FCC Information

This device complies with Part 15 of the FCC Results. Operation is subject to the following two conditions:

(1) This Device may not cause harmful interface, and

(2) This device must accept any interference received, including interference that may cause undesired operation.

Note: This equipment has been tested and found to comply with the limits for CLASS B digital device, pursuant to Part 15 of FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try correct the interference by one or more of the following measures:

1.1. Reorient or relocate the receiving antenna.
1.2. Increase the separation between the equipment and receiver.
1.3. Connect the equipment into an outlet on a circuit different from that to which receiver is connected.
1.4. Consult the dealer or experienced radio/TV technician for help.

WARNING

Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment.

Basic Operation

After you have successfully activated your SIRIUS subscription, the Normal Operation (Default) screen will appear (*Below*): Use the Up/Down Key to select channels.

• The selected channel will automatically start playing. The name and artist of the currently playing song will scroll across the display.
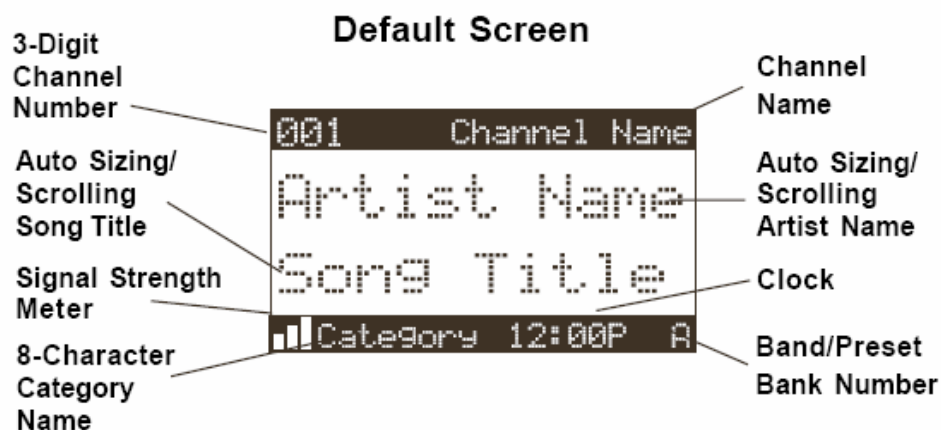
Changing Channels

Pressing channel up move up to the next channel. Using Up/Down key will decrease, or move down to the previous channel.

Display Button

Pressing the DISP button from the Default display toggles between the artist name/song title and large character displayed text. In doing so, this will change the character size and cause the field to scroll. This feature is useful when viewing the display at a distance.

NOTE: The displayed text will scroll only if the length of the artist or title cannot be viewed in its entirety. Pressing and holding the Display button will enter the channel list mode.

Pressing DISP will switch between these two display views.

Search Modes (Category, Channel, Artist, Song Title)

The KT-SR3000 Receiver has four ways to search for and select music: by category, by channel, by artist, and by song title.

Searching Categories

If you want to listen to a different entertainment category, push the CATEGORY buttons to activate the Category Select screen (*top right*):
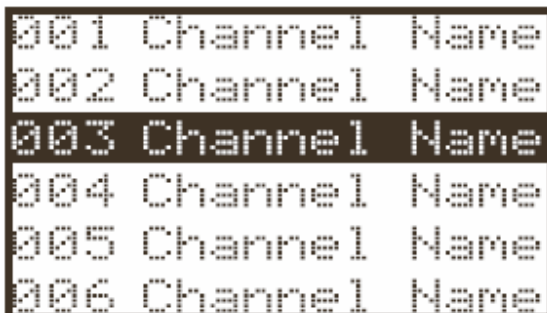
1. Use the CATEGORY buttons to scroll through music and entertainment categories.
2. When the category (ex. Rock) you want is displayed, use the Up/Down key to search available channels within the category.
• Pressing the DISP button while in the Category Search mode will change between Channel Name,
Artist Name, and Song Title to be able to preview what is playing on other channels before selecting.
3. When the channel you want is highlighted, press the Select key. The channel will change and the display will revert to the Default screen for the new channel. To exit this mode without changing to a new channel, press and hold the DISP button for 1 second.

```
 ┌─────────────────────────┐
 │      Category           │
 │ 001 Artist  Name        │
 │ 002 Artist  Name        │
 │ 003 Artist  Name        │
 │ 004 Artist  Name        │
 │ 005 Artist  Name        │
 └─────────────────────────┘
```

Searching Channels (Channel List Mode)
It is possible to search for a different channel while listening to your current channel. Be sure that the display shows the Default screen prior to the following steps:

1. Press and hold the DISP button for 2 seconds to activate the Channel List Mode *(top right)*. The Channel List screen will appear, showing all available channels regardless of category:
• Pressing the DISP button while in the Channel List Mode will change between Channel Name, Artist Name *(middle right)*, and Song Title *(bottom right)*. You can use this feature to search for a specific Artist or Song that may be playing at the time.
2. Press Channel Up/Down to find the channel you want.
3. Press and release Select Key to select the channel. To exit this mode without changing to a new channel, press and hold the DISP button for 1 second.

```
 ┌─────────────────────────┐
 │ 001 Channel  Name       │
 │ 002 Channel  Name       │
 │ 003 Channel  Name       │
 │ 004 Channel  Name       │
 │ 005 Channel  Name       │
 │ 006 Channel  Name       │
 └─────────────────────────┘
```
Press and Hold the DISP button to enter the Channel List Mode

```
001 Artist Name
002 Artist Name
003 Artist Name
004 Artist Name
005 Artist Name
006 Artist Name
```

Press DISP again to show the Artist Name

```
001 Song Title
002 Song Title
003 Song Title
004 Song Title
005 Song Title
006 Song Title
```

Press DISP again to show the Song Title
Press DISP again to go back to Channel List

Note: If you are in Channel List Mode and viewing a sports category channel list (NFL Zone, NHL Zone), pressing the DISP button will toggle between the team names and the current score of any live play-by-play game.

Direct Tuning Streams can also be directly accessed by pressing the Select (remote control)button and using the 1-6 number keys to numerically enter the desired stream. Once the desired stream number has been entered, press the Select button again to play.

```
001        Channel Name

       Enter Channel

         # _ _ _

 ▪▪▪ Category  12:00P   A
```

Setting Channel Presets

You can store up to 30 of your favorite channels as presets, for quick access. Presets are stored in 3 banks, A, B & C, each containing 10 channel presets.

