Starmate 3

Satellite Radio Plug & Play Receiver

SIRIUS®
SATELLITE RADIO
THE BEST RADIO ON RADIO™

User Guide

Congratulations on the Purchase of your new SIRIUS Starmate 3 Plug-n-Play Receiver

Your new SIRIUS Starmate 3 Plug-n-Play Receiver lets you enjoy SIRIUS® Satellite Radio's digital entertainment anywhere you've installed the SUPH1 SIRIUS Universal Plug and Play Home Kit, SUPV1 SIRIUS Universal Plug and Play Vehicle Kit, or the SUBX1 SIRIUS Plug and Play Universal Boombox (each sold separately). Use this manual to familiarize yourself with all of SIRIUS Starmate 3 features and capabilities. For the latest information about this and other SIRIUS Starmate products and accessories, visit http://www.sirius.com.

SIRIUS®
SATELLITE RADIO
THE BEST RADIO ON RADIO™

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Federal Communication Commission Interference Statement

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 harmful 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 of the following measures:

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

Warning and Safety Information

FCC Caution

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

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 not accept any interference received, including interference that may cause undesired operation.

This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

Canadian Compliance

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

General Precautions

Liquid Crystal Precautions

If the LCD screen on the receiver is damaged, do not to touch the liquid crystal fluid. If any of the following situations happen, take the action indicated:

1. If the liquid crystal fluid comes in contact with your skin, wipe the skin area with a cloth and then wash the skin thoroughly with soap and running water.
2. If the liquid crystal fluid gets into your eye, flush the eye with clean water for at least 15 minutes. Seek medical care.
3. If the liquid crystal fluid is ingested, flush your mouth thoroughly with water. Drink large quantities of water and induce vomiting. Seek medical care.

Safety Precautions

Be sure to observe the following warnings. Failure to follow these safety instructions and warnings may result in a serious accident.

- Do not operate the receiver in a way that might divert your attention from driving safely. As a driver, you alone are responsible for safely operating your vehicle in accordance with traffic safety laws at all times.
- Do not install the receiver where it may obstruct your view through the windshield, or of your vehicle's indicator displays.
- Do not install the receiver where it may hinder the function of safety devices such as an airbag. Doing so may prevent the airbag from functioning properly in the event of an accident.
- Be sure the receiver and accessories are installed as described in the installation instructions which accompany each accessory kit. SIRIUS Satellite Radio is not responsible for issues arising from installations which were not installed according to the instructions.
- To avoid short circuits, do not open the receiver or accessories, and never put or leave any metallic objects (coins, tools, etc.) inside the receiver.
- If the receiver or accessories emits smoke or unusual odors, turn the power off immediately, and disconnect the receiver from any power source.
- Do not drop the receiver or subject it to strong shocks.
- If the receiver doesn't seem to be working properly, turn the receiver off, wait 10 seconds, replace the battery and then turn it on again.
- The installation and use suggestions contained in this manual are subject to any restrictions or limitations that may be imposed by applicable law. The purchaser should check applicable law for any restrictions or limitations before installing and/or operating this unit.

Operating Temperature

The receiver is designed to operate between -20° to +85° C (-4° to +185° F). Avoid leaving the receiver in a vehicle or elsewhere where the temperature may fall outside this range. Extreme temperatures or extreme temperature fluctuations can degrade the performance of the LCD display screen, and possibly damage it.

Cleaning and Maintenance

If the receiver or accessories become dirty, turn the power off and wipe it clean with a soft cloth. Do not use hard cloths, strong cleaning fluids, paint thinner, alcohol, or other volatile solvents to clean. These may cause damage to the receiver.

Copyrights & Trademarks

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® “SIRIUS”, the SIRIUS dog logo, channel names and logos are trademarks of SIRIUS Satellite Radio Inc. “NFL” and the NFL Shield logo, and the NFL Sunday Drive name and logo are registered trademarks of the National Football League. “NHL” and the NHL Shield are registered trademarks of the National Hockey League. “NBA” and the NBA silhouette logo are registered trademarks of NBA Properties Inc. All other trademarks, service marks, sports team names, album art, and logos are the property of their respective owners. All Rights Reserved.

