Draft

Key Chain Remote Control
Model KF460
Model KRC1000

FCC ID: S9PKF460

FCC Rules Part 15

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.

Changes or modifications not expressly approved by InGrid, Inc. can void the user's authority to operate the equipment. 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 reasonable protection against interference in a residential installation.

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 to correct the interference by one or more of the following measures:

- Re-orient the radio/television antenna;
- Move the television or receiver away from the unit.
- Plug the unit and the TV/radio receiver into different outlets, i.e. not on the same circuit breaker.
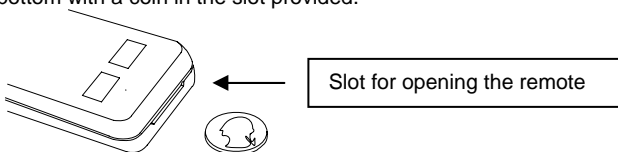- Contact Brinks an experienced TV/Radio technician for additional suggestions.

Key Chain Remote Control Features

In addition to arming and disarming the security system, the Key Chain Remote Control provides visual and audible feedback that commands have been executed and system status.
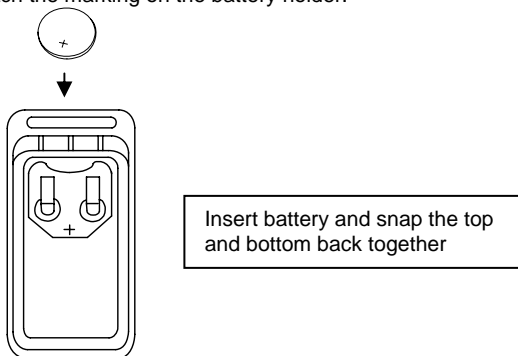
Install/Replace Battery

The Key Chain Remote uses a replaceable 3V lithium battery. This will provide years of life under normal use.

Begin by opening the remote control cover by prying the top from the bottom with a coin in the slot provided.

Slot for opening the remote

If a battery is already installed, remove the old battery by gently pushing it out of the holder.

Next, insert the battery in the battery holder with the plus + sign up. This should match the marking on the battery holder.

Insert battery and snap the top and bottom back together

After installing the battery, snap the top and bottom back together.

Install/Learn the Key Chain Remote Control

1. Using the Programmer, navigate to "Learn Devices", then "Learn Key Fob". Registration will be enabled for 15 seconds only. The Programmer will display:

```
o    Press All four
o    Buttons on KeyFob
o    To Register
```

2. While holding the Key Chain Remote near the Programmer (within 1 foot is preferred), press all 4 buttons on the Key Chain Remote. The Programmer and the Keypads will triple beep. If successful, the Programmer will display:

```
o    Press Any
o    Button to
o    Complete Registration
```

3. If the Key Chain Remote fails to transmit within 15 seconds, the Programmer will leave registration mode automatically. If a system detects two different Key Chain Remote bursts during the Key Chain Remote registration mode it will not register either Key Chain Remote and the Programmer will leave registration mode automatically.

4. The registration must be confirmed by pressing any Key Chain Remote button. The Programmer will then display either:

```
o    Keyfob
o    REGISTERED
o    Press ENTER
o    to continue
```

or

```
o    Keyfob
o    NOT REGISTERED
o    Press ENTER
o    to continue
```

5. If the Key Chain Remote fails to qualify, the Programmer will return to the "Learn Devices" menu.

6. If the Key Chain Remote successfully qualifies, the Programmer will display:

```
o    Assign Keyfob to
o    User #
o    > 1
o
```

7. The installer may enter a new number, or press **[Enter]** to select the default user number value. **Note that the Key Chain Remote will only become active if the selected user number is enabled. A Key Chain Remote cannot be added to users 9-13.** If the installer enters a user number which is currently in use, the Programmer will display:

```
o    OK to overwrite
o    User 2?
o    1=YES      2=NO
o
```

8. The process may be repeated until all Key Chain Remotes are registered.

Troubleshooting Key Chain Remote Registration

Problem: A Key Chain Remote is registered into a neighboring system
Symptom: Local Programmer doesn't "triple beep" or show the request for qualification step.
Recovery: Use the Programmer and go to Learn Devices; Learn Keyfob and press all 4 buttons simultaneously. Press any key on the key fob.

Problem: A Key Chain Remote from a neighbor's home is registered into the local system.
Symptom: During the registration process, a Key Chain Remote was registered into a particular zone. During a Zone Finder test, no local Key chain remote matches the zone.
Recovery: On the Programmer, navigate to Advanced; Device; Keyfob and delete the zone containing the unknown Key Chain Remote.

Problem: A Key Chain Remote will not register.
Symptom: During the registration process, a Key chain remote is inserted but the Programmer does not recognize the Key Chain Remote. No registration message appears to be transmitted. Key Chain Remote may be registered to another system.
Recovery: Use the Programmer and go to Learn Devices; Learn Keyfob and press all 4 buttons simultaneously. Press any key on the Key Chain Remote. Repeat the registration process.

Using the Key Chain Remote Control

The Key Chain Remote Control may be used to perform various functions depending on the state of the security system. Depending on the state of the system, button presses will result in the system arming or disarming confirmed with either red or green blinks from the remote and audible beeps.

Turning the System ON

- Press ON or M-OFF button to arm the system

    – **System Ready:** Red LED blinks and single chirp to confirm house is secure

    – **System Not Ready:** 6 red blinks and 6 chirps to indicate the system is not ready. The system does not arm.

    – Secure the non-secure zone and repeat arming process.

    – No feedback; out of range

Turning Motions ON and OFF without disarming

- Press ON or M-OFF while system is armed. These commands shall allow the user to toggle between Armed with Motions-ON and Motions-OFF without disarming the system.

    – **System Armed with Motions Off:** Press M-Off; no change; no LED blink

    – **System Armed with Motions Off:** Press ON; Motions turn on; Green LED blink

    – **System Armed with Motions On:** Press ON; No change; no LED blink

    – **System Armed with Motions On:** Press M-Off; Motions turn off; Green LED blink

Turning the System OFF

- Press OFF button

    – **System Armed/No Alarm Memory:** Green LED blinks and single chirp to indicate the system is disarmed

- – **System Disarmed/No Alarm Memory:** Green LED blink and single chirp to indicate the system is disarmed

- – **System Disarmed/Alarm Memory:** Green blink and single chirp to indicate the system is disarmed followed by 6 red blinks and 6 chirps if in Alarm Memory state*

- – **System Alarming/Alarm Memory:** Green blink and single chirp to indicate the system is disarmed followed by 6 red blinks and 6 chirps if in Alarm Memory state*

- – No feedback; out of range

*Alarm Memory state is inclusive of alarming and disarmed with Alarm Memory. Alarm Memory is cleared the next time the system is armed.

Sending a Panic Command

- • Press and Hold ON and M-OFF simultaneously to send Panic command

  - – RED LED blinks for long duration and repeats 5 times. Security system alarms sound and a call is placed to central station.

  - – Subsequent Press and Hold of the OFF button cancels security system alarms but does not cancel the call to Brinks.

  - – No feedback; out of range

Checking System State

- • Press and Hold WHITE button for System State

  - – **Armed:** Red LED blink and single chirp to indicate the system is armed

  - – **Disarmed:** Green LED blink and single chirp to indicate the system is disarmed

  - – **Not Ready to Arm:** 6 red blinks and 6 chirps to indicate the system is not ready

  - – No feedback; out of range