GOST Phantom – User Guide

Chapter 1 - Introduction

The GOST Phantom is the latest addition to the full line of GOST Security, Tracking, Monitoring, Video Surveillance and Acoustic Deterrents for your vessel. The GOST Phantom head unit in conjunction with the full line of GOST sensors provides wireless security & monitoring, theft deterrence and event reporting via voice and text message to your phone.

The GOST Phantom head unit supports two separate partitions for two independent security & monitoring areas with up to 64 wireless zones. The console also offers different arming levels including Stay, Sleep and Full Arming.

This manual gives step-by-step instructions explaining how to use the GOST Phantom's most common features. When reading the instructions in this guide you should also be following what is displayed on your console's blue LCD screen.

Chapter 2- Getting Started

This chapter introduces you to the GOST Phantom head unit and helps you get acquainted with the products used in conjunction with your vessel's wireless security and monitoring system. This chapter also provides a quick reference guide for the most common user related tasks.

Your GOST Phantom security and monitoring system provides true protection while onboard or away from your vessel. Depending on the size and scope of your installation you will most likely have door contacts, motion detectors, beam sensors, pull sensors or deck sensors protecting your vessel from theft and intrusion. Common monitoring applications installed on most systems are high water alarms, battery low voltage detectors, AC power loss, smoke detectors and freezer temperature sensors. In the event of an alarm onboard the vessel, up to eight recipients can receive a voice call and/or text message directly from the GOST Phantom. As an end user, owner and/or operator, it is important to familiarize yourself with your vessel's GOST Phantom system.

GOST Phantom Head Unit functions

LCD Screen

Scroll Arrows
Up / Down + Left / Right

Menu Action Keys

Main Keypad
Number Keys 0 to 9

STAYD LED (if applicable)

Speakerphone

Partition 1 + 2
Status LEDs

One-touch
Arming Mode Keys

Power LED

Communication
Status LEDs

Figure 1

LCD Screen
The 32-character LCD screen provides visual aids for alarm settings, system information, system troubles and more. Figure 2A illustrates several types of symbols that you may encounter.

Keypad
Use the keypad to enter user codes or required data, as well select desired menus (Figure 2B).

Instructions and/or messages appear here.

Press the action key to access the function described directly above

Alarm Clock Feature Enabled

Information Symbol can indicate:
-There is a trouble in the system
-There is an alarm in memory
-Zones or zone is currently bypassed

System Ready

A

Main keypad (digits 0-9)

Phone key
Press once to make a telephone call or answer an incoming call. Press again to hang up.

B

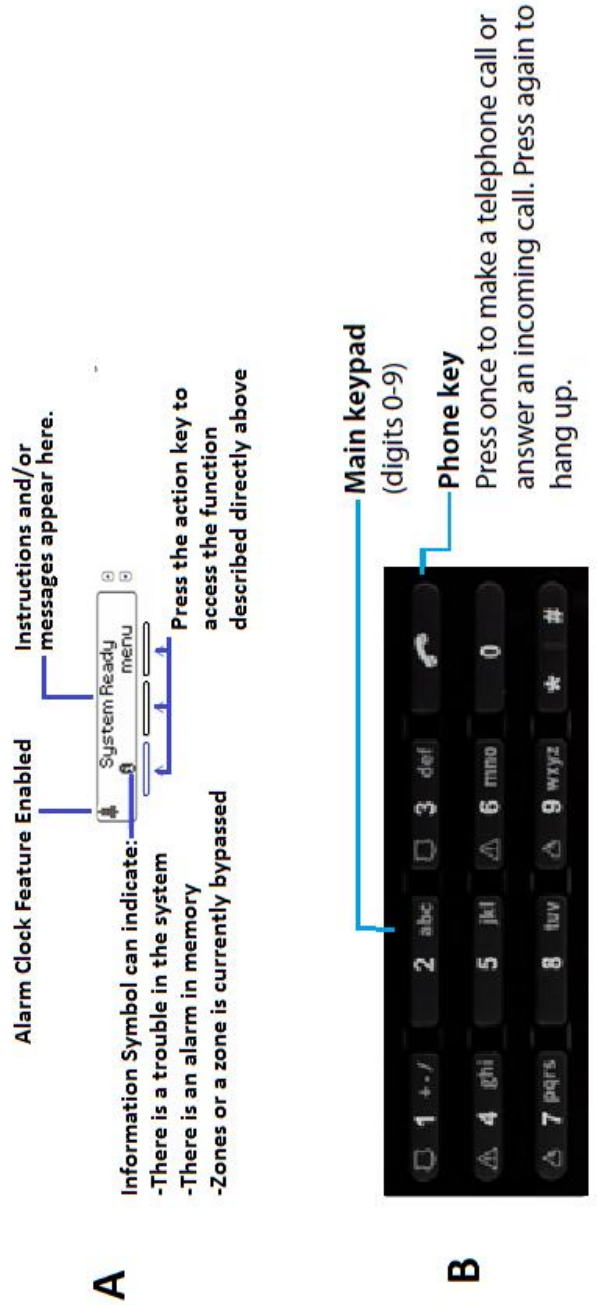**Figure 2**

Status LEDs

With the GOST Phantom's two separate partitions which can arm independently, it is important to understand what the LEDs on the panel mean (Figure 3). Most GOST Phantom customers only utilize the one partition as the primary and only area(consult your installer if you want this additional partition).

LED Type		Description
OFF	🔓	Orange: System is disarmed
STAY	🏠	Green: Stay arm is activated
SLEEP	🛏	Orange: Sleep arm is activated
ARM	🔒	Red: System is armed
AC POWER	∿	Orange: AC power is present
SIM1		Blue: SIM card in use by GPRS14 module / Flashing: Communicating / OFF: Network not detected
IP		Blue: IP reporting device is functional and connected to the console
SIM2		Blue: SIM card in use by GPRS14 module / Flashing: Communicating / OFF: Network not detected

Partition 1 status LEDs
Partition 2 status LEDs

Figure 3

GOST Phantom – Key Fobs

The remote controls "Key Fobs" shown in Figure 4 are those available with your GOST Phantom System, the KF-2 is the one that is included with the head unit. For detailed information on each of these remotes, refer to the remote's user documentation. Your installer can add other functions and/or change the default settings of your key fobs if desired to include additional controls. An example of an additional control would be programming the single dot to turn your deck lights on or off for boarding and deboarding your vessel. To control the functions programmed on your key fob, press and hold the desired key(s) for at least two seconds. Your remote control has been pre programmed with the following features by default.
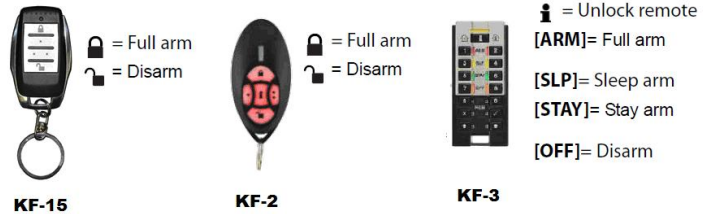

🔒 = Full arm
🔓 = Disarm

KF-15

🔒 = Full arm
🔓 = Disarm

KF-2

👤 = Unlock remote
[ARM]= Full arm
[SLP]= Sleep arm
[STAY]= Stay arm
[OFF]= Disarm

KF-3

Figure 4

Wireless Keypad

The GOST Phantom is compatible with a wireless keypad that can be used to arm and disarm the system from different areas of the vessel (Figure 5). This provides additional control stations for staterooms, crew quarters, and secondary entry areas (maximum 4) and helps to keep the GOST Phantom system covert. Each wireless keypad comes with instructions for its installation and use.

