

SwitchOnSMS - User Guide

Welcome to your SwitchOnSMS unit.

Your SwitchOnSMS allows you to remote control mains electrical sockets using SMS text messages that can be sent from any mobile phone.

Installation

To use your SwitchOnSMS unit you need a standard mobile phone SIM. Also this SIM must be PIN free.

At the heart of your SwitchOnSMS unit is, essentially, a mobile phone. Just like a real mobile phone it needs a good signal to work. So before deciding where to place your unit you need to find where has the best signal.

The recommended way to do this is to put the SIM you intend to use in a mobile phone and try it in the possible locations for your SwitchOnSMS unit. With most modern mobile phones you need at least one bar on signal strength for SMS to work.

Once you have found a suitable location clear your SIM PIN, if set. Also clear all SMS messages from the SIM.

Insert the SIM into your SwitchOnSMS unit, plug into its sockets whatever you want to control, then plug the SwitchOnSMS unit into the mains.

The **green** power light will come on immediately rapidly followed by the **blue** status light.

While starting up, or whenever there is an error, the blue light and the **yellow** status lights will flash to show the status. If the lights flash for more than a few seconds it is probably an error. In which case see below in "Status Lights" for details.

Once your SwitchOnSMS unit has fully started up and connected to your mobile phone network the blue status light will stop flashing. Now the yellow status light show which sockets have been turned on. Initially all of the sockets will be off so all the lights will be off.

Using your SwitchOnSMS

The SwitchOnSMS unit obeys the following incoming text messages. They should be sent as standard text (SMS) messages (not as MMS or Multimedia messages).

The message is case insensitive. So "on secret", "ON SECRET" and "On Secret" are all equivalent.

Turning on Sockets

To turn sockets on use the **on** command followed by a list of sockets.

For example to turn on sockets 2 and 3:

on 2 3

If no sockets are given then socket 1 is used. The following are equivalent:

on and on 1

Turning off Sockets

To turn sockets off use the **off** command followed by a list of sockets.

For example to turn off socket 3:

off 3

If no sockets are given then socket 1 is used.

Restarting Sockets

To turn sockets off for 10 seconds then back on use the **restart** command followed by a list of sockets.

For example to restart socket 3:

restart 3

If no sockets are given then socket 1 is used.

Status

To be sent a text message of the current settings of the sockets use the **status** command.

For example:

status

Could return a report like:

REPORT 1:ON 2:ON 3:OFF 4:OFF

The report can only be sent if the phone is allowed by your network operator to send text messages and if you have sufficient funds.

While sending the report it is possible you will see the error lights flash for a few seconds. This is normal and can be ignored.

To help organise a large number of units an optional identity number can be added to the command. This number is then sent back in the reply.

For example:

status 123

Could return a report like:

REPORT 1:ON 2:ON 3:OFF 4:OFF 123

Password

To prevent unauthorised use of the unit a password can be set. Once set it must be given at the end of any message for it to be obeyed.

Passwords are case insensitive. So if your password is "hello" then the following are all equivalent: "Hello" "HELLO" "HeLlo"

A password is a word no longer than 8 letters and must only contain A to Z. No digits, special symbols or punctuation.

The password can be set using the **password** command. For example to set the password to "secret" send your SwitchOnSMS a message of:

password secret

After the password has been set you need to add it to the end of any on/off commands. For example to turn on socket two after the password has been set:

`on 2 secret`

Changing Your Password

To change an existing password use the password command followed by your old password and the new password. For example to change your password from "secret" to "guess" send a text message of:

`password secret guess`

Removing a Password

To remove an existing password, send a password command followed by your password. For example if your password is "secret" and you want to clear it send a message of:

`password secret`

Forgotten Password

If you forget your password it can only be recovered by accessing your SwitchOnSMS unit.

Remove the SIM, this can be done without turning off the unit.

Put the SIM into a phone and use the phone menus to find SMS messages stored in the SIM.

There you will find a message whose contents are like: "CONFIG 1 2 SECRET"

Delete this message to clear the password.

Then return the SIM to your SwitchOnSMS unit.

Status Lights

If none of the lights are flashing your SwitchOnSMS is working normally. Each of the yellow lights shows which sockets have been turned on.

If the lights are flashing then use the table below to find the error and the notes in the following section, Problem Solving, to correct the error.

	Yellow 1	Yellow 2	Yellow 3	Yellow 4
Modem failed	ON	OFF	OFF	OFF
SIM busy	OFF	ON	OFF	OFF
SIM error	ON	ON	OFF	OFF
Signal weak	OFF	OFF	ON	OFF
Modem reset	ON	OFF	ON	OFF
SIM unreadable	OFF	ON	ON	OFF
Signal error	ON	ON	ON	OFF
Internal error	OFF	OFF	OFF	ON
SIM write error	ON	OFF	OFF	ON
Unrecognised SMS	OFF	ON	OFF	ON
Modem missing	ON	ON	OFF	ON

Problem Solving

SIM busy and SIM error often occur on starting the unit but usually for less than 10 seconds. If this problem persists make sure that the SIM is inserted correctly. If it is then try the SIM in a mobile phone and remove any PIN that has been set.

Signal weak is also common when first starting but if it persists then check the external antenna, if present. Also try moving the unit to a position with a stronger signal.

Unrecognised SMS will briefly flash when any SMS arrives that cannot be processed including if a required password was missing.

While sending the reply to a status message it is possible you will see the error lights flash for a few seconds. This is normal and can be ignored.