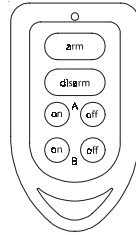


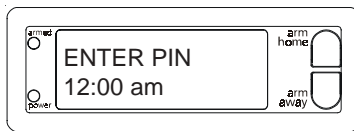
Initializing Keychain Remotes

Press and hold the ARM button on the Keychain remote for a second and then release it. This initializes the remote and picks a random code that is used when it is registered with the Console.

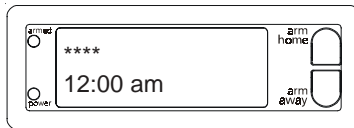


Registering the Keychain remote with the Console.

Press either of the Console's 2 Menu up/down buttons (to the right of the display). The display then shows ENTER PIN (Personal Identification Number) in the top line. Entering the PIN clears the top line and shows * for each number entered. The default PIN is 0000, you'll find out later how you can change this, but for now press 0000 on the keyboard under the Console's flip up lid.



This takes you to the first level of the menu at step 1. This is the INSTALLATION level. The display looks like this:



Now simply press any button on the Keychain remote. The Console will acknowledge that it has been registered by displaying RMOT 1 SET, RMOT 2 SET, etc. as you install more remotes.



Repeat this for any other Keychain remotes you want to register.

Press Clear to back out of the menu. You are asked to confirm, 1. YES, 2 NO. Pressing 1 takes you back to the HOME CONTROL screen. Pressing 2 take you up one level of menu.

Arming the system

Press ARM HOME on the Console to arm all Door/Window Sensors instantly. This does not affect Motion Detectors.

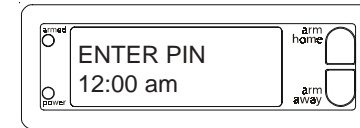
Pressing ARM on the Keychain remote always arms in the AWAY mode.

Press ARM on the Keychain remote to arm all Door/Window Sensors and Motion Detectors. This arms the system after a set delay. The delay will be what you specified as the EXIT DELAY (1 minute default). If you arm the system in the AWAY mode you will also have a delay when you enter your home before the alarm trips, to give you time to disarm it. This delay will be what you specified for your ENTRY DELAY (30 second default).

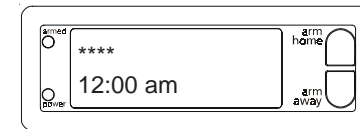
Disarming the system

Pressing DISARM on the Keychain remote disarms the system instantly.

To disarm from the Console: Press either of the 2 Menu up/down buttons (to the right of the display). The display then shows ENTER PIN (Personal Identification Number) in the top line.



Entering the PIN clears the top line and shows * for each number entered. Enter your 4 digit PIN.



If the unit is armed, (in either ARMED HOME or ARMED AWAY modes) it will disarm when the PIN is entered, and return to the time display, with DISARMED in the top line.



Battery Replacement

Providing the batteries have not already failed, they may be replaced with fresh batteries without the need to reinstall the remote. After removing the old batteries fresh batteries must be fitted within 30 seconds to ensure that the security code is retained.

Gently pry the 2 halves of the Keychain remotes case apart and install two CR2016 lithium batteries battery in the compartment. Press the 2 halves of the cabinet back together.

Once the batteries have been replaced, confirm that the remote is still logged in by arming the system. If it does not arm, the code has been lost and you will need to proceed as described below.

If the batteries have failed completely, the security code will have been lost. To ensure proper system integrity it is recommended that the Console is cleared and all sensors and remotes reinstalled following the procedures in the *Installation* chapter.

FCC Statement

This equipment generates and uses radio frequency energy, and if not installed and used properly, that is, in strict accordance with the manufacturers instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for remote control security devices in accordance with the specifications in Sub-Parts B and C of Part 15 of *FCC Rules*, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by unplugging the equipment, try to correct the interference by one or more of the following measures.

- Reorient the antenna of the radio/TV experiencing the interference.
- Relocate the Console with respect to the radio/TV.
- Move the Console away from the radio/TV.
- Plug the Console into an outlet on a different electrical circuit from the radio/TV experiencing the interference.

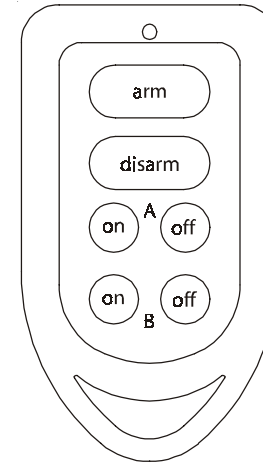
If necessary, consult your local RadioShack store for additional suggestions.

RadioShack Corporation, Ft. Worth, TX 76102.



RadioShack™

Keychain Remote Cat. No 49-1002



The plug 'n power Supervised Security System Cat. No 49-1000 includes a Security Console with an automatic dialer that calls neighbors or friends in the event of a break in. A battery powered RF Door/Window Sensors and battery powered RF Motion Detector to trigger the alarm, and an RF and Keychain Remote control for arming and disarming the system. All sensors and remotes incorporate random digital security coding.

The system may be configured with any combination of the following items:

- Up to 16* Keychain Security Remotes with arm/disarm and panic functions, and buttons to control security lights in and around the home.
- Up to 32* magnetic switch operated wireless Door/Window Sensors.
- Up to 32* wireless PIR Motion Detectors.
- Additional plug 'n power Home Automation modules such as plug-in lamp and appliance modules and wired-in replacement wall switches can be added to the system (one Lamp Module included).

This manual for the 49-1000 system describes the installation process for the security elements of the system, and should be referred to as a supplement to this instruction booklet.

**Note: Door/Window Sensors and Motion Detectors may be added in any combination up to a total of 32. You can also set up 2 wired inputs which will be zones 31 and 32.*