1. Press the BAND button to activate the preset bank you want. The selected bank is shown in the lower right corner of the Default screen.
2. Select the channel you want to preset.
3. Hold the numbered preset button you want to store the channel in for at least 2 seconds.
• The selected preset number will flash and then remain lit on the display to show that it has been memorized.
• If the preset button already has a channel stored in it, the preset will be replaced by the new channel.

Recalling Channel Presets

The 10 presets in the active bank (A, B or C) can be selected by pressing the "0" – "9" remote control buttons.

1. Press the BAND button to activate the preset bank you want. The selected bank is shown in the lower right corner of the Default screen.
2. Press the desired preset button "0" – "9" to recall the preset. The channel will change and the display will revert to the Default screen for the new channel.

Jump Preset Button

The KT-SR3000 Receiver includes a special preset button labeled Jump. It can be used for channels that are accessed frequently and temporarily such as traffic, weather, news or sports. This button allows you to quickly tune to one specific channel and then tune back to the original channel.

Refer to the Jump Settings options section for information on configuring your Jump preset button. the preset. The channel will change and the display will revert to the Default screen for the new channel.
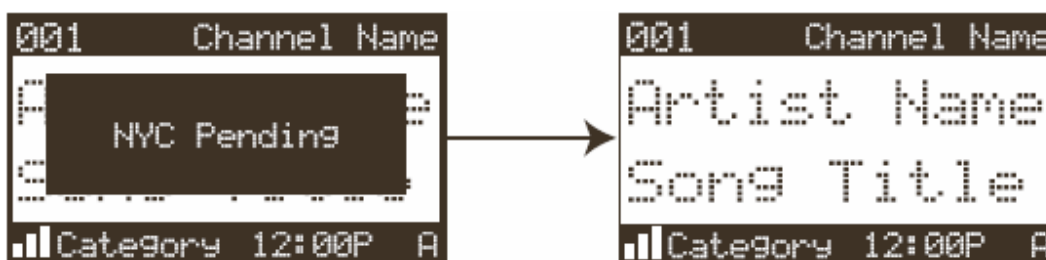
• If your Jump Setting is set to traffic, pressing the Jump button will immediately begin searching for your desired city's traffic report. The band indicator on the display will change to the Jump icon to indicate a Jump search is active. Once your local traffic is found, the Receiver will automatically tune to that channel. You may have to wait up to 4 minutes for your desired report. Pressing the Jump button while the receiver is searching will cancel the search.
Pressing the Jump button after the receiver has tuned to your traffic report will return to the previous channel.
• If your Jump Setting is set to JumpSet, pressing the jump button will immediately tune to your desired channel. Pressing the Jump button again will return to the previous channel.

Note: The channel preset for the Jump button remains the same regardless of which preset bank is currently selected.

Searching for a Channel Preset (P.TUNE Mode)

It is possible to quickly search through all of your presets using Up/Down key.

1. Press and hold the BAND button to enter the Preset Tune Mode (P.TUNE).
2. The bottom right portion of the display will change to highlight the current preset.
3. Press Up/Down Key to move up or down through your presets. The new channel will start to play as soon as you stop Up/Down Pressing

• Only stored presets will be displayed, regardless of what bank they are stored in.

• Presets will be grouped and displayed by preset bank and number (ex. A-1, A-2...B-1, B-2...C-1,C-2...) and rotate all the way around back to the beginning.

001 Channel Name Artist Name Song Title Category 12:00P A	001 Channel Name Artist Name Song Title Category 12:00P A
Default Display	**P.TUNE Display**

To exit Preset Tune Mode and return to Channel Tuning Mode, press and hold the BAND button.

Preset Tune List Mode

In Preset Tuning Mode you can view your list of presets showing Channel Name, Artist Name, or Song Title just like in the Channel List Mode:

1. Press and hold the BAND button to enter the Preset Tune Mode (P.TUNE).
2. Press the DISP button for 2 seconds which will bring up the Preset Tune List Mode displaying up to 6 preset channel names.

• Pressing the DISP button while in this mode will change between Channel Name *(right top)*, Artist Name (right *middle)*, and Song Title list modes *(right bottom)*

• The name field will scroll only if the length of the artist or song title cannot be viewed in its entirety.

3. Use Up/Down Key to select the desired preset.
4. Push and release the Select key to select the preset. The channel will change and the display will revert to the P.TUNE Display.
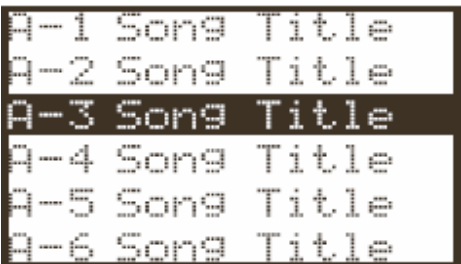
001 Channel Name Preset Tune Mode Category 12:00P A

P.TUNE Channel Name List Display

P.TUNE Artist Name List Display

P.TUNE Song Title List Display
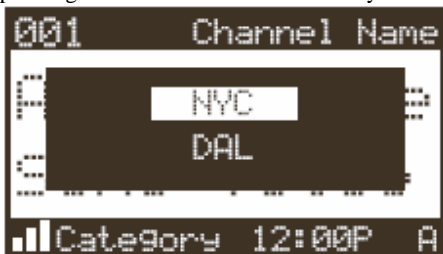
Memory (MEMO) and Song Seek (S-Seek) Functions

This feature allows the user to capture and store information about the programming (Artist/Song, sports team, or traffic city) on the currently tuned channel, up to a total of 20 listings. The receiver also has the capability to continuously search all incoming SIRIUS channels and alert the user when a saved program is being played. When a team (or teams) are stored in memory, at the time receiver is initially powered on, you will be alerted when the teams are playing in a game being broadcast. Also, while listening to your SIRIUS receiver, should one of the teams begin to play a game, you will be alerted.
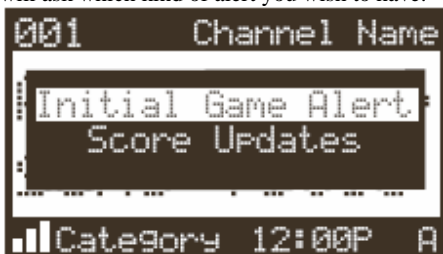
Storing Song Titles or Sports Games

1. **Song Titles or Traffic City:** While the receiver is in the default display mode, momentarily pressing and releasing the **MEMO** button stores the current program data information within the receiver's memory. A **"Stored"** pop-up screen, followed by **"X Used/Y Empty"** will each appear for 1 second, **X** being the total number of listings saved in memory, and **Y** being the total number of memory listings still available for storage.