GMM-WKPD-LCD

Figure 5

Chapter 3
-Arming and Disarming

This chapter describes the different methods of arming and disarming your GOST Phantom.
In this chapter we will cover:
• How to arm your system
• How to bypass zones
• How to disarm your system
• How to view alarms in memory

Arming the System

There are three different levels of arming your system. Regular arming, Stay arming, and Sleep arming. Your choice of arming level will depend on whether you are leaving the premises, staying onboard or going to sleep for the evening. For most clients, Regular arming will be what is used most of the time when you leave the vessel. However, many clients like the security of knowing if someone attempts to board their vessel while they are onboard or while asleep inside at night. This is when you would use the other levels of arming.

Exit Delay Timer

When you arm your system it will trigger the exit delay timer to provide you with enough time to exit the protected area before your system is armed. The exit delay time can range from 1 to 255 seconds, the default is 60 seconds. For more information on configuring exit delays, refer to Chapter 5 – System Setup.

Arming Types

The following section describes the procedures for the different arming levels that are available.

Regular Arm

This method is used for the everyday arming of your system when you leave the vessel. All defined zones in the system must be closed to regular arm the system. *To regular arm:*

1. Press the 🔒 key.
2. Enter your user code (default: 1234). The LED will turn red indicating that the system has been armed.

Stay Arming

Stay arming will partially arm your system to permit you to remain in defined areas onboard by arming the outer zones of your system (i.e. Cockpit Beam Sensors and Salon Doors) and ignoring interior zones (e.g. Motion Detectors). All defined zones in the system must be closed in order to stay arm the system. *To stay arm::*

1. Press the 🏠 key.
2. Enter your user code (default: 1234). The LED will turn green, indicating that the system has been STAY armed.
3. If you have access to both partitions: Press the key corresponding to the desired partition (1 or 2). For both partitions, press the other key after the confirmation beep.
NOTE: The LCD screen will also display STAY in the top-right corner of the screen.

Sleep Arming

Similar to Stay arming, Sleep arming allows users to remain in a protected area, but provides a higher level of protection. For example, in a large multiple stateroom vessel, the exterior beam sensors and perimeter doors are protected with Stay arming. With Sleep arming the perimeter as well as say the salon motion detector are protected, allowing you to move around the stateroom, galley, and head. Sleep zones are zones that are bypassed when the system is set to sleep arming. For example, when you go to sleep, the entire premises except installer defined sleep zones are fully armed. As a result, any armed zone that is breached will immediately generate an alarm. *To Sleep arm:*

1. Press the 🛏 key.
2. Enter your user code (default: 1234). The LED will turn orange, indicating that the system has been sleep armed.
3. If you have access to both partitions: Press the key corresponding to the desired partition (1 or 2). For both partitions, press the other key after the confirmation beep.
NOTE: The LCD screen will also display SLEEP in the top-right corner of the screen.

Force Arming

Force arming ignores open zones allowing you to arm your system. Once the zone closes, the system will then arm that zone as well. This feature is useful when a motion detector is protecting the area where your GOST Phantom is located. During Force arming, the motion detector will remain unarmed until you exit the area, after which the system will arm the motion detector as well. By default, your system is programmed with this feature. You can also Force arm your system using your remote control.

Bypassing Zones

Bypassing a zone allows you to ignore (deactivate) specified zones the next time the system is armed. You can bypass certain zones when you arm the system. When a zone is bypassed, it will be ignored the next time you arm the system. Once the system is disarmed, the system will unbypass the zone. Zones that can be bypassed are defined by your installer. Common examples of bypassing a zone would be a v-berth overhead hatch where the guests want fresh air while they sleep. For more information on how to bypass zones, refer to Chapter 4 - Bypassing Zones.

Auto-Arming

You can set the time that the system will arm itself automatically. There are two methods of auto-arming including timed auto-arming and no movement auto-arming. Auto-arming is a great feature to assure the system is armed every night but it is often not used as unintentional alarms can occur more easily.

Timed Auto-Arming

Your installer can set the timed auto-arming method to function in either Regular or Stay arming modes. A 60-second exit delay sequence will begin prior to your system automatically arming itself at the programmed time. Contact your installer for more information.

No Movement Auto-Arming

Your system can be programmed to arm the system if there is no movement or activity, during a specified period of time. Your installer can set no movement auto-arming to function in either Regular or Stay arming modes. Talk to your installer for more information.

Disarming

When your system is disarmed it deactivates any alarms in progress as well as all security zones, therefore an alarm will not be triggered if security zones are breached. Keep in mind those utility zones aboard such as High Water, Battery Low Voltage, Smoke Detectors, and Freezer Temperature Sensors are 24/7 buzzer zones that will alert the GOST Phantom even when the system is disarmed.

Entry Delay Timer

Your installer will program designated entry points (I.E the Salon door) with an Entry Delay

timer. This delay gives you time to enter the armed premises and enter your user code to disarm your system before the alarm is triggered. Up to two entry delay timers can be programmed in to your GOST Phantom unit should different time cycles be needed. For more information on how to program the entry delay timer, refer to Chapter 5 - System Setup.

Disarming an Armed System

When an entry point like the front door is opened the GOST Phantom will produce a sound (different sounds / tones are programmable) indicating that the system has started the entry delay timer. If a valid user code is entered before the entry delay elapses, your system will disarm and will not generate an alarm.

To disarm an armed system:
1. Enter designated entry point.
2. Enter your user code (default: 1234). Once a valid user code has been entered, the LED will turn orange indicating that the system has been disarmed.

Disarming a System in Alarm

To disarm a system in alarm:
1. Press the 🔒 key.
2. Enter your user code (default: 1234). Once a valid user code has been entered, the 🔒 LED will turn orange indicating that the system has been disarmed. After the system has been in alarm the 🗓 symbol will be displayed on the LCD screen. For more information on viewing alarm messages, refer to section Chapter 4 – Viewing the Alarm Memory.

Alarm Memory Display

When an alarm has occurred on your system the GOST Phantom will store that alarm in its alarm memory. All zones where alarms have occurred will also be stored in the alarm memory. The GOST Phantom will indicate that there is an alarm in memory by displaying the information symbol 🗓 on the console's LCD screen. Alarm messages can be viewed through the alarm memory menu or by pressing the menu action key. For more information on viewing alarms through the alarm memory menu, refer to next section "Alarm Memory Display".

To view alarms via the 🗓 menu action key:

1. Press the 🗓 menu action key.
2. Press the up and down scroll keys to scroll through the list of alarm messages. Once the alarm messages have been viewed, select the exit key.
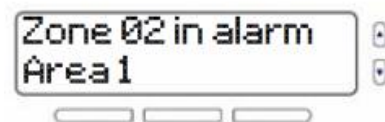
NOTE: Once the alarm has been viewed using this method, the alarms will be cleared and the 🔋 will be removed from the display. You can still view the alarm messages via the Alarm Memory menu.

Viewing Alarms through the Memory Display

After an alarm has occurred, alarm related information will be stored in the alarm memory menu. Up to 256 alarm and console related messages are stored in the menu.