™ “Starmate” is a trademark of SIRIUS Satellite Radio.

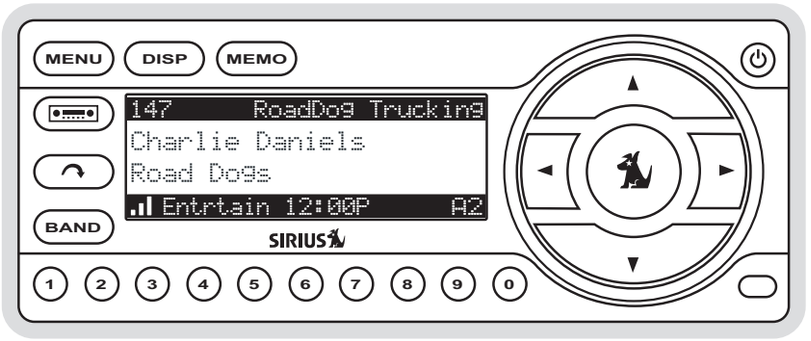
Portions of the software on this receiver are licensed under the eCos License. Distribution of eCos requires that the eCos source code be made available to Sirius Satellite Radio customers. The eCos License and eCos source code are available to the public at http://www.sirius.com/ecoslicense.

Sirius Satellite Radio reserves all rights to all receiver software not covered under the eCos license. This includes all portions of receiver software that were not distributed to Sirius as part of the eCos operating system.

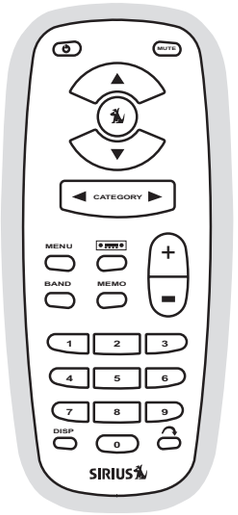
Hardware, subscription and activation fee required. For full Terms & Conditions, visit http://sirius.com. Prices and programming are subject to change. Not available in HI and AK. Equipment and subscription sold separately. Installation required with some equipment.

Package Contents

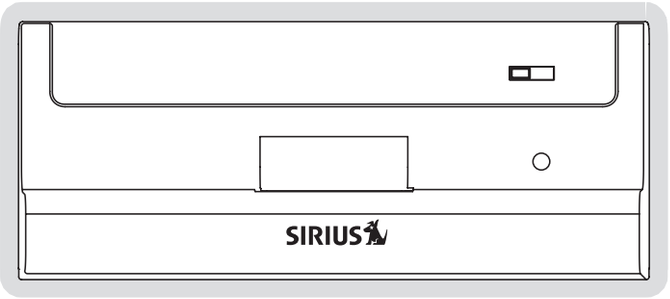
The following items are included with your purchase of the SIRIUS Starmate 3 receiver:



