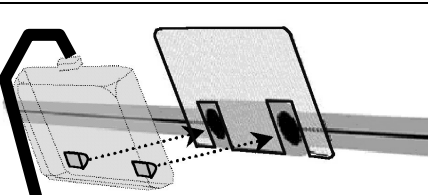


HARNESS 262

RECEIVER/ANTENNA

Mount dipole antenna (film) on windshield, at least 7 cm (2 ¾ in.) below upper windshield trim.
Mount receiver module on antenna ensuring that connector faces up.



Align reference points on receiver module with matching points on antenna.

Run harness 262 under windshield trim and feed it through to control module under dashboard.

TESTING AFTER INSTALLATION

When installation is complete, check all safety devices.

Start vehicle with remote (see User Guide for information on commands).

Check that engine stops or does not start if:

- ♦ hood is open; ♦ transmission is not in PARK or NEUTRAL;
- ♦ RPM is over 3000; ♦ brakes are applied; ♦ main switch is OFF.

Also check that everything operates normally during a remote start.

Pay attention to following points:

- ♦ battery charging system; ♦ lock/unlock functions (remote control); ♦ runtime (programming); ♦ starter disengages when engine starts; ♦ remote control range.

TROUBLESHOOTING

Check the fail-to-start codes and related circuits.

Code 4: If engine cranks, check connection of Black/Green wire on connector 253.

If engine does not crank, ♦ check connection of Blue wire (connector 251) to starter circuit of ignition switch harness; ♦ check if vehicle is equipped with a secondary starter circuit, and if so, add a relay (see Connector 252 on reverse); ♦ check if vehicle is equipped with an immobilizer (add an appropriate overriding circuit).

Code 8: Check that total load of connector 252, 253 and 254 Red wires does not exceed 4 A.
♦ If code 8 occurs during remote starter runtime, reduce load on connector 251 by adding a relay (see Connector 252 on reverse) to isolate accessories circuit.

DEL

TACH

When engine is running, LED shows tach speed; it should flash approximately three times per second when engine is idling.

If it flashes faster, increase number of programmed cylinders.

If it flashes slower, reduce number of programmed cylinders.

When you have found right number of cylinders, gradually rev the engine while checking the LED. At approximately 3000 RPM, LED should stay on.

FAIL-TO-START CODES

After a failure to remote start, LED shows fail-to-start codes.

- | | |
|--|--------------------------------|
| 1 Stopped by remote | 8 Main switch OFF |
| 2 Stopped by applying brakes (253, White/Green) | 9 Runtime expired |
| 3 Not applicable | 10 Start cycle expired |
| 4 No Tach reading (253, Black/Green) | 11 Tach signal already present |
| 5 Hood open (253, Black/Red) | 12 RPM above 3000 |
| 6 Transmission not in P or N (253, White/Orange) | 13 RPM too low |
| 7 Ignition already in ON position | 16 Internal module error |

RECEIVING COMMANDS

LED flashes rapidly when a command is received to confirm positive communication between remote and receiver.

PROGRAMMING

Programming is divided into eight groups of parameters called levels. Parameters are selected by setting a series of DIP switches.

Use DIP switches 1, 2 and 3 to select programming level (group) and use DIP switches 4 to 8 to select options in each group.

In each level, all parameters must be programmed in a single programming step.

Programming is done as follows.

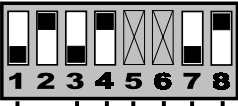
- Use DIP switches 1, 2 and 3 to select group in which you want to do programming. Use DIP switches 4 to 8 to combine options you wish to select.
- Apply brakes (to enter selected parameters in memory based on position of DIP switches). LED flashes same number of times as programming level selected, confirming that parameters have been memorized.
- Repeat steps 1 and 2 for each level that requires programming.
- When programming is complete, put all DIP switches back to OFF then apply brakes.

NOTE: Should any programming changes be made in one level, entire level must be reprogrammed.

EXAMPLE

Suppose you wish to program the module for a diesel engine with a runtime of 4 minutes.

- Place DIP switches in following position. Refer to programming level 3.



- DIP switches 1, 2 and 3 determine programming level.
- DIP switch 4 determines engine type.
- DIP switches 5 and 6 have no effect on current programming.
- DIP switches 7 and 8 determine runtime.