2. **Sports Games:** If the current tuned channel is an NFL®, NBA®, NHL®, or College play-by-play sports broadcast, pressing the **MEMO** button will allow you to select one of the teams playing to be stored in memory.

```
┌──────────────────────────────────┐
│ 001        Channel Name          │
│ ┌┐ ┌────────────────────────┐ ┌┐ │
│ ││ │        NYC             │ ││ │
│ ├┤ │                        │ ├┤ │
│ ││ │        DAL             │ ││ │
│ ┌┐ └────────────────────────┘ ┌┐ │
│ ▁▌Category  12:00P    A        │
└──────────────────────────────────┘
```

Press Up/Down key to highlight the team you wish to store in memory and press the Select key to select. The next screen will ask which kind of alert you wish to have.

```
┌──────────────────────────────────┐
│ 001        Channel Name          │
│ ┌──────────────────────────────┐ │
│ │ Initial Game Alert           │ │
│ │   Score Updates              │ │
│ └──────────────────────────────┘ │
│ ▁▌Category  12:00P    A          │
└──────────────────────────────────┘
```

"**Initial Game Alert**" will sound an alert when the team you have chosen is playing a game. "**All Score Updates**" will sound an alert when the team you have chosen is playing a game, and also when the scores are updated for the team. Press Channel Up/Down to highlight the type of alert you wish to have and press the Select key to select.

3. If the **MEMO** button is pressed and all of the memory spaces are full, "S-Seek Full" will flash on the display for 1 second.
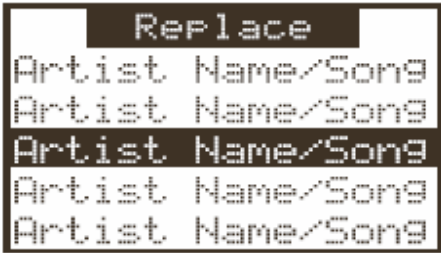
```
┌──────────────────────────────────┐
│ 001        Channel Name          │
│ ┌┐ ┌────────────────────────┐ ┌┐ │
│ ││ │                        │ ││ │
│ ├┤ │      S-Seek Full       │ ├┤ │
│ ││ │                        │ ││ │
│ ┌┐ └────────────────────────┘ ┌┐ │
│ ▁▌Category  12:00P    A        │
└──────────────────────────────────┘
```

A screen displaying the **Replace**-**Cancel** options will follow.

```
┌──────────────────────────────────┐
│ 001        Channel Name          │
│ ┌┐ ┌────────────────────────┐ ┌┐ │
│ ││ │      Replace           │ ││ │
│ ├┤ │                        │ ├┤ │
│ ││ │      Cancel            │ ││ │
│ ┌┐ └────────────────────────┘ ┌┐ │
│ ▁▌Category  12:00P    A        │
└──────────────────────────────────┘
```

This prompt allows you to make the following Replace-Cancel choices:
**Replace**: The list of stored memory items will appear.

Use Up/Down key to choose the item that you would like to overwrite with the new Artist/Song Title, sports game, or traffic city. After highlighting the selected item in the list, press the Select key to delete the stored Artist/Song Title, sports team, or traffic city and replace it with the updated information. The display will show the "Stored" screen.

**Cancel**: The Replace-Cancel prompt screen will disappear and revert to the original screen. Nothing will be stored.

Viewing Program Information stored in Memory
1. Press and hold the MEMO button for 3 seconds to enter S-Seek Mode. The program information stored in memory will be displayed one-at-a-time in page format.
2. Use the Up/Down key to scroll through the 20 page listing. This function allows you to review previously stored program information. The information will be displayed as Sports League or College/Team Name
or Artist Name/Song Title.
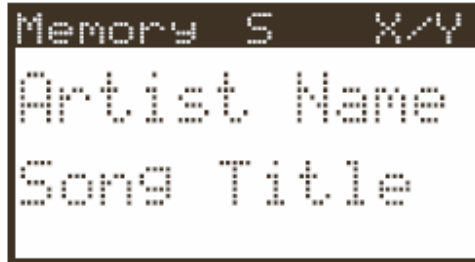
Deleting a Song Title Stored into Memory
1. Press and release the Select key while in S-seek Mode. A pop-up screen displaying two selectable options - **"Delete"** and **"S-Seek"** – is displayed.

```
Memory Recall

        Delete
        S-Seek
Push select to delete
```
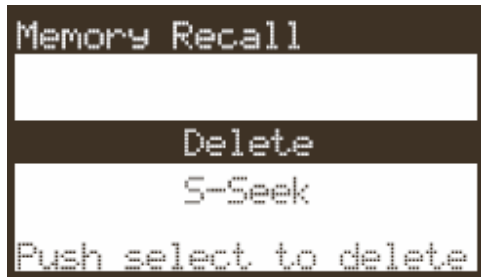
2. Use Up/Down key to highlight the "Delete" option.
3. Press the Select key and a Delete confirmation screen will appear.
4. To permanently delete the program from your list, select **"Yes"** using the Up/Down and press the Select key to confirm.

```
Delete


        Yes
        No

```
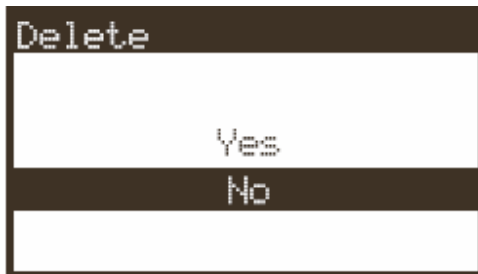
Activating the Song (S-Seek) Alert

1. Press and hold the MEMO button for 3 seconds to enter the S-Seek Mode.

2. Press and Release the Select key. A pop-up screen displaying two selectable options - **"Delete"** and **"S-Seek"** will appear (below *left*).

