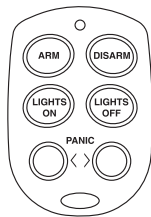


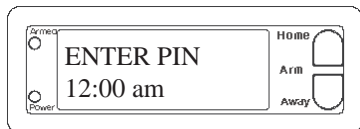
## Initializing Keyfob Remotes

Press and hold the ARM button on the Keyfob remote for 3-4 seconds and then release it. This initializes the remote and picks a random code that is used when it is registered with the Console.

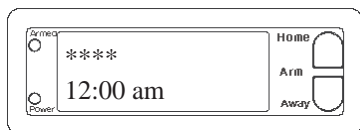


## Registering the Keyfob Remote with the Console

Press either of the Menu Start up/down buttons (under the Console's lid to the right of the display). The display then shows ENTER PIN (Personal Identification Number) in the top line.



The default PIN is 0000, so press 0000 on the keypad, or enter your PIN if you changed it (see Security System Owner's Manual). This clears the top line and shows \* for each number entered.



This takes you to the first level of the menu at step 1. This is the INSTALLATION level. When you see INSTALL on the display. Press OK and the display looks like this:



Now simply press any button on the Keyfob remote. The Console acknowledges that it has been registered by beeping and displaying RMOT 1 SET.

Repeat this for any other Keyfob Remotes you want to register. The display increments to RMOT 2 SET, etc, as you install more remotes.

Press Clear to back out of the menus. You are asked to confirm, 1. YES, 2 NO. Press 1 to go back to the HOME CONTROL screen. Press 2 to stay in the INSTALL menu.

## Arming the system

Pressing ARM HOME on the Console arms all Door/Window Sensors instantly. Motion Detectors will not trip the system when it is armed in the ARM HOME mode. Pressing ARM AWAY arms with an exit delay and an entry delay, to give you time to disarm the system after you enter your home. These delays will be what you specified for your ENTRY DELAY (30 second default) and EXIT DELAY (1 minute default). See your security system owner's manual for more information.

**Pressing ARM on the Keyfob remote always arms in the AWAY mode.** This arms all Door/Window Sensors AND Motion Detectors, but arms them instantly.

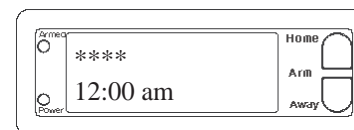
## Disarming the system

Pressing DISARM on the Keyfob remote disarms the system instantly.

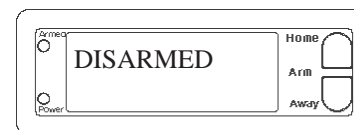
To disarm from the Console: Enter your 4 digit PIN (Personal Identification Number) this will be 0000 unless you changed it.



Entering the PIN clears the top line and shows \* for each number entered.



If the unit is armed it will disarm when the PIN is entered, and return to the time display, with DISARMED in the top line.



Then after a short delay the display reverts to HOME CONTROL mode.

**Panic Alarm:** Pressing BOTH Panic buttons on the Keyfob remote at the same time trips the alarm, even if the system was not armed.

## Battery Replacement

Providing the batteries have not already failed, they can 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 Keyfob remotes case apart and install two CR2016 lithium batteries in the compartment (+ facing up). Press the 2 halves of the cabinet back together.

Once the batteries have been replaced, confirm that the remote is still registered in the Console 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. You will need to reinstall the Keyfob remote following the directions in this instruction sheet.

## FCC Statement

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 UNDESIRE 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.

Please visit: [www.x10.com/support](http://www.x10.com/support) for additional help and warranty conditions.

Also see [www.x10.com](http://www.x10.com) for more accessories that work with your Security System, including Lamp Modules and Wall Switch Modules to flash lights when the alarm trips, and remote controls that let you remotely control lights (and appliances) connected to X10 Modules.

X10.com, a Division of X10 Wireless Technology, Inc.  
400 Forge Way, Suite 409-412, Rockaway, NJ 07866

KR32A-12/12



## Security Keyfob Remote Model KR32A



The X10 Supervised Security System includes a Security Console with an automatic dialer that calls friends or relatives in the event of a break in. Accessories include battery powered Radio Frequency (RF) Door/Window Sensors, battery powered RF Motion Detectors, and RF Keyfob Remote Controls for arming and disarming the system. All sensors and remotes incorporate random digital security coding.

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

- Up to 16\* Wireless Keyfob Security Remotes with arm/disarm and panic functions, and buttons to control security lights in and around the home.
- Up to 30\* magnetic switch operated Wireless Door/Window Sensors.
- Up to 30\* Wireless PIR Motion Detectors.
- Optional X10 Home Automation modules such as plug-in lamp and appliance modules and wired-in replacement wall switches can be added to the system.

The Owner's Manual for the Security System describes the full installation process for the Security System, and should be referred to as a supplement to this instruction sheet.

**\*Note: Door/Window Sensors and Motion Detectors may be added in any combination up to a total of 30, e.g. 15 Door/Window Sensors and 15 Motion Detectors, or any combination up to a total of 30. There are also 2 hard wired inputs, which are zones 31 and 32.**