To view alarms through the alarm memory display:
1. Press the menu key.
2. Select 05-Alarm Memory or press 05. Press ok to view alarm messages in memory.
3. Press the next or prev key, the scroll keys, to switch between alarm messages. Once done select the exit key.

```
Area 1        Verify  ⊙
       🔋        menu   ⊙
```

```
05-ALARM MEMORY  ⊙
ok    next    exit ⊙
```

```
Zone 02 in alarm ⊙
Area 1            ⊙
```

Telephone Control Options

The GOST Phantom allows offsite control to arm/disarm the system, leave/listen to messages, have a two way voice conversation, control relays and listen to alarms in memory. Whether using the onboard GSM module, a secondary GSM module or a Satellite phone hookup, these options are available. This is powerful system control for owners / operators of the system as you can grant access to the boat from virtually anywhere, control lights, ice makers or any AC/DC functions and even talk to people onboard(Figure 6). To access your system by phone:

1.) Call the number you have setup with your GOST Phantom and it will pick up after the default three rings.
2.) At the prompt, enter one of the 4-6 digit user codes to gain access.
3.) Listen to the available voice prompts:

Press 1 to Arm/Disarm
Press 2 to Leave a message
Press 3 to Listen to the message
Press 4 to Enter speakerphone mode
Press 5 to Control outputs
Press 6 For a list of zones in alarm*
*Note: If zone alarms are in memory

At any point when logged in to the telephone control features the user simply needs to press the "*" key to go back to the previous menu or simply hang-up the call.

Listen to message:
Press the 3 key to listen to a message already in the MG6250 console's message center.

Record a Message:
Press the 2 key to record a message in the Magellan console's message center. Please note that the message cannot exceed 20 seconds in length. Press the * key to stop recording at any time.

Listen to all zones in alarm:
This menu is only available if there is/was a zone in alarm and only until the next system arming.

Control Outputs:
Press 5 key to enter sub-menu to control any of 8 PGMs. Press 1, 2, 3, 4, 5, 6, 7, and/or 8 to acti-vate/deactivate the respective PGM (1 = PGM1).

Arm/Disarm:
Pressing the 1 key toggles the system between armed and disarmed states. If your system is disarmed, press the 1 key to arm your Magellan console. If your system is armed, press the 1 key to disarm your system.

Speakerphone Mode:
Press the 4 key to convert your Magellan console into a remote speakerphone. You can listen in at your home and/or speak to someone already there. The person you are talking to can hang up by pressing the PHONE key on the center keypad on the console. You hang up by pressing the * key. Press the # to exit speakerphone mode and to continue through the menu.

Figure 6

Responding to Telephone callouts

The GOST Phantom will call and/or text up to eight recipients in the event of an alarm onboard. This is critical in establishing notification of an alarm or utility event onboard. If the onboard GSM module is being used, text messages can be programmed to go out to up to eight recipients instantly. Whether using onboard GSM module, a secondary GSM module, or an onboard satellite phone the system will call out within approx. 20 seconds of an event to the first recipient. If that recipient does not respond, the call proceeds to the second number, then the third, etc.

When the system calls a phone number the voice on the call says:

1.) "Press one to extend communication"
   If the recipient does not respond or misses the call it will go to the next number

2.) When the recipient presses "1" it will vocalize the alarm or utility event the GOST Phantom has been alerted to. You then have two options to prevent the event from calling the next user on the list.
   A.) If the User simply presses "# #", it will consider the alarm or utility report to be acknowledged, while still keeping the system in alarm (if it is an alarm event)
   B.) If the User enters their 4-6 digit code, it will disarm the system and give them full access to the telephone features identified in the previous section (*Telephone control options*).

3.) At any point when logged in to the telephone control features the user simply needs to press the "*" key to go back to the previous menu or simply hang-up the call.
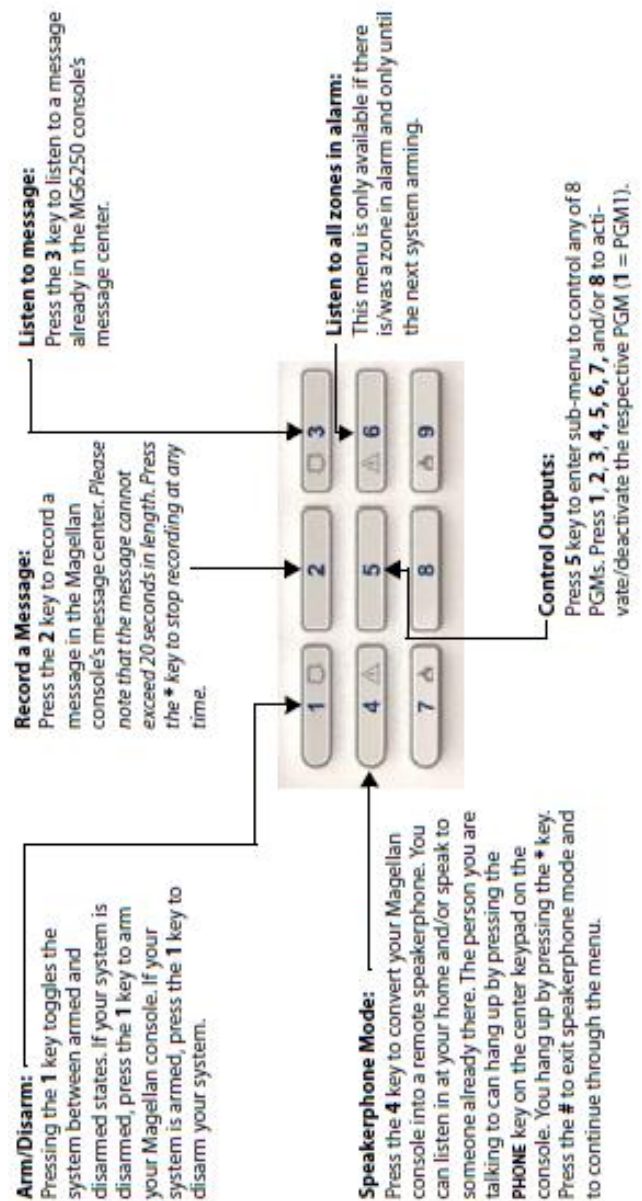
SMS Text Message Arm/Disarm

It is now possible to arm in regular, stay, or sleep mode, and disarm your system by sending an SMS text message from a cell phone. The message must be sent to the GOST Phantoms phone number, as determined by the cell phone network provider. The text message command has a specific format and specific elements that must be sent to the phone number.

Please note in order for the GOST Phantom console to receive SMS text messages a GSM/GPRS module with an activated SIM card must be installed.

