&T or T-Mobile account, simply request that a new card/line is added to your account
- If you do not have an AT&T or T-Mobile account, purchase a pre-paid 4G SIM Card. Our recommendation is to add \$99** to your pre-paid card.

**The ECGO Cellular Telephone Entry system uses minutes only when an unknown number calls the system and the call is routed to the owners' phone that is specified upon set-up. For this reason, \$99 is adequate in most instances for more than a year.

- NO **DATA** IS REQUIRED ON YOUR CARD OR PLAN. Only Voice and Text Messaging is required.
- Be certain to:
 1. Obtain the phone number associated to the SIM Card
 2. **ACTIVATE THE CARD BEFORE YOU LEAVE THE STORE**

Once a SIM card has been acquired, insert the card into the SIM card holder shown in the illustration above and close it carefully. After the SIM card is inserted and the power is connected, power the unit up. The unit will beep until it connects to the cell tower.

Grounding Unit

Five wires are recommended for the ECGO:

- for power
- wires for command wires to gate operator
- wire for grounding run back to Main incoming power ground on gate operator

Power Supply

The ECGO-GKP is designed to work with power supplies 12V~24V AC/DC. **The power supply should be capable of supplying a constant current of no less than 1 amp.** A transformer is supplied for your assistance. Connect a 12~24volt DC power supply to terminals marked “12V~24V AC/DC”. See the illustration above.

Antenna

Be very careful to not damage antenna wire and use the supplied gasket for the unit to remain watertight. Note that seal damage to antenna will cause failure and void warranty

Hard Reset (to reset to factory settings)

After placing a jumper between the Ground and PBD (see illustration above), press and hold the red RESET button until you hear “do” tone, then release all at once. Remove the jumper and power back up.

LED INDICATORS

LED “Intercom Status “ Indicator

| Keypad LED | Status |
|------------------|----------------------------|
| Yellow (standby) | Flashes once per 5 seconds |
| Yellow (using) | Solid |

LED “ Network “Indicator

| LED | Status |
|-------------------|----------------------------|
| Green (ready) | Flashes once per 3 seconds |
| Green (searching) | Flashes once per second |
| Green (busy) | Solid |

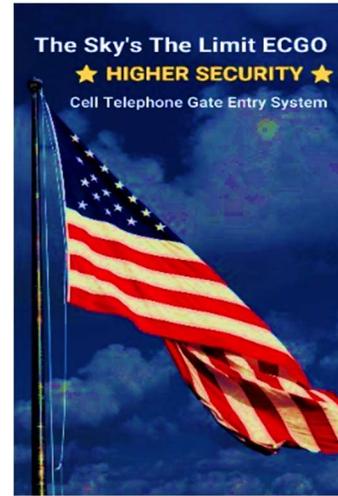
LED “ Power “ Indicator

| LED | Status |
|-----------------|--------|
| Red (power on) | Solid |
| Red (power off) | Off |

Programming via the ECGO App (Recommended)

If you have an android or Apple device, the owner can download the ECGO app to easily configure their entry system by going to the App Store, and searching for ECGO.

Note that most options will generate a text message that, when prompted, you will need to send to the unit.



The following options are available from the main menu:

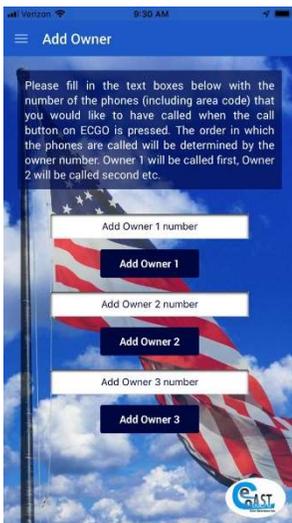


Home Page –

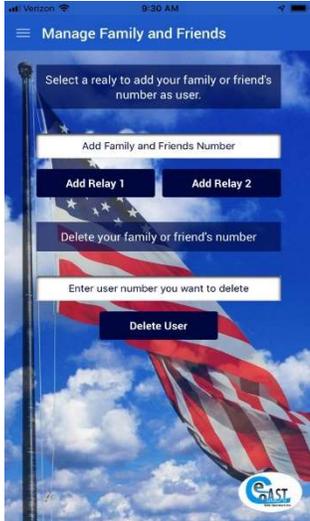
Relay 1 – This is the relay to which the primary gate should be configured. The homeowner has the following options from this page:

- ❖ Open Gate
- ❖ Hold Gate
- ❖ Release Gate

Relay 2 – The ECGO-GKP can be wired to communicate to two devices. Typically, when used, Relay 2 is configured to control a secondary gate, lights or garage door. Consult with your installer or dealer to determine if and how Relay 2 is needed.



Add Owners – The primary owner number must be added prior to adding “family and friends”. Up to three owners may be added. The order (owner 1,2,3) that the owners are specified is the same order that the unit will attempt to reach when the CALL button on the unit is pressed.



Manage Friends and Family – Add up to 1,150 phone numbers of the guests that you would like to be recognized when the unit is called. The primary gate should always be configured to use Relay 1.

Relay 2 is characteristically used for a walk gate, garage door or possibly lights.

This is also where you would go to delete the number/s should you want to remove access.

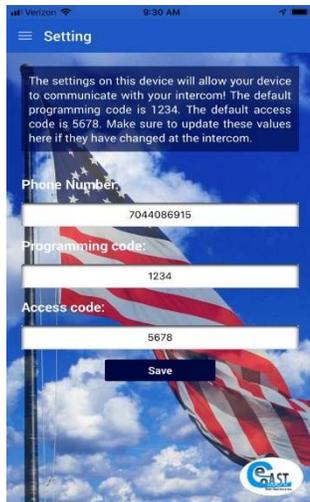


Set 5 digit PIN Code – Enter/delete up to 400 5-Digit PIN codes that will be recognized when accessing the gate.



Other Options – Select here for the following:

- ❖ Signal Strength,
- ❖ Retrieve a list of numbers that have accessed the gate, and
- ❖ Get Status



Settings – Navigate here to enter the phone number of the SIM Card inserted into the unit. The homeowner also has the options to reset the programming code and/or access code on this page. Please be aware that when the programming or access code is reset, all programming messages sent to the units' SIM card and referenced later in this manual **will need to reflect the new passcode.**

Programming via Text (Alternative when the App is not an option)

To add the gate owner/s (Up to three phone numbers are allowed 3 owners)

You can text the message from your cell phone, computer, etc. Additional options that work well are Google Voice or www.onlinetextmessage.com.

The messages should be sent to the number associated to the SIM card that was purchased for the unit. Type the code (see examples below) into the message box and send. Once this has been done, the device from which the message was sent will receive a response from the unit stating that the message was received. Note that a response may take up to 40 seconds. "OK" indicates success. If "OK" was not received, you may need to resend the text again.

Note that the owner number must be added to the unit before "family and friends" can be entered.

The following example illustrates the message that should be used to **program the owner/s**:

You may program up to three owners as follows:

Add Owner 1: *12*1234#11 *owners' area code & phone number*
Add Owner 2: *12*1234#12 *owners' area code & phone number*
Add Owner 3: *12*1234#13 *owners' area code & phone number*

EXAMPLE:

If owner 1 # is 8038316013, your message should appear as follows:

*12*1234#118038316013#

Select SEND and within 40 seconds, you should receive an "OK" message in response. Then proceed with owner 2 and 3, if applicable.

To add friends and family members that you wish to access the gate

Keep in mind that the ECGO-GKP has two Relays. As mentioned previously, the primary gate should always be configured to use Relay 1. Therefore, when the owner is ready to grant access to the primary gate, Relay 1 should be specified when configuring the system via text messaging.

The following example illustrates the message that should be used to **grant access for friends and family**. The owner can program up to 1,150 friends and family numbers by sending the following text message:

Add friend 1: *12*1234#721 *friends' area code and phone number #*
Add friend 2: *12*1234#721 *friends' area code and phone number #*

EXAMPLE:

If the friends' number is 8038316013, your message should appear as follows:

*12*1234#7218038316013#

Select SEND and within 40 seconds, you should receive an "OK" message in response. Then proceed adding additional family and friends.