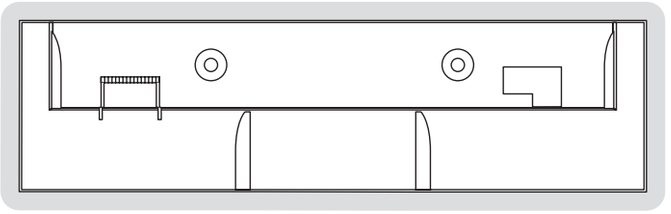
Starmate 3 Receiver



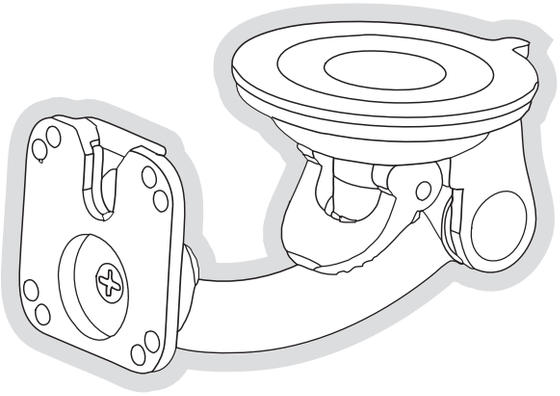
Remote Control



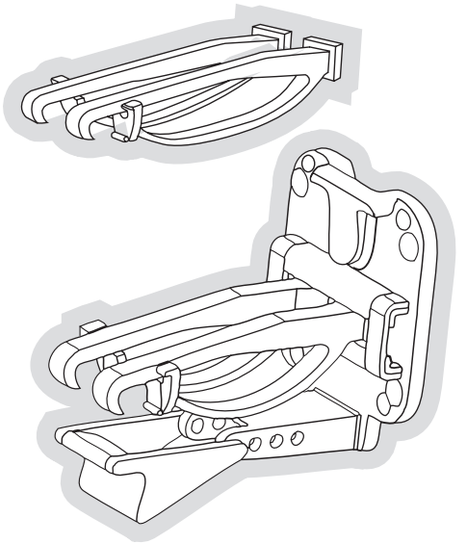
Vehicle Docking Station



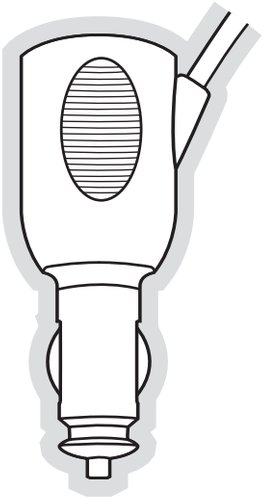
Docking Station Adapter



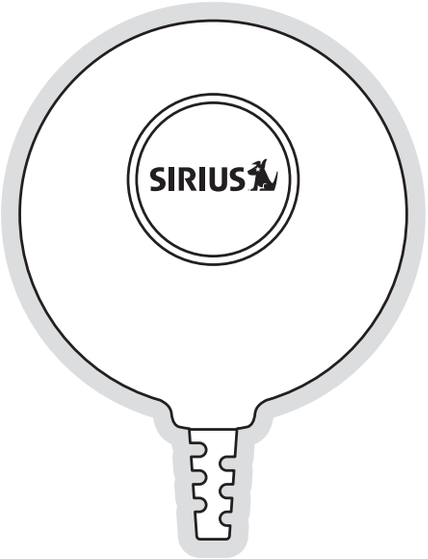
Suction Cup Mount



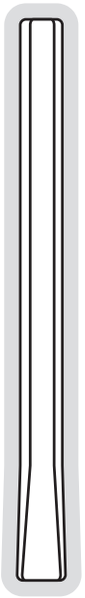
Vent Mount & Extended Vent Hooks



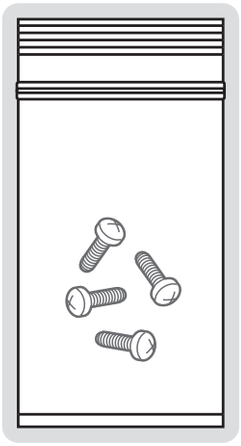
Cigarette Lighter Adapter



Magnetic Antenna



Antenna Cover/Tail



Mounting Screws

Alcohol Swab

Unpack your SIRIUS Starmate 3 receiver carefully and make sure that everything shown is present. If anything is missing or damaged, or if your SIRIUS Starmate 3 receiver fails to operate, notify your dealer immediately. It is recommended that you retain the original carton and packing materials in case you need to ship your receiver in the future.

Getting Started

SIRIUS suggests professional installation of this product in your vehicle. Professional installation provides an experienced technician to install this product in your vehicle, advice for selecting a suitable mounting location, installation of the antenna, and routing all the necessary wires and cables. An installer will have the necessary audio connection accessories to provide optimal audio output of the SIRIUS receiver directly to your vehicle's audio system. Ask your SIRIUS retailer if they provide professional installation services, or can recommend a professional installation service.

Maximizing Audio Quality From Your SIRIUS Receiver

There are two primary ways to connect your SIRIUS satellite radio. The following procedures will help you obtain the best performance.