3. Use the Up/Down key to highlight the **"S-Seek"** option.

4. Press and release the Select key and a S-Seek confirmation screen will appear. Select the **"On"** option using Up/Down key and press Select key to confirm *(below right)*.

Whenever the KT-SR3000 Receiver is turned on, it automatically searches the incoming channels to determine if a match exists with the program information stored in receiver's memory. If one or more matches are found, a pop-up screen momentarily appears for 2 seconds and displays **"S-Seek Alert"**.

An audible beep tone will be heard indicating that a match was found. The display then reverts to the SSeek Alert screen which displays the current matches. You can select the Artist/Song Title or game that you wish to listen to. No stored match alert is provided for the currently selected channel. To ensure that no duplicate entries are stored in memory, the Receiver will check the stored input data to ensure the information about to be stored is not already in memory.

• If one or more matches are found, a list appears. You can scroll through the list and select a program using the Up/Down key. Your selection will be tuned and the display will revert to the last active display mode.

• If a selection is not chosen within 10 seconds, the screen will revert to the last active display and tuning modes.
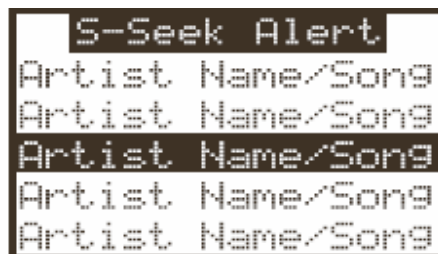
Game Alert

The KT-SR3000 Receiver can automatically identify when your favorite team is playing. When a game is found, the Game Alert screen is displayed, followed by tuning information for that game. Use the Up/Down buttons to select and tune to the desired channel.
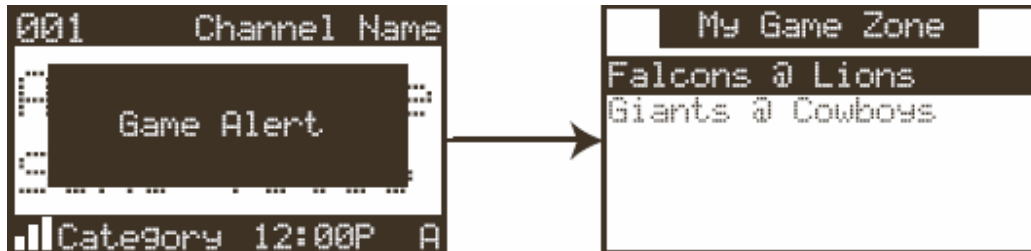
See the Game Alert setting in the Menu Display Options section for information on setting your favorite team. You can use the S-Seek feature to add Game Alerts for additional teams. See the Setting S-Seek Alerts section for more information.

Instant Replay

The KT-SR3000 Receiver is capable of storing the audio of the channel to which you are listening for later playback, approximately up to 44 minutes depending upon the channel to which you are tuned. As soon as you tune to a channel, the Receiver automatically begins storing the audio, enabling you to rewind at any time to replay the audio again. If you are unable to continue listening to a channel, but do not want to miss the broadcast, pressing the Play/Pause button will cause the Receiver to mute the audio and mark the point in the broadcast so you can resume listening at a later time.

• **Pause/Play button.** When pressed, this places the Receiver in the Instant Replay pause mode which mutes the audio. *Pressing and releasing* the Pause/Play button again causes the Receiver to begin playing the stored audio from the point at which the Receiver was paused. During playback, the Receiver will continue to store the live channel audio.

Pressing and holding the Play/Pause button changes the display to a listing of the artist's names in the stored audio, from the most recent to the oldest, beginning with an entry called "Live". (Pressing the DISP button will toggle the display between the artist name list and the song/program title list.) Use the Up/Down buttons and SELECT to choose a song to play. "Live" may be chosen which will exit the Instant Replay mode, and the Receiver will resume playing the live broadcast.

```
   Playlist            Playlist
<<LIVE>>            <<LIVE>>
Artist             Title
Artist             Title
Artist             Title
Artist             Title
```

• **Fast Forward button.** This fast forwards you through the stored audio.

Pressing and releasing the Fast-Forward button forwards to the start of the next song or program in the stored audio and playback automatically begins. Repeatedly pressing and releasing the Fast- Forward button causes the Receiver to continue to move forward in the stored audio to the start of each next song or program until the end of the stored audio is reached. When the end of the stored audio is reached, a beep will be heard (if the Confirmation Tone option is enabled), the Instant Replay mode will be exited, and the Receiver will resume playing the live broadcast.

Pressing and holding the Fast-Forward button for one second advances the playback forward in 10 second intervals, which increases to 15 and then 30 second intervals the longer the Fast-Forward button remains pressed. Playback begins immediately when the button is released. When the end of the stored audio is reached, a beep will be heard, the Instant Replay mode will be exited, and the Receiver will resume playing the live broadcast.

• **Rewind button.** This rewinds (moves you backwards) through the stored audio.
Pressing and releasing the Rewind button rewinds to the start of the current song or program in the stored audio, and playback automatically begins. Repeatedly pressing and releasing the Rewind Button causes the Receiver to continue to move backwards in the stored audio to the start of each previous song or program until the beginning of the stored audio is reached. If the beginning of the stored audio is reached, a beep will be heard (if the Confirmation Tone option is enabled) and playback will automatically begin.

Note: Depending upon where in a particular broadcast the channel was selected, the start of a song or program may not be available in memory. If this occurs, the playback will start from where the audio began to be stored.

Pressing and holding the Rewind button for one second rewinds playback in 10 second intervals, which increase to 15 and then 30 second intervals the longer the Rewind button remains pressed. Playback begins immediately when the button is released. If the beginning of the stored audio is reached while rewinding, a beep will be heard and playback will automatically begin.

Note: When the Receiver is tuned to another channel, all audio stored in the Instant Replay memory is erased and the tuned channel begins to play. Tuning to another channel may automatically occur if another feature of the Receiver has been programmed to do so.

• **Progress Bar.** While playing from Instant Replay memory, status information is shown at the bottom of the Receiver's display screen.