To delete a number from the system, your message should appear as follows:

*12*1234#73 (area code Phone) Number #

Note that the relay number (1, in the example above) is not needed

EXAMPLE: *12*1234#738038316013#

To check the ECGO-GKP signal strength (0~30 levels):

When a request for ECGO-GKP signal strength message is sent to the ECGO-GKP, a response will be sent with a value that represents the signal strength. The code will be between 0-30. Signal strength lower than **level 14** may cause operational problems such as loss of speech quality, and possible missing DTMF tones and network loss.

Send text ***20#** to receive a text back stating signal strength.

The following are commands that can be entered and sent directly to the SIM card in the unit to achieve the function described below.

| # | Function | Code | Note |
|----|---|---|---|
| 1 | Momentary trigger gate open | *33*5678# | Relay 1 |
| 2 | Latch or Hold Relay | *34*5678# | Relay 1 |
| 3 | Release Relay | *35*5678# | Relay 1 |
| 4 | Momentary trigger gate open | *36*5678# | Relay 2 |
| 5 | Latch or Hold Relay | *37*5678# | Relay 2 |
| 6 | Release Relay | *38*5678# | Relay 2 |
| 7 | Retrieve Phone Numbers with access | *21# | |
| 8 | Check Relay Status Note: <i>Relay=off means gate is closed, Relay =on means gate is open or in Latch Mode</i> | *22# | |
| 9 | Retrieve Pin Codes with access | *24*1234# | |
| 10 | Change password of Programming Mode | *12*1234#01 9999 # 9999 =new password Note: 1234 is the password <i>***If you change the programming password, the prefix of each of these functions that include the password would need to reflect the updated 4-digit code that you've chosen!</i> | Default = 1234 |
| 11 | Change password of Access control Mode | *12*1234#02 9999 # 9999 =new password Note: 5678 is the password | Default = 5678 |
| 12 | Change password of Monitoring Mode | *12*1234#03 9999 # 9999 =new password | Default = 1212 |
| 13 | Store phone numbers of Owners (Max:3 numbers) | *12*1234# 1 + n + #+phone number# | n=1st to call 2 = second to call 3 third to call + phone number of that owner |
| 14 | Speaker Volume | *12*1234# 3 + speaker volume# | volume:0~4 levels |

| | | | |
|--|---|--|---|
| 15 | Microphone Volume | *12*1234# 4 + microphone volume# | volume:0~4 levels |
| 16 | Relay Time | *12*1234# 51 + relay time# | relay time= n *0.5sec n:1~9 default = 1 |
| 17 | Divert Time | *12*1234# 52 +divert time# | divert time :10~99 sec (2 digit codes) Default = 20 seconds |
| 18 | Call Time | *12*1234# 53+call time# | call time:005~999 sec (3 digit codes) Must enter 3 digits Default = 60 seconds |
| 19 | Ring in to open the door (Max: 1152 numbers) | (country code) 72+Relay #Add phone number# 73+Delete phone number# 73*#Delete all numbers | Add number: 3~15 digit codes Del number: 3~15 digit codes Default = USA |
| 20 | Add administrator phone number for SMS programming | 74+ TEL #, 3~15 digits see note below | To add administrator phone number |
| Note: When an administrator number is programmed, <u>THAT IS THE ONLY</u> phone number that can be used to configure the unit. <i>Be aware that setting an admin number will require you to reset the entire unit if you lose that phone or no longer have access to delete the admin (see #21) from that number.</i> | | | |
| 21 | Delete administrator phone number for SMS programming | 74*# | To delete administrator phone number |
| 22 | Relay Trigger | 61 + N# | X=0~9 / * / # Default = * |
| 23 | Relay Hold | 63+ N# | X=0~9 / * / # Default = # |
| 24 | Relay Release | 64+ N# | X=0~9 / * / # Default = 1 |
| 25 | Reset | 999# | reset default |
| 26 | Change relay 2 trigger code | 67 [X] # | X=0~9 / * / # Default = 7 |