WIRELESS CONNECTION

Your SIRIUS radio contains an FM transmitter. The FM transmitter sends the audio from your SIRIUS radio to your vehicle radio. (Figure 1)

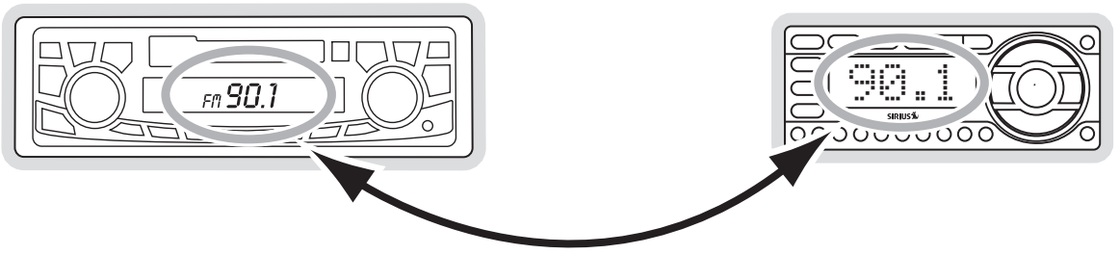


Figure 1

To tune your transmitter:

1. Turn off your SIRIUS radio and tune through the FM channels on your vehicle radio to locate an FM channel that is not broadcasting in your area. If you use an FM channel

that is being used by a local broadcaster, it will interfere with the performance of your SIRIUS radio. Once you have located an FM channel that is not broadcasting in your area, save it as a preset on your vehicle radio. This will become your SIRIUS preset.

2. Turn on your SIRIUS radio. Press and hold the FM Preset button, which is identified by the radio icon, to access the five FM preset lists. Select *FM1* and tune to the channel that matches the SIRIUS preset on your vehicle radio. Refer to the ***Menu Options/ FM Transmitter*** section of this manual for more detailed instructions on how to do this.

Note: The FM transmitter in your SIRIUS radio is automatically set to FM channel 88.1. This may not be the best channel in your area.

Tip: If you regularly travel between cities with different active FM channels, you may need to find channels that are not broadcasting in each city. Several SIRIUS receiver models can store multiple FM transmit channels, so you can easily switch to the best FM channel for each city. You will also want to set the FM channels that are not broadcasting in each city as presets on your vehicle radio.

If you're not sure which FM channels are not broadcasting in your home or travel cities, you can also go to http://SIRIUS.com/fmchannel and search for a suggested FM channel based on your zip code.

DIRECT CONNECTIONS

Direct connection provides better audio performance than a wireless connection and removes the possibility of interference from local FM broadcasters.

Direct Wired Audio Connection

If your vehicle radio offers an "AUX IN" or "LINE IN" connection, it is the best audio connection available. If the "AUX IN" or "LINE IN" connector is located on the front of your vehicle radio, this is also the easiest connection. (Figure 2)

1. Purchase an audio cable that matches the connection type of your vehicle radio and your SIRIUS radio at your local electronics retailer. Your SIRIUS radio requires a 1/8" stereo male connector. Your local electronics retailer can help you determine the proper connection for your car radio.
2. Plug one end of the cable into the "AUDIO OUT" or "LINE OUT" jack on your SIRIUS radio. Plug the other end into your "AUX IN" or "LINE IN" jack on your vehicle radio.

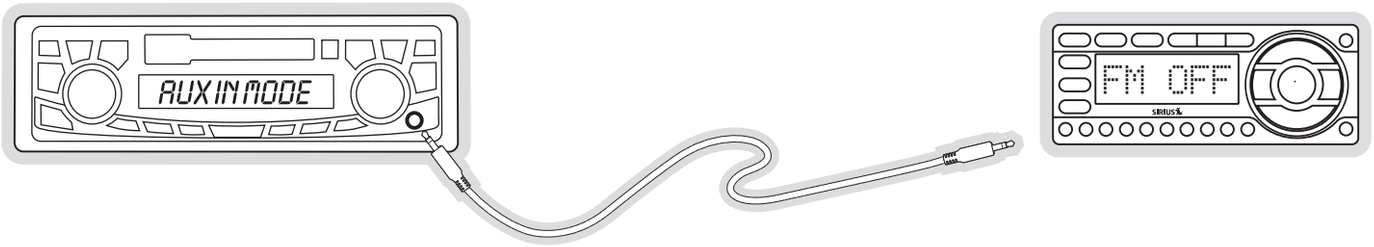


Figure 2

NOTE: Refer to your vehicle radio manufacturer's guidelines for correct installation.