C[USER CODE].[ACTION].A[PARTITIONS].[PHONE NUMBER]

Action commands:	
Regular arm	[ARM]
Stay arm	[STAY]
Sleep arm	[SLEEP]
Disarm	[OFF]

* In the example below, the 5145551234 phone number is to be the number of the phone sending the message, not the number of the GSM/GPRS module receiving the command aboard the GOST Phantom

Arm/disarm examples:	
Regular arm partition#1	C1234.ARM.A1.5145551234
Stay arm partition#2	C1234.STAY.A2.5145551234
Disarm partition#1 and 2	C1234.OFF.A3.5145551234

Chapter 4 - User Features

This chapter introduces you to various user features of the GOST Phantom that will allow you to customize the system to best suit you and the vessel's needs. In this chapter we will cover:
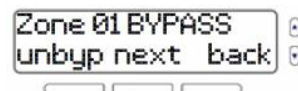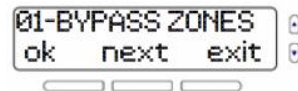• How to bypass zones
• Using the message center
• Setting the alarm clock
• Speakerphone options
• Viewing alarms in memory
• Viewing the history log
• Performing a system test
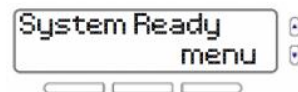
Bypassing Zones

Bypassing a zone allows you to ignore (deactivate) specified zones the next time the system is armed. You can bypass certain zones when you arm the system. When a zone is bypassed, it will be ignored the next time you arm the system. Once the system is disarmed, the system will "unbypass" the zone. Zones that can be bypassed are defined by your installer.

To bypass a zone:
1. Press the menu key.
2. Select 01-BYPASS ZONES and then press ok.
3. Zones that are already bypassed are displayed first, followed by the rest of the zones. Scroll through the zones and use the left menu key to bypass or unbypass zones.
4. Press exit to return to the previous menu.

```
System Ready
            menu
```

```
01-BYPASS ZONES
ok   next   exit
```

```
Zone 01 BYPASS
unbyp next  back
```

```
End of List
            next  exit
```

Using the Message Center

The GOST Phantom comes with a message center that allows you to record a voice message that can be played at a later time. This message center is useful when you need to leave a message for another person with access to the boat or even for yourself. NOTE: The system will notify you if there is a message waiting by displaying "msg" on the home screen.

```
            ┌─────────────────┐ ⊟
            │ System Ready    │ 
Message→    │ msg       menu  │ ⊟
waiting     └─────────────────┘
               ▭  ▭  ▭
```
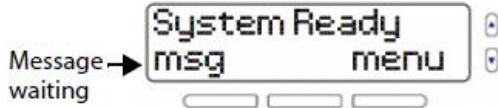
Recording a Message

To record a message:
1. Press the menu key.
2. Select 2-MESSAGE CENTER and press ok.
3. Scroll down to the Record Message menu. To begin recording your message press ok and follow the on screen instructions.
4. When you finish recording your message the system advances to the Play Message menu where you can listen to the recorded message.
5. Press exit to return to the previous menu.

```
┌─────────────────┐
│ System Ready    │
│           menu  │
└─────────────────┘
   ▭  ▭  ▭
┌─────────────────┐
│ 2-MESSAGE CENTER│
│ ok   next   exit│
└─────────────────┘
   ▭  ▭  ▭
┌─────────────────┐
│ Record Message  │
│ ok   next  back │
└─────────────────┘
   ▭  ▭  ▭
┌─────────────────┐
│ Play Message    │
│ ok   next  back │
└─────────────────┘
   ▭  ▭  ▭
┌─────────────────┐
│ 2-MESSAGE CENTER│
│ ok   next   exit│
└─────────────────┘
   ▭  ▭  ▭
```

Playing a Message

To play a message:
1. Press the menu key.
2. Select 2-MESSAGE CENTER and press ok.
3. From the Play Message menu press ok.
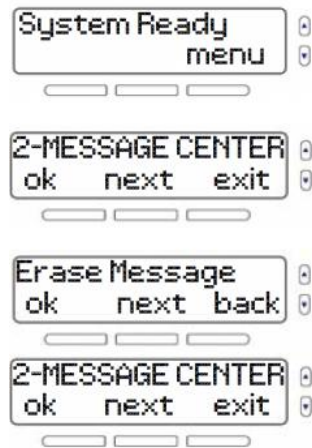4. The system plays the message and displays the time and date the message was recorded.
5. Press exit to return to the previous menu.

```
┌─────────────────┐
│ System Ready    │
│           menu  │
└─────────────────┘
   ▭  ▭  ▭
┌─────────────────┐
│ 2-MESSAGE CENTER│
│ ok   next   exit│
└─────────────────┘
   ▭  ▭  ▭
┌─────────────────┐
│ Play Message    │
│ ok   next  back │
└─────────────────┘
┌─────────────────┐
│ Left on:        │
│ 09:15AM  20-Dec │
└─────────────────┘
   ▭  ▭  ▭
┌─────────────────┐
│ 2-MESSAGE CENTER│
│ ok   next   exit│
└─────────────────┘
   ▭  ▭  ▭
```

Erasing a Message

To erase a message:
1. Press the menu key.
2. Select 2-MESSAGE CENTER and press ok.
3. From the Erase Message menu, press ok to erase the existing message.
4. Press exit to return to the previous menu.

```
┌─────────────────┐
│ System Ready    │
│           menu  │
└─────────────────┘
   ▭  ▭  ▭
┌─────────────────┐
│ 2-MESSAGE CENTER│
│ ok   next   exit│
└─────────────────┘
   ▭  ▭  ▭
┌─────────────────┐
│ Erase Message   │
│ ok   next  back │
└─────────────────┘
   ▭  ▭  ▭
┌─────────────────┐
│ 2-MESSAGE CENTER│
│ ok   next   exit│
└─────────────────┘
   ▭  ▭  ▭
```

Setting the Alarm Clock

You can also use the GOST Phantom as an alarm clock. At the programmed time, the system will begin to play a selected tune. When the alarm clock is enabled, the bell symbol will appear in the upper left corner of the screen.

Alarm clock enabled
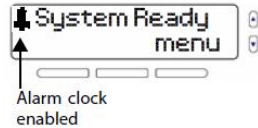
To set the alarm clock:
1. Press the menu key.
2. Select 03-ALARM CLOCK and then press ok.
3. Pressing the left key will toggle the alarm clock between ON and OFF. To continue press next.
4. Set the time for the alarm. Select AM or PM using the middle key then press ok.
5. Use the scroll keys to select the tune or beep that will be played. To exit, press ok.
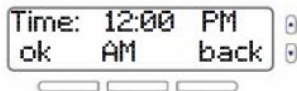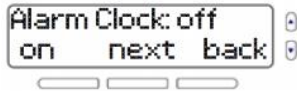
Speakerphone

The GOST Phantom is equipped with a feature that transforms the head unit into a speakerphone. Dial the desired telephone number and talk as you would on a normal telephone. You can also configure the ring tone and volume for incoming calls.
Making a Telephone call using the Head Unit:

1. Press the ☎ key.
2. Dial the telephone number.

3. Press the ☎ key to disconnect once the conversation is completed.

Answering an Incoming Call:

1. Press the ☎ key.

2. Press the ☎ key to disconnect once the conversation is completed.

NOTE: Refer to Chapter 5 - System Setup for more information on setting the ring tone, volume and the system's time and date.

Setting Chime Zones

You can program the system to emit a beep or sound whenever designated zones are opened. These zones are referred to as chime zones.
To set chime zones:
1. Press the menu key.
2. Select 04-CHIME ZONE then press ok.
3. Select the zone you would like to modify and then press edit.
4. Select the tone that will play when the zone opens, then press ok.
5. Press back to return to the previous menu.
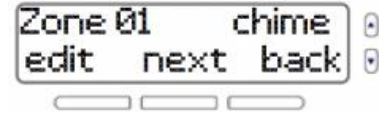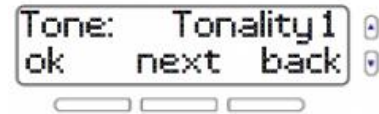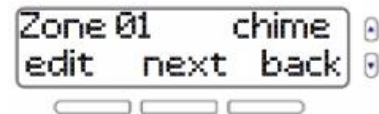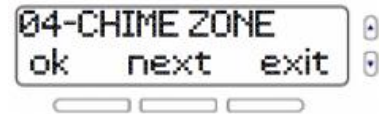
Viewing the Alarm Memory

When an alarm occurs in your system the GOST Phantom will store the alarm event information in its alarm memory. The system will notify you if there is an alarm in memory by displaying on the

home screen. The system will erase the contents of the alarm memory every time the system is armed.

