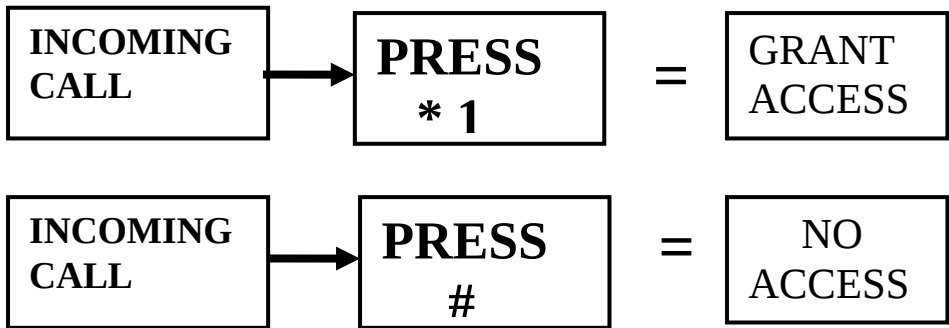


Voyager Voice Intercom End User Manual

**Please Give this
Document to your
Customer
(the End User)**

Using The Intercom



- On the mobile Phone, press * followed by 1 or * followed by 2 (to trigger Output 1 or 2) to grant access (this will pulse the relay).
- to **NOT** grant access terminate the call with #.
- Just hanging up the phone isn't sufficient. If further numbers are programmed then these will be called in a follow on call. When not granting access, terminate the call by pressing #.

Maintaining your GSM Intercom System

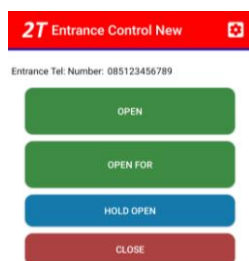
Bill Pay SIM: If you have a Bill pay SIM in your GSM Intercom system then you don't need to worry about keeping credit on the SIM. This is by far the easiest and most reliable way to operate these devices. Please discuss this option with your installer and he may be able to direct you to get a good value bill pay SIM.

Pay as You Go SIM (PAYG): If you are using a PAYG SIM in your GSM Intercom then you need to be aware of the requirement to keep credit on this SIM. Register the phone number with the network operator, ie Vodafone, O2, GiffGaff etc. and top up the SIM as required by the network. For some networks you pay for credit and use it as you go. But for most there is a monthly requirement to top up. Also remaining credit is removed at the end of each month.

Please note it is not sufficient to have credit on a PAYG SIM, the networks require that you top up the SIM at pre defined intervals.

Getting The End User App

The End User App allows for simple use of the GSM Intercom. It allows one user control that entrance they have been assigned. Pass your camera over the QR image below, which matches the type of phone you have. When you reach the app page install it to your phone.



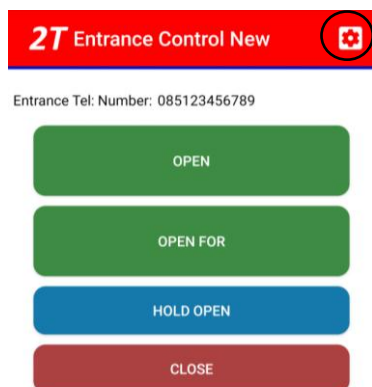
Android App



iPhone App



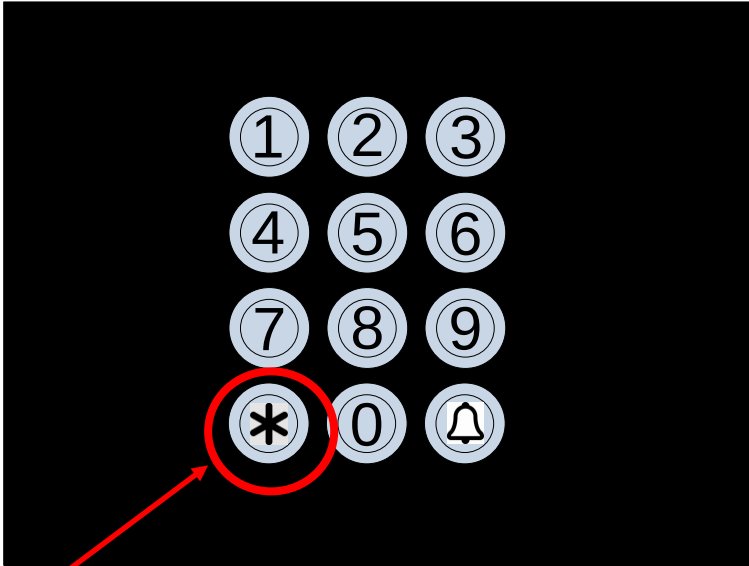
<http://2t-tec.com>



To set the Phone number that the App is communicating with, press on the wheel and enter the Phone Number of your Intercom.

Using the Keypad.

Using the keypad is simple. Codes are 4 digits.



Should you make a mistake when entering a code and need to start again, then simply press the Star button (*) as highlighted above to start again.

Rev 1.0