Key Chain Remote KR22A Installation and operating instructions

The KR22A works with the RR501 (part of the RC5000) and the TM751 (part of the RC6500). It lets you turn on and off 4 individually coded X10 Modules and brighten and dim lights connected to Lamp Modules and Wall Switch Modules. In the default state (after first fitting the battery) the KR22A is set to Housecode A. The first (top) two ON-OFF buttons control modules set to Unit Code 1. The second two buttons control A2, the third A3, and the fourh A4.

- 1. Plug in an X10 Transceiver (RR501 or TM751, sold separately).
- 2. To turn on or off X10 Modules set to Unit Code 1 (on Housecode A) press the first (top) ON or OFF button. To turn on or off X10 Modules set to Unit Code 2 (on Housecode A) press the second ON or OFF button, and so on. To brighten or dim Lamp Modules or Wall Switch Modules press the number button first, then press the Bright or Dim button. If you want to control Modules 1 thru 4 on Housecode A, that's it. You don't need to read any further.

To change the Housecode

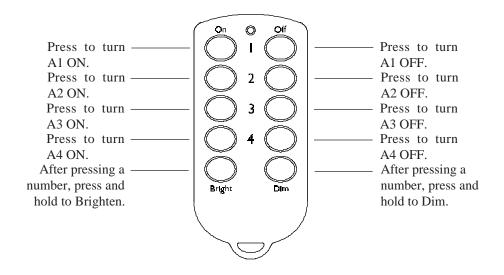
- Press and hold the first (top) **ON** button. The red LED blinks once. 3 seconds later, the LED blinks the current setting: 1 blink for Housecode A, 2 blinks for B..... 16 blinks for P.
- Release the first (top) **ON** button.
- Press and release the first (top) ON button the appropriate number of times for the Housecode you want to set. Once for A, twice for B, etc. The LED blinks for each press. IMPORTANT: Hold the button on your last press. 3 seconds later, the red LED blinks back the new setting, e.g. 3 blinks for Housecode C. If you do not follow this programming sequence, the LED will stay on for 1 second and your existing setting will not be changed.

To change the Unit Code for the first (top) two buttons (the next three buttons are always run in sequence, i.e. if you set the first button to 6, the four buttons will control 6, 7, 8, and 9, etc.).

- Press and hold the top **OFF** button. The red LED blinks once. 3 seconds later, the LED blinks the current setting: 1 blink for Unit Code 1, 2 blinks for 2, 16 blinks for 16.
- Release the top **OFF** button.
- Press and release the top OFF button the appropriate number of times for the Unit Code you
 want. IMPORTANT: Hold the button on your last press. 3 seconds later new code blinks back.
 If you do not follow this programming sequence, the LED will stay on for 1 second and your
 existing setting will not be changed.

To change the battery: Pry the unit apart and fit a CR2032 Lithium 3V battery. Observe polarity.

F.C.C. CAUTION-THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS: (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRED OPERATION. **NOTE:** NO CHANGES OR MODIFICATIONS MAY BE MADE TO THE UNITS. ANY CHANGES MADE TO THE UNITS WILL VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.



X10 (USA) INC. LIMITED 1-YEAR WARRANTY

X10 (USA) Inc. warrants X10 products to be free from defective material and workmanship for a period of one (1) year from the original date of purchase at retail. X10 (USA) Inc. agrees to repair or replace, at it's sole discretion, a defective X10 product if returned to X10 (USA) Inc. within the warranty period and with proof of purchase.

If service is required under this warranty:

- 1. Return the defective unit postage prepaid to X10 (USA) Inc. (see address on back).
- 2. Enclose a check for \$4.00 to cover postage and handling.
- 3. Enclose a dated proof of purchase.
- 4. X10 is not responsible for shipping damage. Units to be returned should be packed carefully.
- 5. For additional warranty information, contact X10 (USA) Inc.

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Purchased								

KR22A-3/99