To view the alarm memory:
1. Press the menu key.

Alternatively, you can press the left 🔒key and proceed to step 3.
2. Select 05-ALARM MEMORY and press ok.
3. The display cycles through information on the most recent alarm in memory. Use the **prev** and **next** keys to view other alarm events.
4. Press exit to return to the previous menu.

```
System Ready
  🔒        menu
 ▭    ▭    ▭
```

```
05-ALARM MEMORY
ok    next    exit
 ▭    ▭    ▭
```

```
03:25PM    20-Dec
prev  next   exit
 ▭    ▭    ▭
```

```
03:25PM    20-Dec
prev  next   exit
 ▭    ▭    ▭
```

Viewing the History Log
The history log allows you to view a list of events that have recently occurred in the system.
To view the history log:
1. Press the menu key.
2. Select 06-HISTORY LOG and then press ok.
3. The display cycles through information starting from the most recent events in memory. Use the **prev** and **next** keys to scroll through the system events.
4. Press exit to return to the previous menu.

```
System Ready
           menu
 ▭    ▭    ▭
```

```
06-HISTORY LOG
ok    next    exit
 ▭    ▭    ▭
```

```
03:25PM    20-Dec
prev  next   exit
 ▭    ▭    ▭
```

```
03:25PM    20-Dec
prev  next   exit
 ▭    ▭    ▭
```
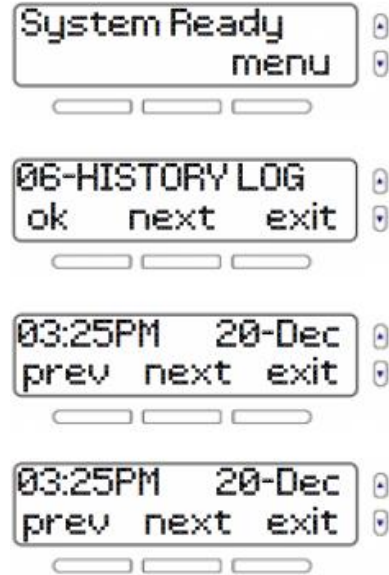
Performing a System Test
The System Test option allows you to run diagnostics on certain system features. System tests that can be performed include signal strength, reporting, zones, remotes and hardware. If a trouble is detected during a system test, contact your installer to resolve the issue. WARNING: When the system hardware is tested, the speaker and sirens will also be tested. Do not

be directly next to the GOST Phantom when performing the hardware test to avoid any damage to your hearing.

To access the System Test menu:
1. Press the menu key.
2. Select 07-SYSTEM TEST and then press ok.
3. Enter your master code (default: 1234).
4. Select the system test you would like to run, and then press ok. Follow the onscreen testing instructions.

```
System Ready
            menu
```

```
07-SYSTEM TEST
ok   next   exit
```

```
Enter a Code
            back
```

```
Signal Strength?
ok   next   exit
```
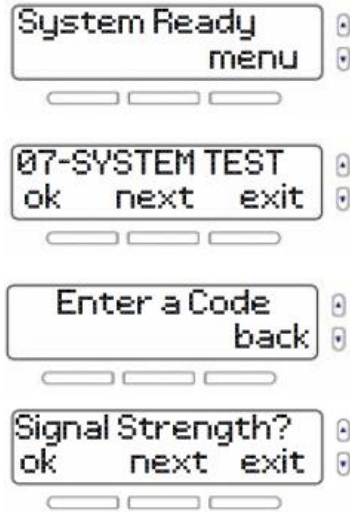
Programming Text Message Labels

When using the onboard GSM module for the GOST Phantom the use of text messaging to transmit GOST Phantom conditions is a valuable tool. As you proceed through the various System Setup Menu you will have the option at assorted points to enter text labels. See the example in Figure 7 that describes how to enter labels for a zone, the process is the same for entering any text label.   You do not need to do this process now but it is important to understand the functionality of it.

Function 1: Press the center "clear" button to wipe out existing verbiage (zone 1, user 2, area 1, etc)

Function 2: Enter the numbers which appear in the box to the right of Figure 7 for the respective letter or character desired. As an example if you press the the number "2 "once, twice, or three times you will get A, B, or C respectively.

Function 3: Press the "Up" or "Down" Scroll keys to move the cursor right or left respectively.

Function 4: Press the " ☎ " button to shift a blank "Space" between possible words.

Function 5: Press the left "ok" menu action key button to proceed to the next step of programming.

Chapter 5 - System Setup

This chapter covers advanced system settings. The GOST Phantom settings menu (08-SYSTEM SETUP) was designed to be extremely user friendly. This section will give you the information you need to easily manage your system. In this chapter we will cover:
• Entering text message labels
• Managing users
• Lost remotes
• Communicator settings
• Setting the time and date
• Changing delays and tones
• Auto-arming
• Changing labels
• Changing the language
• Display settings
• Setting the telephone ringer
• System version number
• System demo

Figure 7

Managing Users
The following user types can be programmed into the system:

System Master
(Default: 1234)
The system master code will give you access to all of the features available on your system as well as the ability to add, modify, or delete users. Of the16 possible user codes, the system master code occupies position 01.

Users Regular users in the system can arm and disarm only the areas to which they are assigned. Of the 16 possible user codes, regular users occupy positions 02 to 16.