NOTE: If the "AUX IN" or "LINE IN" connection is on the back of your vehicle radio, you may want to consider professional installation. (Figure 3)

Figure 3

Cassette Adapter

If your vehicle radio has a cassette player:

1. Purchase a Cassette Adapter at your local electronics retailer.
2. Connect the adapter between the "AUDIO OUT" or "LINE OUT" on your SIRIUS radio and the vehicle radio's cassette slot. (Figure 4)

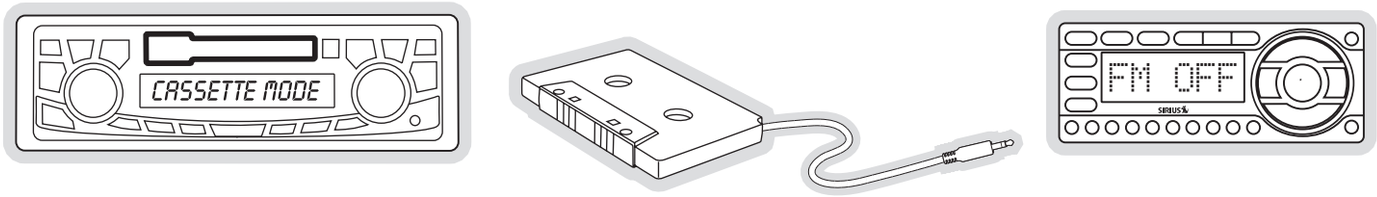


Figure 4

NOTE: Refer to the cassette adapter manufacturer's guidelines for correct use.

SIRIUS FM Direct Adapter

If your vehicle radio does not have an "AUX IN" or "LINE IN" jack, the SIRIUS FM Direct Adaptor provides a wired connection between your SIRIUS radio and your vehicle radio, eliminating the outside static and interference you sometimes experience when using a wireless FM connection. (Figure 5)

