

Training Transmitters

IMPORTANT: When training new transmitters **ALL** of the previously trained transmitters will be erased from the system memory, so have **ALL** required transmitters available before proceeding.

NOTE: All system functions are disabled while in training mode.

NOTE: Up to 10 transmitters may be trained at one time per vehicle.

NOTE: Before starting work, read and understand all of the instructions

1. Stop the engine, and be certain the vehicle is not in the accessory mode.
2. Remove the jumper socket cover from the Main Module and plug the **currently programmed** (or transport) Jumper into the Main Module socket (Fig. 4). (The speaker, if equipped, will make a short, low-tone beep followed by a short, high-tone beep.)
3. Press and release the programming button 5 times (Fig. 5). (The speaker will make a single high-tone beep and the Green programming LED will light.)
4. Press button #1 on the first transmitter. (The speaker beeps once and the programming LED will flash once to confirm the transmitter is recognized.)
5. Repeat step 4 to train additional transmitters up to a maximum of 10 per vehicle.

NOTE: The system will wait up to 5 seconds between transmitters being trained. If no additional transmitters are detected, the system will time out automatically. Upon exiting, the speaker will beep and the LED will flash once for each trained transmitter. When the LED has finished flashing, it remains lit for another 2.5 seconds, then turns off.

Changing Jumpers

IMPORTANT: When a new Jumper is used to train a vehicle, the old jumper and **ALL** Transmitters are erased from the system memory. Transmitters must be retrained.

NOTE: Before starting work, read and understand all of the instructions

1. Stop the engine, and be certain the vehicle is not in the accessory mode.
2. Plug the **currently programmed** Jumper into the Main Module Jumper socket. (The speaker will make a short, low-tone beep followed by a short, high-tone beep.)
3. Press **and hold** the programming button (Fig. 7) for 5 seconds. (The speaker will beep three times and the Green programming LED will flash.)

IMPORTANT: You only have 10 seconds to complete the next two steps.

4. Remove the current Jumper and replace it with a **new** Jumper.
5. Press the programming button on the Main Module once. (If the new Jumper was recognized, the programming LED will light for 3 seconds indicating the system is fully functional. If the new Jumper was not recognized, the speaker beeps for one second and the programming LED turns off shortly after. This indicates the old Jumper information is still trained into the system and the programming procedure must be repeated.)

IMPORTANT: After the new Jumper is confirmed **ALL** previous transmitters are no longer recognized and will need to be retrained to the vehicle.

6. Train transmitters to the vehicle. (See above section.)

IMPORTANT: If the socket cover is not installed, the main module is not sealed properly and is susceptible to damage.

IMPORTANT: **ALWAYS** tag and store **ALL** Jumpers in a secure location when not using them to train a vehicle.

For additional information, see the *ACE (Automated Control and Entry) System Operation and Service Manual* (Part Number 03102977). This manual describes the other features of the optional ignition control and alarm system.

For additional information, browse www.utilimaster.com/ace. From there, the *ACE (Automated Control and Entry) System Operation and Service Manual* (Part Number 03102977) can be downloaded in Adobe Acrobat format. Also, a paper copy can be ordered by emailing CustSvc@Utilimaster.com, calling 800-237-7806 (574-862-3219), or faxing 574-862-7637. This manual describes the other features of the optional ignition control and alarm system.