Adding or Modifying a User
To add a new user to the system, or to modify an existing user:
1. Press the menu key.
2. Select 08-SYSTEM SETUP then press ok.
3. Enter your master code (default: 1234).
4. To enter the Users menu, press ok.
5. To modify the master code, press ok and continue to step 7. To continue to user codes, press next.
6. Scroll through the 16 available users. To select a user press ok.
7. Enter a user code and press ok. Each digit can be any value from 0 to 9.
8. A voice tag allows you to record a short audio clip of the user's name. To record a voice tag press ok and follow the on screen instructions.
9. Press ok to enter the user's name. When finished, press ok.
10. To program a remote, press ok and follow the on screen instructions. Press ok.
11. If your system is divided into areas, you will be given the option to assign the user to an area, press edit. To program another user, press yes. To exit, press no.

```
01-Users
ok    next    exit
```

```
Modify Master
ok    next    exit
```

```
Add User 02
ok    next    exit
```

```
Code:[****]
ok    clear    back
```

```
Modify Voice Tag
ok    next    back
```

```
Modify Text Name
ok    next    back
```

```
Program Remote?
ok    next    back
```

```
Another User?
no    yes    back
```

```
System Ready
              menu
```

```
08-SYSTEM SETUP
ok    next    exit
```

```
Enter a Code
              back
```

```
02-Lost Remote
ok    next    exit
```

```
Get All Remotes
ok              back
```

```
Press All Remote
finish          back
```

```
Del Remaining?
yes    no    back
```
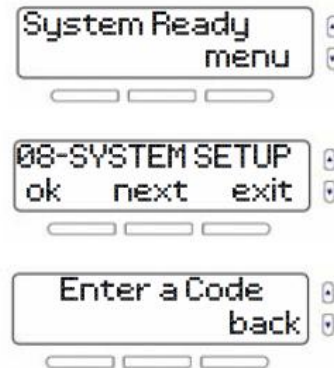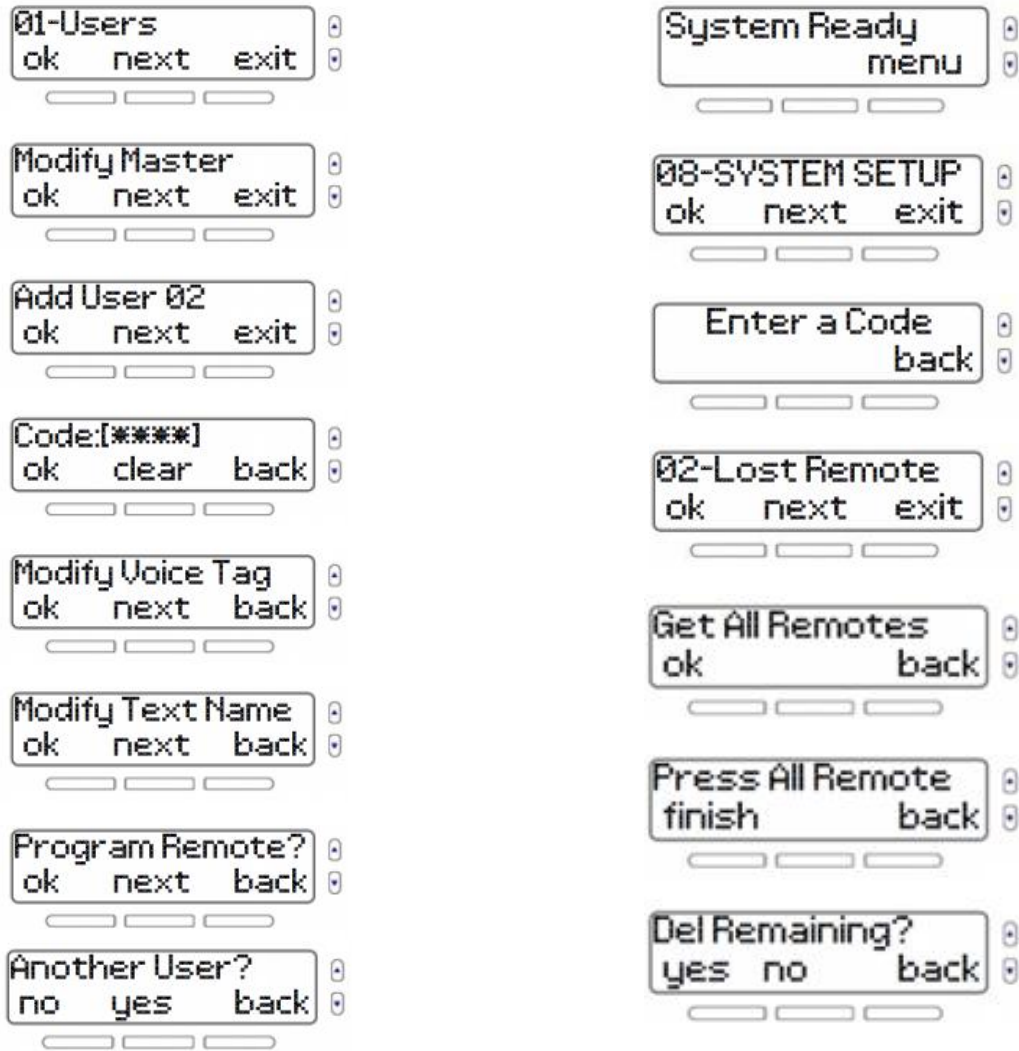
Lost Remote

If you have lost a remote and would like to delete it from the system, the menu will guide you through the process by verifying each remaining remote and eliminating any lost remotes.

To delete a lost remote:
1. Press the menu key.
2. Select 08-SYSTEM SETUP then press ok.
3. Enter your master code (default: 1234).
4. Scroll through the options and select 02-Lost Remote, press ok.
5. Collect all of the remaining remotes. Press ok.
6. Press a key on each of the remotes.
7. Any remotes that have not been confirmed can now be deleted. Press yes to delete.

Communicator Settings

The GOST Phantom will call and/or text up to eight telephone numbers in the event of an alarm. You can also select which system events will trigger a call to which telephone numbers. When a telephone number is contacted, the system will play a voice message to inform you of the system status.

To program a telephone number for system event reporting:
1. Press the menu key.
2. Select 08-SYSTEM SETUP and then press ok.
3. Enter your master code (default: 1234).
4. Scroll through the options and select 03-Communicator, then press ok.
5. To view and manage telephone numbers, press ok.
6. Select the number you would like to modify, then press ok.
7. Enter a telephone number (area code and number only with GSM Dialer, i.e. no "1"), then press ok. Pressing pause inserts a four second

pause before the rest of the number is dialed.

Note: If the installer connected your GOST Phantom to an existing Satellite phone it maybe necessary to enter "001" and "pause" prior to the area code and number, while finishing with "#"

8. Select whether or not you would like the system to place a voice call to the number to report system events. Pressing the left key will toggle the selection between yes and no. To continue, press next.

9. If your system includes a GPRS module you will be given the option to send a SMS text message to report system events. Pressing the left key will toggle the selection between yes and no. To continue, press next. *NOTE: To make a change to the settings in the following options, press edit. Pressing the left key will then toggle the selection between yes and no.*

10. Select the area(s) that will send an alarm notification to the telephone number. Press edit to modify or press next to continue.
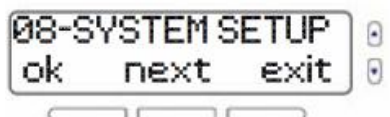
11. Select whether you want the system to call the telephone number if a zone goes into alarm. If you select edit, you will be given options to select which zones will generate a call. Press next to continue to the next option.

12. Select whether you want the system to call the telephone number if a panic alarm is triggered. Press edit to modify or press next to continue.

13. Select whether you want the system to call the telephone number if the area to which it is assigned is disarmed. If you select edit you will be given options to select which users will generate a call. To continue to the next option press next.

14. Select whether you want the system to call the telephone number if a trouble occurs in the system. Press edit to modify or press next to continue.