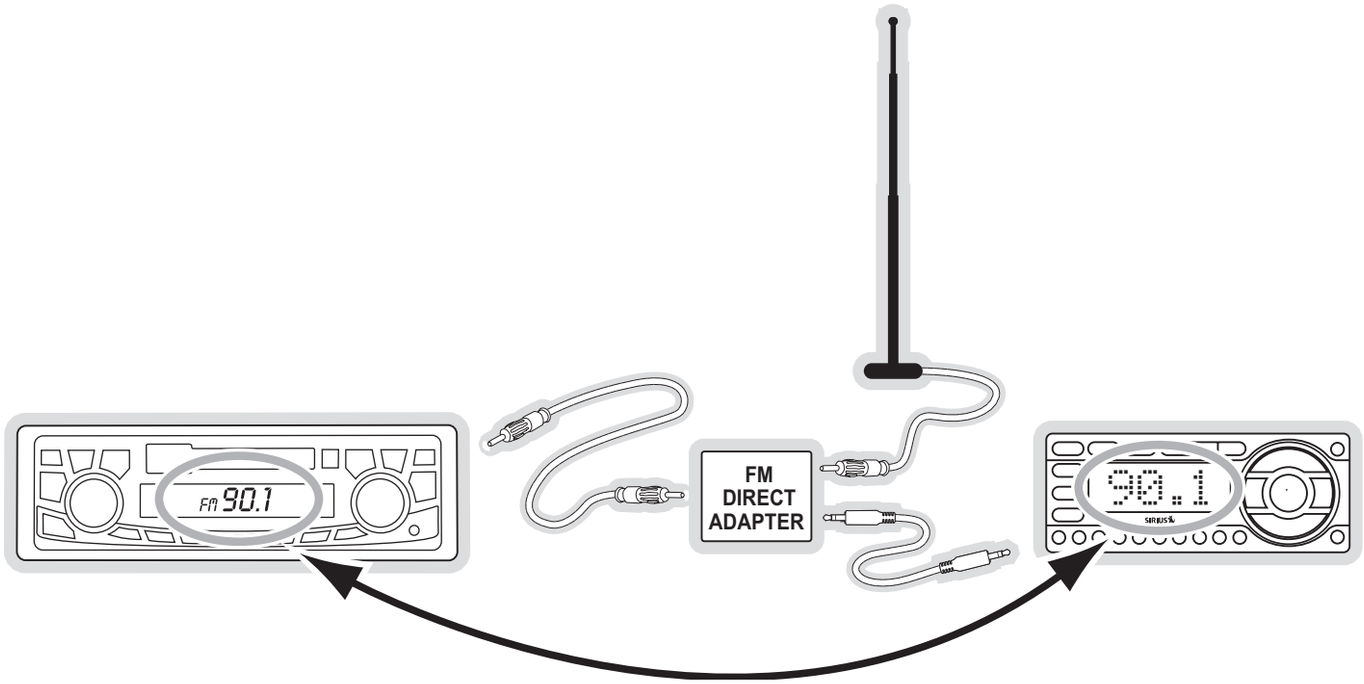


Figure 5

Professional installation may be required. See your local SIRIUS retailer.

For the latest information refer to http://www.SIRIUS.com/vehicleinstallation.

(The SIRIUS FM Direct Adaptor is available at your local SIRIUS retailer or at http://shop.SIRIUS.com).

Subscribing to the SIRIUS Service

Before you can listen to the SIRIUS service, you need to subscribe to the SIRIUS Satellite Radio service. To subscribe, do the following:

1. Be sure that the SIRIUS Starmate 3 is correctly installed, is in the vehicle or home dock, and that the antenna is oriented to receive the SIRIUS signal.
2. Turn on the SIRIUS Starmate 3. After the startup sequence, it will update the SIRIUS channel line-up. Wait until the channel updates have completed before pressing any buttons. (Figure 6)

Figure 6

3. Once the channels have been updated, the display will change to *To Activate Call 1-888-539-SIRIUS* and will tune to channel 184. (Figure 7) You will not be able to listen to other channels until you activate your SIRIUS subscription.

Figure 7

4. Use the channel up and down buttons to tune the receiver to channel 000 to display the receiver's unique 12-digit SIRIUS ID Number (SID). (Figure 8) You can also tune directly to channel **000** by pressing the **Select** button, then the **0** (zero) button, and then the **Select** button again. You may do this from either the receiver or the remote control. The SID number is also available on the SIRIUS Starmate 3 packaging, and may also be

accessed by pressing the **MENU** button and selecting *Sirius ID*. Write the SID number down in the space provided near the end of this guide.

Figure 8

5. Have your credit card handy and contact SIRIUS on the Internet at:
   https://activate.siriusradio.com/
   and follow the prompts to activate your subscription. You can also call SIRIUS toll-free at: **1-888-539-SIRIUS** (1-888-539-7474).
6. When you have successfully subscribed to the SIRIUS service, and the SIRIUS Starmate 3 has been updated with your subscription information, an alert will be displayed. (Figure 9) To continue, press any key on the receiver

Figure 9

You are now ready to begin enjoying SIRIUS Satellite Radio's digital entertainment, and can tune to other channels!

Controls

SIRIUS Starmate 3 Reference Guide

Figure 1 and the section following identify and describe the buttons and controls of the SIRIUS Starmate 3.

