

Item no.: 356941

4G GSM Intercom

from **438,29 EUR**

Item no.: 356941
shipping weight: 1.60 kg
Manufacturer: GSM Activate

Product Description

The GSM 4G Intercom incorporates a professional industrial grade GSM engine that receives calls at its SIM number, as any ordinary GSM phone. The system operates in the GSM module quad-band 850/900/1800/1900 and works on several 4G bands. This Intercom works with both 2G and 4G SIM cards. When a visitor arrives at your property they will press the call button on the intercom which will then connect to a phone number (up to 2 numbers can be added which will be rung in sequence) of your choosing. Once you answer the phone and speak to them you can then open the gate from your phone and let them in remotely from wherever you are in the world. You can also open the gates by dialling the SIM card number held within the unit and also by text message commands. The advantages of this over other systems are that you do not have to leave the car to open your gates, avoiding weather or safety issues, you don't need to carry around a separate remote device or indeed replace it if it were to get lost! No phone line is required as the unit will use the mobile phone network to place the calls.

- GSM frequency: Quad band freq 850/900/1800/1900
- Power supply voltage: 12 DC
- 4G bands – B1/B3/B5/B7/B8/B20
- Current used in standby mode: 70 Milliamps
- Max current: Up to 2 amps
- Stainless steel vandal proof enclosure
- Standard 2G or 3G SIM card
- No landline required
- Dimensions - L260 x W120 x H45 mm
- Brushed stainless steel is 2 mm thick
- Operating temperature: -10°C ... +40°C
- Signal strength function
- Stay Active SIM card function
- 2 call points (activated in sequence) per button
- Phone list for dial to open access (200 users)
- Hold gate open feature
- Pedestrian relay or door lock
- Easy programming via SMS message (keypad programmed via keypad)
- Adjustable relay time

Specifications

Scan this QR code to
view the product
All details, up-to-date
prices and availability