| | | | |
|----|--|--|---|
| 27 | Change relay 2 hold code | 68 [X] # | X=0~9 / * / # Default = 8 |
| 28 | Change relay 2 release code | 69 [X] # | X=0~9 / * / # Default = 9 |
| 29 | Change the number of digits for the pin codes described below | *12*1234#899 1-14 digits # | Default = 5 digits <i>Note that this is the same number of digits that would be expected when configuring keypad pin codes described in the grid directly below.</i> |
| 30 | If owner wants to receive an adhoc report via text of phone numbers and/or pin codes used to access the gate Step 1: Text the code here to the SIM Card # | *12*1234#841# | Should receive "OK" back (this may take up to 40 secs) |
| | Step 2: Specify the mobile # that should receive the report | *12*1234#85 <i>mobile number</i> # | Should receive "OK" back |
| | Step 3: Specify the number of the SIM Card unit for which the report should be created | *12*1234#86 <i>SIM card phone number</i> # | |
| 31 | Delete the request for the report described above | *12*1234#85*# | |
| 32 | Delete the SIM card number in the unit | *12*1234#86*# | |
| 33 | One-time request to retrieve log | *44*1234# | I= <i>the phone number that was used to access the gate</i> P= <i>the pin code that was used to access the gate</i> |

Key Pad Programming

The homeowner can send a text to the unit to configure pin codes that can be entered at the key pad. For example, if the homeowner would like to enter a pin code at the keypad to hold the gate open while mowing the lawn and re-enter the same pin code to close the gate, you can do that by following the instructions (See Function 2) shown below.

| Function Code | Function | Code | Note |
|----------------------|--|--|---|
| | | *12*1234#87(Function number) pin code)# | |
| 1 | Momentary trigger gate open on Relay 1 Note: Primary gate should be configured to use Relay 1 | *12*1234#87 1 54321# 1=Function 54321= pin code | Once "OK" response is received from the unit, the homeowner can enter 54321 at the keypad to trigger the gate to open |
| 2 | Latch or Hold Open on Relay 1 | *12*1234#87 2 12345# 2=Function 12345= pin code | Once "OK" response is received from the unit, the homeowner can enter 12345 at the keypad to cause the gate to open and stay open. When the homeowner is ready to close the gate, they simply need to enter 12345 on the keypad again to cause the gate to close and function normally. |
| 3 | Momentary trigger gate open on Relay 2 | *12*1234#87 3 65432# 3=Function 65432= pin code | |
| 4 | Latch or Hold on Relay 2 | *12*1234#87 4 23456# 4=Function 23456= pin code | |
| NA | Delete one code | *12*1234#88 1 12345# 1=Relay 12345= pin code | This message would delete the ability to enter 12345 at the keypad that was previously entered to trigger the gate to open |
| NA | Delete all codes | *12*1234#88*# | |
| NA | Retrieve all pin codes | *24*1234# | |

Operating the ECGO-GKP

Once configured either thru the ECGO app or text messaging described above, when a visitor pushes the call button to activate the ECGO-GKP, a ring tone will be heard from the unit. If the primary owner number is busy or does not answer, the call will "roll" to the second, then the third. Once the owner is reached, the conversation can begin from the units' intercom. By default, calls can be "active" for one minute. The call is "active" from the time that the call is attempted. **When on the call**, the owner can activate the gate configured to use Relay 1 by selecting the options here:

- to open gate, press *
- to hold gate open, press #
- to release the "hold", press 1

To release the hold after the conversation has ended, text *35*5678#

If Relay 2 is used, the following applies:

- to open gate, press 7
- to hold gate open, press 8
- to release the "hold", press 9

To release the hold after the conversation has ended, text *35*5678#

ECGO Warranty

ECGO Inc warrants the unit from manufacture defects for one year and takes no responsibility for misuse, issues as a result of wiring incorrectly, surge, lightning strikes, incorrect power supply, water damage, or vandalism.

For technical help please call your gate installer or ECGO, Inc. at 704-588-4399.