Play Position Indicator

Progress Bar

◇

▌▌ —0:00:01 12:00P   A

Instant Replay Time Position

Instant Replay Mode
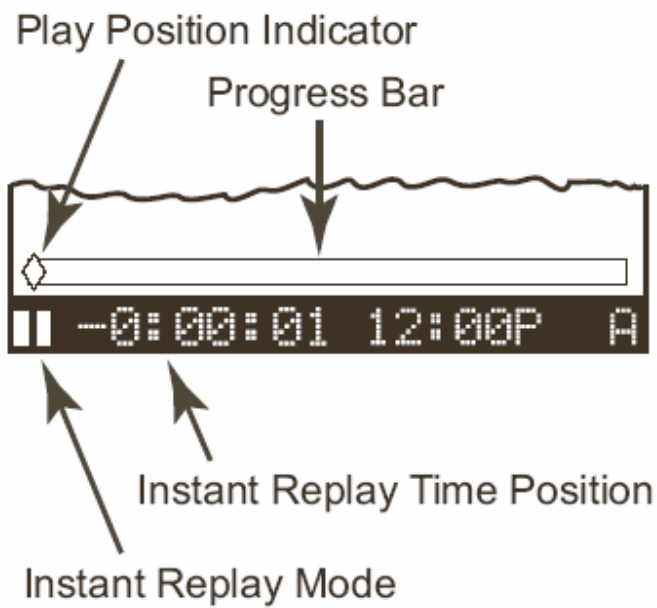
The Instant Replay mode icon that is displayed at the bottom left of the screen indicates the current mode.

▌▌   Pause mode. This indicates that the Receiver is paused and muted.

▶   Play mode. This indicates that you are in the playback mode, listening to stored audio.

▶▶ Fast Forward mode. This indicates that you are fast forwarding through the stored audio.

◀◀   Rewind mode. This indicates that you are rewinding, or moving backwards, through the stored audio.

The Progress Bar is a visual indicator of the status of the Instant Replay memory. As the memory fills, progress Bar begins to fill from the left side providing a visual indication of how much of the Instant Replay memory is filled. The end of the bar indicates the end of the stored audio, where the live broadcast begins. When all available memory has been used, the bar will be completely filled.

Progress Bar Showing
Amount of Memory Filled

End of Stored Audio
Beginning of Live Broadcast

‖ —00:16:05 12:00P A
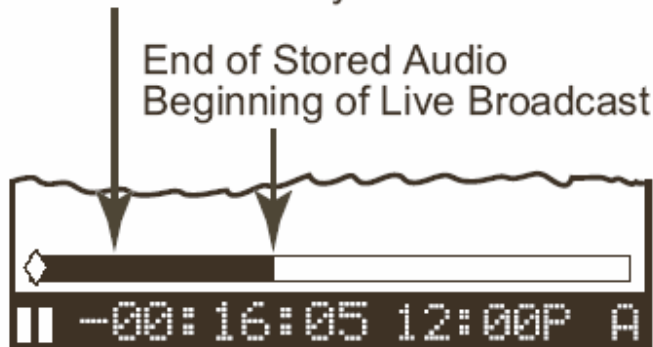
A diamond-shaped Play Position indicator is superimposed over the Progress Bar which provides a visual indicator of the current playback position in the Instant Replay memory.

Play Position Indicator

‖ —00:16:05 12:00P A

The Play Position indicator shows your current listening position in the stored audio. When you press the Play/Pause button to begin playback of the stored audio, this indicator will begin to move to the right showing the progression of the playback through the Instant Replay memory, provided that the memory is not full.

Play Position Indicator

▶ —00:16:05 12:00P A

The portion of the Progress Bar behind the Play Position indicator shows how much you can rewind in the Instant Replay memory, while the filled portion ahead of the Play Indicator shows how much you can fast-forward in the memory. While you are in the playback mode, the Receiver continues to store the audio from the channel. Obviously, you will be unable to "catch up" to the live broadcast during playback, as new audio is being stored at the same rate at which you are playing back the stored audio. You can use the Fast-Forward button to skip ahead or exit the Instant Replay mode, and begin listening to the live broadcast again.

Should you press the Play/Pause button to pause the playback, the play position indicator will stop moving and continue to provide a visual indication of your current position in the Instant Replay memory.

When paused and the Instant Replay memory is 10 seconds from becoming full, two beeps will be heard (if the Confirmation Tone option is enabled). When the memory is full, the Receiver will automatically begin playback, and will continue to store the channel audio, overwriting the oldest portion of the audio previously stored. The Instant Replay Time Position provides the exact amount of time the Play Position indicator is behind the live broadcast, expressed as Hours:Minutes:Seconds, and displayed as a negative number.
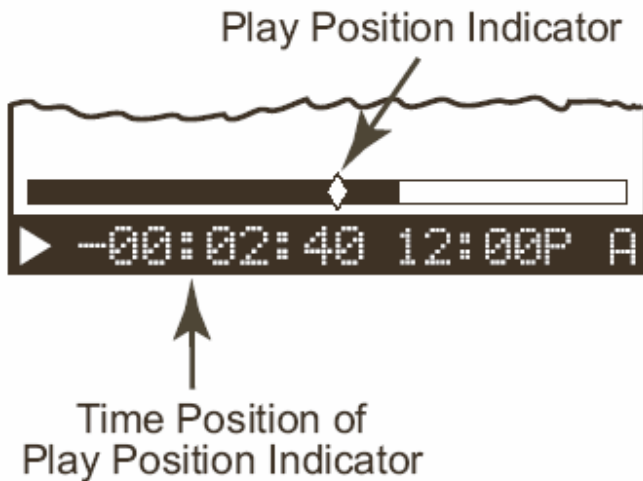

For example, if -02:40 is displayed, this would indicate that the Play Position indicator is 2 minutes and 40 seconds behind the live broadcast.