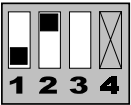
- Apply brakes; LED flashes three times to confirm that DIP switch positions have been memorized.

Go to next programming level or if you have finished programming, put all DIP switches back to OFF and apply brakes again.

LEGEND

PARAMETERS IN WHITE ON A BLACK BACKGROUND
SHOW FACTORY PROGRAMMING

- (1) DIP switch in OFF position
- (2) DIP switch in ON position
- (3) See other parameters in same level
- (4) DIP switch has no effect on current level



INSTALLER/USER MODE



COMMAND RECEPTION MODE

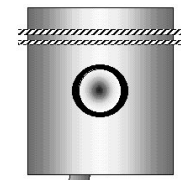
LEARNING OF ADDITIONAL
REMOTE CONTROLS

RESET

INITIAL PROGRAMMING

ENGINE CONFIGURATION (1)

LEVEL 2



STARTER
CUT-OFF RPM

1 CYLINDER

2 CYLINDERS

3 - 4 CYLINDERS

5 - 6 CYLINDERS

8 CYLINDERS

10 CYLINDERS

12 CYLINDERS

AUTOMATIC
SETTING

NORMAL

REDUCED

ENGINE CONFIGURATION (2)

LEVEL 3



↓ GAS

DIESEL ↓

2 MIN.

4 MIN.

4 MIN.

8 MIN.

8 MIN.

16 MIN.

18 MIN.

36 MIN.

DOOR-LOCK COMMAND

LEVEL 4



SINGLE

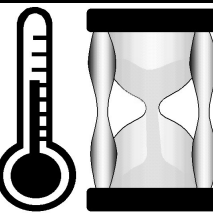
DOUBLE

DISABLED

ENABLED

SENTINEL MODE RUNTIME

LEVEL 5



↓ GAS

/ DIESEL ↓

4 MIN.

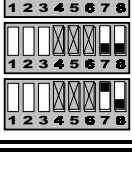
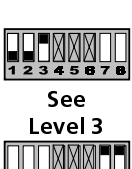
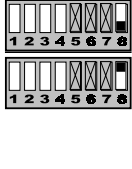
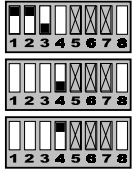
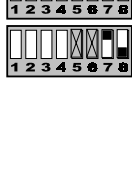
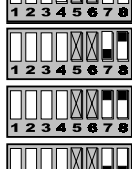
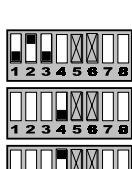
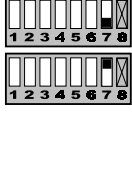
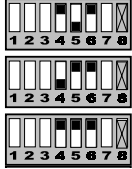
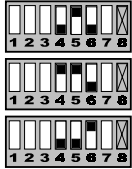
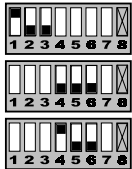
8 MIN.

8 MIN.

16 MIN.

18 MIN.

36 MIN.



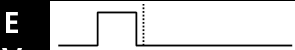
FEEDING ACCESSORIES



3 SECOND DELAY

NO DELAY

HARNESS 252 (GREEN WIRE)



PULSE BEFORE



PULSE AFTER



PASSKEY



TRUNK



HORN

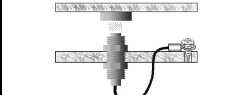


DOME LIGHT



GROUND WHEN
DOORS LOCKED

HOOD SWITCH TYPE



CONTACT CLOSED

CONTACT OPEN

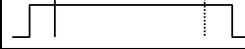
HARNESS 252 (WHITE/BLUE WIRE)



PULSE BEFORE



PULSE AFTER



PASSKEY



TRUNK



HORN



DOME LIGHT



GROUND WHEN
DOORS LOCKED

START/STOP TRIGGER INPUT

START/STOP
TRIGGER INPUT

DISABLED

ENABLED

HARNESS 252 (BLUE WIRE)



PULSE BEFORE



PULSE AFTER



PASSKEY



TRUNK



HORN



DOME LIGHT



GROUND WHEN
DOORS LOCKED