15. Press next to repeat the list. Press exit to return to the previous menu.

```
Enter a Code
                    back
```

```
03-Communicator
ok      next     exit
```

```
User Call List
ok      next     back
```

```
Add Tel #1?
ok      next     back
```

```
Tel#1 5555555555
ok      pause   back
```

```
Voice Call?      yes
no      next     back
```

```
Send SMS?       yes
no      next     back
```

```
Select Area?      1
edit   next     back
```

```
Zone Alarm:     yes
edit   next     back
```

```
System Ready
                    menu
```

```
08-SYSTEM SETUP
ok      next     exit
```

```
All Zones?
yes    no    back
```

```
Panics?          yes
edit   next    back
```

```
Disarming?       yes
edit   next    back
```

```
Trouble?         yes
edit   next    back
```

```
End of List
          next    exit
```
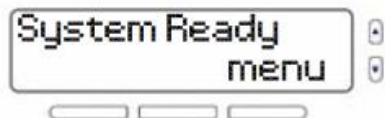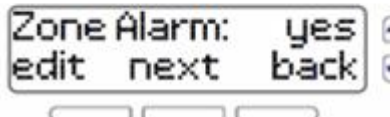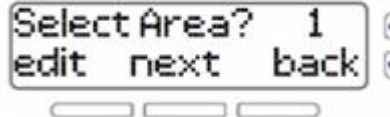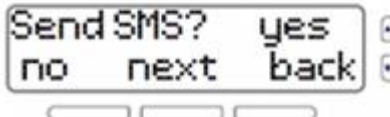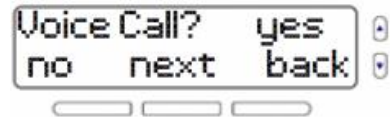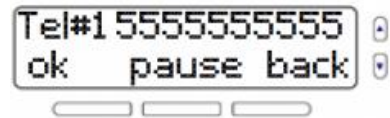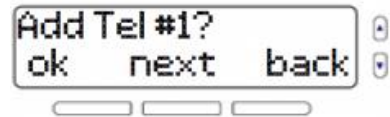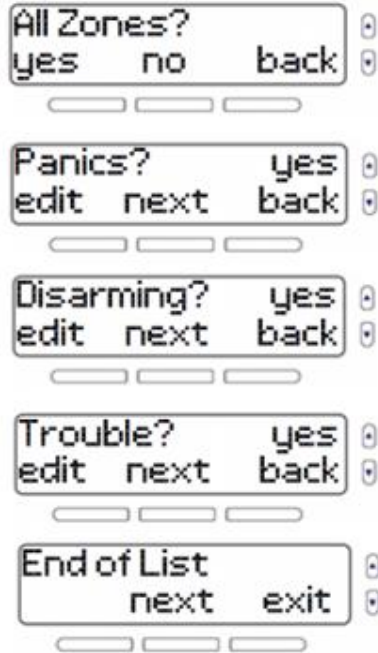
Setting the Time and Date

To set the time and date:
1. Press the menu key.
2. Select 08-SYSTEM SETUP and then press ok.
3. Enter your master code (default: 1234).
4. Scroll through the options and select 04-Time and Date, then press ok.
5. Select 12 or 24-hour time format.
6. Set the time, and then press ok.
7. Set the year, month and day. Press ok to return to the previous menu.

```
System Ready
              menu
```

```
08-SYSTEM SETUP
ok    next    exit
```

```
Enter a Code
              back
```

```
04-Time and Date
ok    next    exit
```

```
Time Format?
12hrs 24hrs
```

```
Time:  12:00  PM
ok    AM    back
```

```
Y:2010 M:12   D:14
ok            back
```

Setting Delays and Tones

This setting allows you to change the duration of the exit delay as well as the tune/beep that is played during the exit delay.
To set the exit delay and tone:
1. Press the menu key.
2. Select 08-SYSTEM SETUP and press ok.
3. Enter your master code (default: 1234).
4. Scroll through the options and select 05-Delays & Tones then press ok.
5. To modify entry delay "1", press ok.
6. Set the entry delay "1" time between 0 and 255 seconds, then press ok.
7. Select the tone or beep for the entry delay "1", then press ok.
8. To modify entry delay "2" press ok.
9. Set the entry delay "2" time between 0 and 255 seconds, then press ok.
10. Select the tone or beep for the entry delay "2" then press ok.
11. To modify the exit delay, press ok.
12. To modify the area "1" exit delay, press ok.
13. Set the area "1" exit delay time between 0 and 255 seconds, then press ok.
14. Select the tone or beep for the area "1" exit delay, then press ok.
15. If your system is divided into areas, you will be given the option to modify the area "2" exit delay, press ok.
16. Set the area "2" exit delay time between 0 and 255 seconds, then press ok.
17. Select the tone or beep for the area "2" exit delay, then press ok.
18. After an alarm, the built in siren will stop upon the disarming of the system or when the bell cut off timer has elapsed, whichever comes first. To modify the bell cutoff delay press ok
19. To modify the area1 bell cutoff delay press ok
20. Set the area "1" bell cutoff delay time between 0 and 255 minutes, then press ok.

21. If your system is divided into areas you will be given the option to modify the area "2" bell cutoff delay, press ok.
22. Set the area "2" bell cutoff delay time between 0 and 255 minutes then press ok.
23. When this feature is enabled, the siren will squawk when you arm/disarm the system. To enable or disable the bell squawk feature, press ok. Press next to return to the previous menu.
24. To modify the pre-alarm delay, press ok.
25. Set the pre-alarm delay time between 0 and 255 minutes and then press ok.

```
System Ready
            menu
```

```
08-SYSTEM SETUP
ok    next    exit
```

```
      Enter a Code
                back
```

```
05-Delays & Tones
ok    next    exit
```

```
Entry Delay 1?
ok    next    back
```

```
Delay: [045] sec
ok    clear    back
```

```
Tone: Tonality 1
ok    next    back
```

```
Entry Delay 2?
ok    next    exit
```

```
Delay: [045] sec
ok    clear    back
```

```
Tone: Tonality 1
ok    next    back
```

```
Exit Delay?
ok    next    back
```

```
Area 1
ok    next    back
```

```
Delay: [045] sec
ok    clear    back
```

```
Tone: Tonality 1
ok    next    back
```

```
Area 2
ok    next    back
```

```
Delay: [045] sec
ok    clear    back
```

```
Tone: Tonality 1
ok    next    back
```

```
Bell Cutoff Del?
ok    next    back
```

```
Area 1
ok    next    back
```

```
Delay: [004] min
ok    clear    back
```

```
Area 2
ok    next    back
```

```
Delay: [004] min
ok    clear    back
```

```
Bell Squawk?
ok    next    back
```

```
Pre-Alarm Delay?
ok    next    back
```

```
Delay: [045] sec
ok    clear    back
```

```
System Ready
                menu
```

```
08-SYSTEM SETUP
ok    next    exit
```

```
Enter a Code
                back
```

```
06-Auto Arming
ok    next    back
```

```
Area 1?
ok    next    exit
```

```
Auto Arm Full
ok    next    back
```

```
Time:  12:00  PM
ok    AM    back
```

Auto-arming

If you sometimes forget to arm the system before leaving the boat, you can configure the system to auto-arm at certain times during the day.

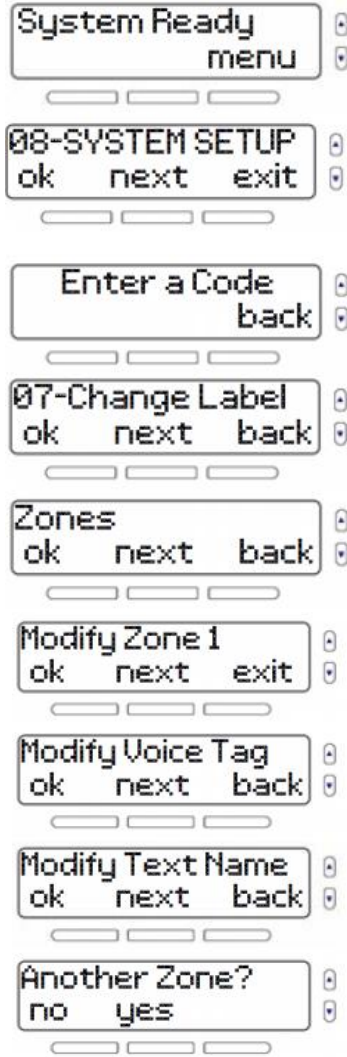*To configure auto-arm settings:*
1. Press the menu key.
2. Select 08-SYSTEM SETUP and then press ok.
3. Enter your master code (default: 1234).
4. Scroll through the options and select 06-Auto Arming, then press ok.
5. To select which area to arm, press next. To modify, press ok.
6. To select the arming level, press next. To modify, press ok.
7. Set the time and select AM/PM using the next key, then press ok to return to the previous menu.