Menu Display Options

To enter the Menu Options page, press and release the MENU Button. The **"Menu Options"** list will appear on the display *(below)*. Using the Up/Down key, highlight the option you wish to adjust and press the Knob. The following options are available:
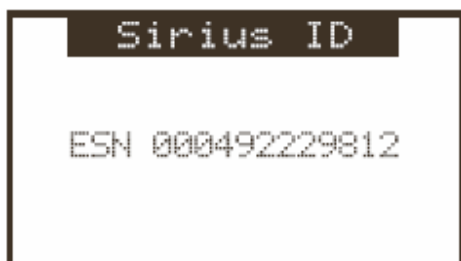
Sirius ID	Lock Options
FM Transmitter	Audio Level
Game Alert	Antenna Aiming
Jump Settings	Memory Options
Display Settings	Time Based Features
Confirm Tone Options	Factory Default
Add or Skip	
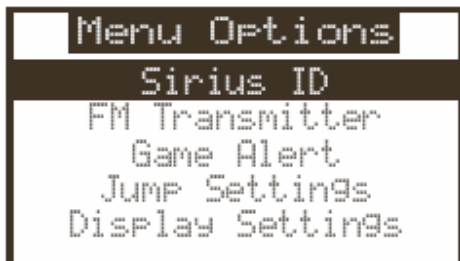
Note: If a button is not pressed within 10 seconds, the Receiver will exit the **"Menu Options"** function and revert back to the Default screen display.

Sirius ID

Displays your 12 digit Sirius ID (SID) number. The SID is unique to every KT-SR3000 Receiver and is required to activate your service. It is recommended that you write this number in the space provided on the last page of this user guide. No adjustments are allowed in this mode. To exit this option, press the Select key or Menu Button.
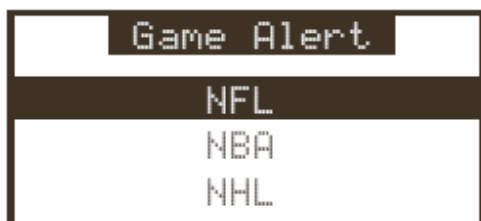
```
┌─────────────────────────────┐
│  ███ Sirius ID ███          │
│                             │
│                             │
│   ESN 00049222981Z          │
│                             │
│                             │
└─────────────────────────────┘
```

Game Alert

Game Alert allows you to store your favorite sports teams in memory. The KT-SR3000 Receiver will constantly scan the SIRIUS channels and will sound an alert when a team you stored in memory is playing, or when there is a score update for a team, depending on which option you have chosen for the team.
Teams which you have selected and are currently playing will be displayed in a category called "My Game Zone". You may select one team from each sports league and the college category, however, more teams may
be chosen by using the MEMORY (**MEMO**) function. (See the section titled, "Memory (MEMO) and Song
Seek (S-Seek) Functions" for more information to add additional teams.)

To choose teams to add to your stored game alerts:
1. Use the Up/Down buttons to highlight "**Game Alert**" and press the Select key to select.
2. Use the Up/Down buttons to highlight the sports league or college category of the team you wish to add, and press the Select key to select.

```
┌─────────────────────────────┐
│  ███ Game Alert ███         │
│ ┌─────────────────────────┐ │
│ │         NFL             │ │
│ └─────────────────────────┘ │
│          NBA                │
│          NHL                │
└─────────────────────────────┘
```

3. Use the Up/Down buttons to highlight the league team name or college team name you wish to add, and press the Select key to select.

```
┌──────────────────────┐   ┌──────────────────────┐
│    ███ NHL ███       │   │   ███ COLLEGE ███    │
│ ┌──────────────────┐ │   │ ┌──────────────────┐ │
│ │ None             │ │   │ │ None             │ │
│ └──────────────────┘ │   │ └──────────────────┘ │
│ Anaheim Mighty Ducks │   │ Auburn               │
│ Atlanta Thrashers    │   │ Colorado             │
└──────────────────────┘   └──────────────────────┘
```

Note that for college teams, you will receive an alert for all teams playing for that college. There are 30 college teams currently licensed for broadcast by SIRIUS.

4. Use the Up/Down buttons to highlight which type of an alert you want, and press the Select key to select.

When the SIRIUS receiver is powered on, and while it is playing, "**Initial Game Alert**" will sound an alert when the team you have chosen is playing a game. "**All Score Updates**" does the same but also sounds an alert when the scores are updated for the chosen team. To exit the Game Alert menu, press the MENU button.

Jump Settings
You can access the Jump Settings menu by pressing and holding the Jump button for 2 seconds or by pressing Menu to enter the Menu Options list and selecting Jump Settings using the Up/Down key. There are two options available for Jump button settings – Traffic and JumpSet. The currently selected option is indicated by a jump icon.

Traffic
1. Use the Up/Down buttons to highlight the **"Traffic"** option. Press the Select key to select.
2. Scroll to the city for which you would like to hear traffic reports and press the knob. Use the Menu button to exit this menu without changing your current city selection.

Note: If the channel list has not yet been downloaded from the satellite data stream, an Updating City List notification will be displayed. Please wait 10 minutes and try again.

JumpSet
Select JumpSet if you would like to use the Jump button for any channel other than a traffic channel.
1. Use the Up/Down buttonsto highlight the **"JumpSet"** option. Press the Select key to select.
2. After pressing Menu to exit to the Default Screen, the Jump button can be programmed by tuning to your desired channel and pressing & holding the Jump button for 2 seconds, as described in the Setting Channel Presets section.

```
Choose Jump Setting

  Traffic: NONE
      JumpSet
```

Display Settings

It is possible to adjust the Contrast, Dimming and Color of the Receiver's display**.** While in the **"Menu Options"** list perform the following steps:

1. Use the Up/Down buttons to highlight the **"Display Settings"** option. Press the Select key to select.

2. Select one of the following using the Up/Down key:

a. **Contrast Control:** Adjusts the relationship between the background and the text on the LCD display. Use the Up/Down buttons to adjust the contrast up or down. The bar graph at the bottom of the screen will move to indicate the change.

```
Contrast Control




 ---                    +
 ● ● ● ● ● ● ● ○ ● ●
```

Confirm Tone Options

The KT-SR3000 Receiver will sound an Audio "Tone" alert when the unit powers ON and OFF as well as when the S-Seek Alert is activated. The default is ON. To change the tone options, perform the following:
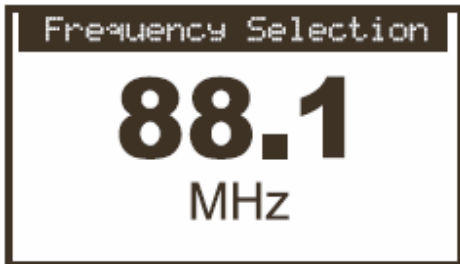
1. Use the Up/Down buttons to highlight the **"Confirm Tone Options".** Press the Select key to select.

2. Use the Up/Down buttons to Select **"ON"** or **"OFF"**. Press the Knob to set the Tone Option.

To exit the Display settings, simply push the MENU button.

FM Transmitter Options

If you would like to use the built-in FM Transmitter, you must turn ON the function and select an FM frequency:

1. Use the Up/Down buttons to highlight the **"FM Transmitter Options"**. Press the Select key to select.

2. Use the Up/Down buttons to Select **"On/Off"**. Press the Knob to set the option.

3. Press Menu to return to the previous menu.

4. Use the Up/Down buttons to highlight the **"Frequency Selection"**. Press the Select key to select.

5. Use the Up/Down buttons and Category Buttons to adjust the FM frequency. The Up/Down buttons adjusts in 0.2MHz increments and the Category Buttons adjust in 1 MHz increments.

Channel Add or Skip

The KT-SR3000 Receiver will allow you to skip selected channels when changing channels via Up/Down buttons. At any time you may select to add or skip specific channels. While in the **"Menu Options"** List mode, follow the steps below to Add or Skip a channel:

1. Use the Up/Down buttons to highlight the **"Add or Skip".** Press the Select key to select.
2. Use the Up/Down buttons to Select the channel you wish to skip or add. Pressing the Select button will add the text "Skip" next to the channel name to skip that channel. To add the channel, simply press the Select key and the text "Skip" will be removed.

Note: This feature only functions in normal channel search modes. You can always access any skipped channel using the Direct Tuning function.
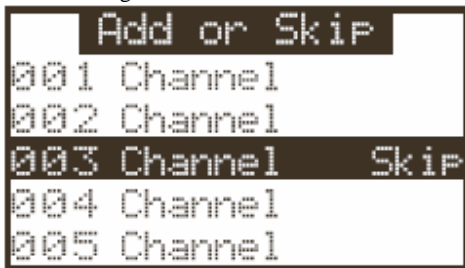
Lock Options

The KT-SR3000 Receiver has the ability to lockout the use of any channel, or channels you do not want others to access without your permission. Like the Skip feature, the locked channel will not appear when the user changes channels with the Up/Down buttons. When the user tries to access the locked channel using the Direct Tuning function, the "Enter Code" screen will be displayed and the channel will not be accessed until the proper code is entered. While in the **"Menu Options"** List mode, follow the steps below to Lock a channel:

1. Use the Up/Down buttons to highlight the **"Lock Options".** Press the Select key to select.
2. Select "Lock/Unlock" from the Lock Options Menu *(below left)* and press the Select key to select.
3. Use the Up/Down buttons to select the channel you wish to lock. Press the Knob in to select *(below right)*.
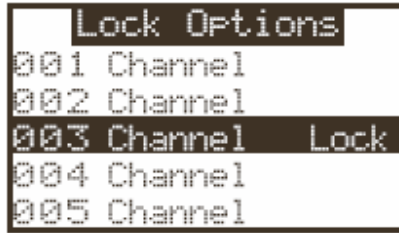
Changing the Lock/Unlock Code

The first time the Lock/Unlock function is accessed, the user must enter the default lock code. The default lock code is "0000". This code can be maintained or changed. To change the default lock code, perform the following procedure while in the **"Menu Options"** List mode:
1. Use the Up/Down buttons to highlight the **"Lock Options".** Press the Select key to select.
2. Select **"Edit Code"** from the Lock Options Menu *(below left)* and press the Select key to select.
3. Enter the default code "**0000**".
4. The "**New Code**" prompt will appear. Enter your new four digit code using the 0-9 number buttons *(below right)*. You will then be prompted to confirm the new code by entering your code again.
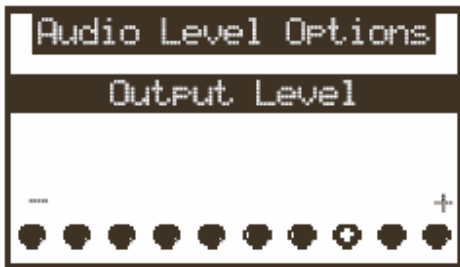5. The lock code is now changed.

Note: you can use this same method to Edit the code once it is changed from the default.

Audio Level

The audio output of the KT-SR3000 Receiver can be adjusted to fine-tune the audio signal level for maximum performance. This is important when using either the optional Home Docking Station or the optional Mobile Docking Station. The following setting affects both the line output and FM output levels. To change the Audio Level, perform the following procedure while in the **"Menu Options"** List mode:

1. Use the Up/Down buttons to highlight the **"Audio Level Options"**. Press the Select key to select.
2. Use the Up/Down buttons to adjust to the desired audio output level. A 10 segment horizontal bar graph is displayed with a "-" sign to the left and a "+" sign to the right. To store your setting and exit this function, press the Select key.

```
┌──────────────────────────┐
│ Audio Level Options      │
│                          │
│       Output Level       │
│                          │
│                          │
│                          │
│  ----                 +  │
│  ● ● ● ● ● ● ● ○ ● ●     │
└──────────────────────────┘
```
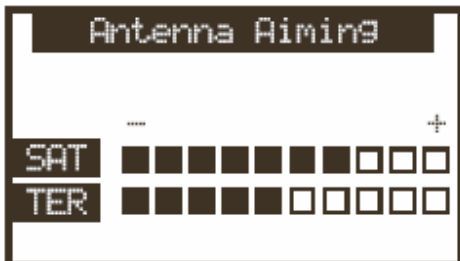
Antenna Aiming

When using the optional Home Docking Station or the Boombox indoors, it is important to locate the antenna in an acceptable location (See the individual installation guides for more information).

1. Use the Up/Down buttons to highlight **"Antenna Aiming".** Press the Select key to select.
2. Two 10 segment horizontal bar graphs will be displayed (SAT and TER) with a "-" sign to the left and a "+" sign to the right. SAT indicated satellite signal and TER indicates terrestrial signal – if available.
3. Adjust the antenna for maximum performance as per the manuals.