Changing labels

You can label most of the components in the system with a text name as well as a short audio voice tag. To add/modify text / audio labels:
1. Press the menu key.
2. Select 08-SYSTEM SETUP and press ok.
3. Enter your master code (default: 1234).
4. Scroll through the options and select 07-Change Label, then press ok.
5. To program zone labels, press ok.
6. Select the zone you would like to modify and then press ok.
7. To modify the voice tag, press ok. Follow the on-screen instructions to record.
8. To modify the text name, press ok.
9. After confirming the text name, the system advances to the next zone. Pressing no when the system prompts to another zone will return you to the previous menu where you can select the next label group to modify. The following label groups can be modified with the same procedure as described for zone labels: areas, outputs, keypads, repeaters, sirens, doorbells.

```
System Ready
            menu
```

```
08-SYSTEM SETUP
ok    next    exit
```

```
Enter a Code
            back
```

```
07-Change Label
ok    next    back
```

```
Zones
ok    next    back
```

```
Modify Zone 1
ok    next    exit
```

```
Modify Voice Tag
ok    next    back
```

```
Modify Text Name
ok    next    back
```

```
Another Zone?
no    yes
```

Setting the Language

The GOST Phantom comes with the English language pack preloaded. Spanish and French are available along with 20 other languages (consult your installing dealer or GOST). When a new language is selected, the change will be applied to all text prompts and voice prompts in the system. Text labels will be unaffected and must be changed manually

To set a new language:
1. Press the menu key.
2. Select 08-SYSTEM SETUP and press ok.
3. Enter your master code (default: 1234).
4. Scroll through the options and select 08-Language, then press ok.
5. Select a new language, and then press ok. The system returns to the previous menu.

```
System Ready
            menu
```

```
08-SYSTEM SETUP
ok    next    exit
```

```
Enter a Code
            back
```

```
08-Language
ok    next    back
```

```
English
ok    next    back
```
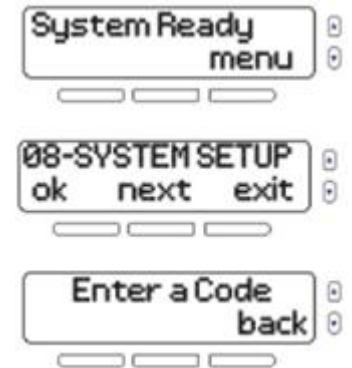
Changing LCD Screen Settings

You can manually change the contrast and brightness of the LCD display.
To change the LCD display settings:
1. Press the menu key.
2. Select 08-SYSTEM SETUP and then press ok.
3. Enter your master code (default: 1234).
4. Scroll through the options and select 09-LCD Display, then press ok.
5. To change the screen contrast, press ok.
6. Adjust the setting and then press ok.
System Ready
7. To change the screen brightness, press ok.
8. Adjust the setting and then press ok.

```
System Ready
            menu
```

```
08-SYSTEM SETUP
ok    next    exit
```

```
Enter a Code
            back
```

```
09-LCD Display
ok    next    back
```

```
Brightness Adj.
ok    next    back
```

```
Brightness Adj.
ok    -    ■    •
```

```
Auto DIM        YES
NO    next    back
```

```
DIM level
ok    -    ■    •
```

```
Contrast Adj.
ok    next    exit
```

```
Contrast Adj.
ok    -    ■    •
```

```
Scroll speed
ok    next    exit
```

```
Scroll speed
ok    -    ■    •
```
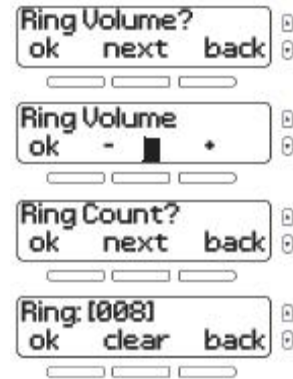
Ring Setup

The GOST Phantom includes a built-in telephone. The ring setup menu allows you to modify the ring tone and volume, as well as the ring count.

To change the ring settings:

1. Press the menu key.
2. Select 08-SYSTEM SETUP and then press ok.
3. Enter your master code (default: 1234).
4. Scroll through the options and select 10-Tel. Ring, then press ok.
5. To change the ring tone, press ok.
6. Select a new ring tone, and then press ok.
7. To adjust the ring volume, press ok.
8. Adjust the ring volume, and then press ok.
9. To change the ring count, press ok.
10. Enter a ring count between 1 and 255. Press ok to return to the previous menu.

```
Ring Volume?
ok    next    back
```

```
Ring Volume
ok    -    ■    •
```

```
Ring Count?
ok    next    back
```

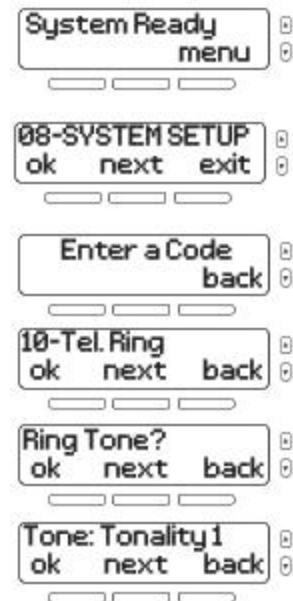```
Ring: [008]
ok   clear   back
```

## Viewing Version Numbers

During a technical support call, the technician may need to know what software versions the system is running.

To view your console's version numbers:

1. Press the menu key.
2. Select 08-SYSTEM SETUP and then press ok.
3. Enter your master code (default: 1234).
4. Scroll through the options and select 11-Version Num., then press ok.
5. To scroll through current software versions (FW, RF, S/N, HW, and ECO), press next. Press exit to return to the previous menu.

```
System Ready
                menu
```

```
08-SYSTEM SETUP
ok    next    exit
```

```
Enter a Code
                back
```

```
10-Tel. Ring
ok    next    back
```

```
Ring Tone?
ok    next    back
```

```
Tone: Tonality 1
ok    next    back
```

Demo Mode

Use this demo mode to preview the Phantom features. After entering demo mode, the system will begin displaying its features by flashing its lights, playing tones, etc.

WARNING: When in Demo mode, the GOST Phantoms console's speaker and siren will also

be played. Do not stay in direct proximity to the console to avoid damaging your hearing.

To access demo mode:

1. Press the menu key.
2. Select 08-SYSTEM SETUP and then press ok.
3. Enter your master code (default: 1234).
4. Scroll through the options and select 12-Demo Mode. To start the demo, press ok.

The whole GOST team wishes you a successful and easy installation. We hope this product performs to your complete satisfaction.

Should you have any questions or comments, please contact us.

For support, please contact your installing Marine Electronics dealer or GOST support.

Support@gostglobal.com or (954) 565-9898.