To exit this function, press the Select key or MENU button.

```
┌──────────────────────────┐
│     Antenna Aiming       │
│                          │
│      ----             +  │
│  ┌───┐■ ■ ■ ■ ■ ■ ■ □ □ □ │
│  │SAT│                    │
│  ┌───┐■ ■ ■ ■ ■ □ □ □ □ □ │
│  │TER│                    │
└──────────────────────────┘
```

Memory Options

In this mode, the user can turn the Memory Search Function (S-Seek) ON or OFF. In addition, all 30 Preset Memory Locations can be cleared. To change the Memory Options, use the following procedure while in the **"Menu Options"** List mode:

1. Use the Up/Down buttons to highlight the **"Memory Options"**. Press the Select key to select.
2. Select one of the following Memory Options:
a. **Automatic Memory Search function** - **On or Off**: Use the Up/Down buttons to select between **On** and **Off** by highlighting the desired selection. Then press the Select key to store.
b. **Clear All Memory Locations**: Press and release the Select key; a prompt display screen appears confirming - **Clear All Memory** Select **"Yes"** or **"No"** and press the Select key.

To exit this function, press the Select key or MENU button.

Time-Based Features

This Menu Option allows for adjustments of the following items:
Clock Auto Shutdown
Alarm Clock Sleep Mode
Program Alert

To change the Time-Based Features, use the following procedure while in the **"Menu Options"**
List mode:

1. Use the Up/Down buttons to highlight the **"Time-Based Features"**. Press the Select key to select.
2. Use the Up/Down buttons to select one of the following Time-Based Features to adjust:

a. **Clock:** When entering this menu option, you can setup the clock shown on the default display, based on the format desired, and the time zone in which you reside. The clock data is provided via the Sirius Satellite data stream, and will update based on the received signal.
• **Format:** The Clock Format option allows for either 12 Hour (Default), or 24 Hour display. Use the Up/Down buttons to select the desired format.

• **Time Zone:** Since the Clock adjusts the time automatically, it is important to specify your proper time zone. Use the Up/Down buttons to select the proper time zone. The following is a list of time zones available:
(GMT-9:00) Alaska
(GMT-8:00) Pacific
(GMT-7:00) Mountain
(GMT-6:00) Central
(GMT-5:00) Eastern
(GMT-4:00) Atlantic
(GMT-3:30) Newfoundland (Abbreviated as Newfndlnd)

• **Daylight Savings Time (DST) Observance:**
Activate this function if your area is subject to DST; use the Up/Down buttons to toggle between **DST Observed** (default) or **DST Not Observed**.

b. **Alarm Clock:** When this menu option is highlighted and selected, you will be able to set the unit to turn on at a specific time. The last selected channel prior to shutdown will be present when Alarm feature is activated. Alarm appears on the first line of the display followed by the alarm options:

• **Set Alarm:** Use the Up/Down buttons to select "Set Alarm" From the Alarm Clock Menu. Select either "Alarm Off" (Default) or "Alarm On" from the Menu and press the Select key to set.

• **Alarm Time:** Use the Up/Down buttons to select "Alarm Time" from the Alarm Clock Menu. Use the Category buttons and the Up/Down buttons to set the time (hours, minutes) you want to activate the Receiver (Default is 12:00PM). Press the Select key to store the Alarm Time.

c. **Program Alert:** When this menu option is highlighted and selected, you will be able to program the unit to switch to a

selected channel at a specific time. Press the Select key to enter the Program Alert Menu, The following adjustment options are available:

• **Program Time/Day:** Using the Up/Down key toggles between **Time** and **Day**. If **Time** is selected, use the Category buttons and Up/Down buttons to set the hours and minutes. **AM** or **PM** will switch automatically when the AM or PM threshold has been exceeded. When the desired time is displayed, press the Select key. If **Day** is selected, the screen displays a default day of **Monday**, with selectable choices of **Monday**, **Tuesday**, **Wednesday**, **Thursday**, **Friday**, **Saturday** or **Sunday**. Use the Up/Down buttons to increase (CW) or decrease (CCW) the desired day in a circular motion (default value: Monday).

• **Channel:** Use the Up/Down buttons to scroll through a listing of all the Sirius channels. When the desired channel is highlighted, press the Select key.

• **Program Alert On/Off** (Default is Off): Use the Up/Down buttons to toggle between **Program Alert On** or **Program Alert Off**. When the desired alert status is highlighted, press the Select key.

d. **Auto Shutdown**: You can program the unit to automatically shut off after a one hour period without any user intervention. After 59 minutes of inactivity, a beep tone sounds and a display prompt appears on the screen, **"Cancel Auto Shutdown"**. To activate the Auto Shutdown feature, use the Up/Down buttons to select it from the Time Based Features Menu and press the Knob to enter the menu. Once in the Auto Shutdown Menu, use the Up/Down buttons to select either "Enable" or "Disable" the feature.

• **Cancel Auto Shutdown**: If you want to temporarily deactivate the Auto Shutdown feature once the beep tone sounds, press the Select key. The Auto Shutdown sequence will reset to 1 hour.

e. **Sleep Mode**: You can program the unit to shutdown after a selected period of time. The screen displays Sleep Mode on the top line, with optional time settings as follows:

Sleep Off
15 Minutes
30 Minutes
45 Minutes
60 Minutes

Use the Up/Down buttons to select the desired Sleep Time. When the desired time is highlighted, press the Select key. The Receiver will now turn off after the selected time has elapsed.

Factory Default

This Menu option will restore all original factory settings. To activate this feature, perform the following procedure while in the **"Menu Options"** List Mode:

1. Press Menu to enter the Menu Options List.
2. Use the Up/Down buttons to highlight the **"Factory Default"** option. Press the Select key to select. **"Restore Settings"** will pop up on the Receiver's display
3. Use the Up/Down buttons to select "Yes" to restore all settings or select "No" to return to the **Menu Options** List Mode.

If "Yes" is chosen, the unit reverts to the original factory settings for the following parameters:

• All Presets revert to empty
• All Game Alerts Cleared
• Auto Dimming On
• Display Contrast to 50%
• Display Mode to Auto
• FM Modulator to On
• FM Frequency to 88.1 MHz
• Audio Output Level to 70%
• Access to all skipped Channels (Locked channels remain locked)
• Memory Search On
• Memory Locations are erased
• 12 Hour Clock Format
• Eastern Time Zone
• Daylight Savings Time Observed
• Alarm Off
• Program Alert Off
• Auto Shutdown Off
• Sleep Mode Off

● Warning!

- U.S. Users

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction, may cause harmful interference to radio communications.

- Canadian Users: This Class B digital apparatus complies with Canadian ICES-003.
Cet appareil numerique de la classe B est conforme a la norme NMB-003 du Canada.