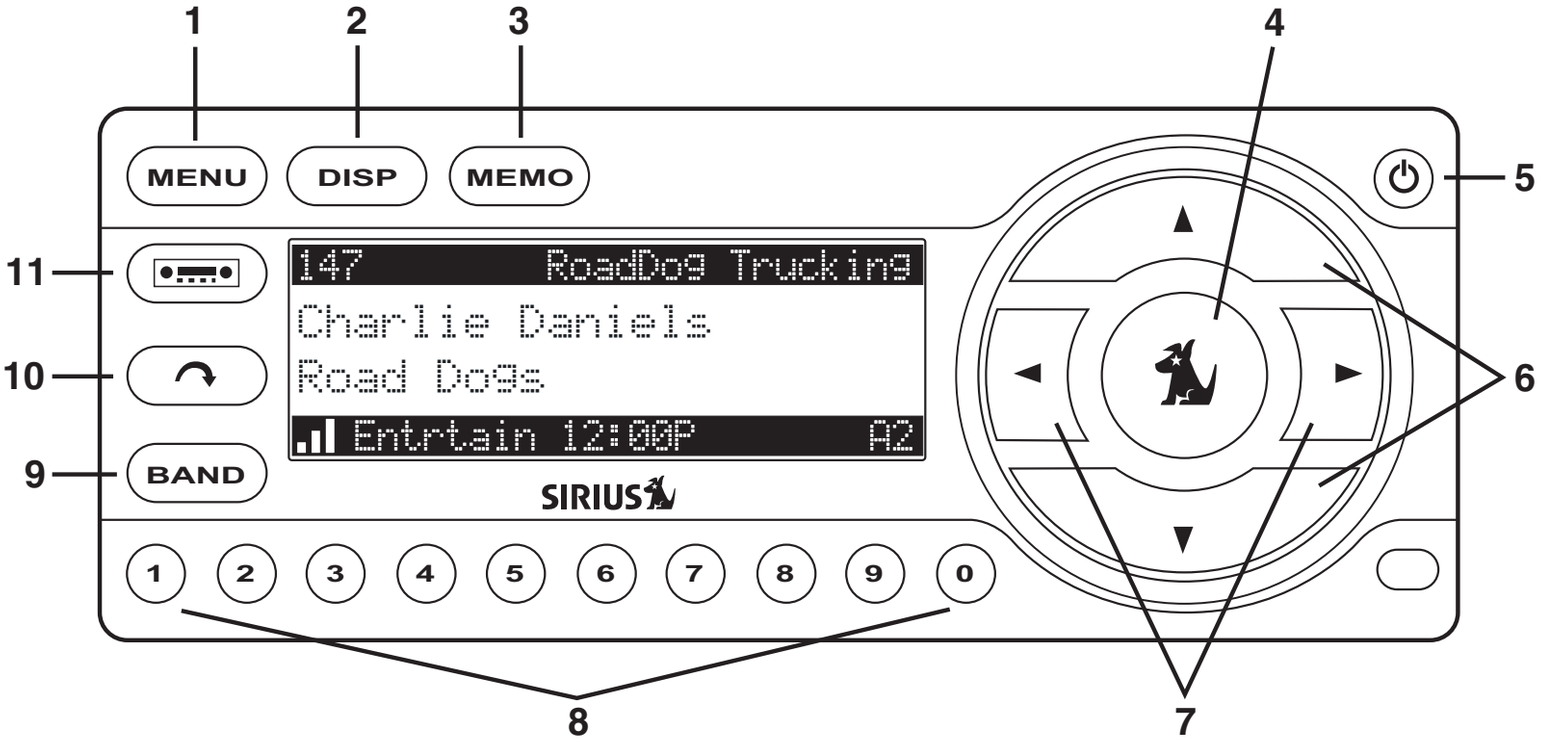


Figure 1

1. **MENU Button:** Used to access menu options to make setup and feature changes.
2. **DISP (Display) Button:** Toggles display between the default display screen and large screen display mode. Pressing and holding switches the display to the channel list

mode.

3. **MEMO (Memory) Button (S-Seek Function):** Saves and recalls artist names, song titles, and sports teams. Pressing and holding enters the S-Seek mode.
4. **Select Button:** Selects items highlighted on the display screen. When at the default display screen, a press and release will display a prompt to enter a channel number. Pressing and holding will return to the last channel played.
5. **POWER Button**: Turns the receiver On or Off.
6. **Channel Up/Down Buttons**: Navigates through channels and display screens, and highlights items on the display.
7. **Category Previous/Next Buttons:** Navigates through the category list screen which displays SIRIUS channel categories.
8. **Preset Number Buttons (0-9):** Sets and selects preset channels. Also used to directly tune channels by entering the channel number.
9. **BAND Button:** Pressing and releasing switches between the five preset banks (A, B, C), which hold ten presets each. Pressing and holding enables “Preset Tune Mode”, which allows for viewing and listening of stored presets with the channel up/down buttons.
10. **Jump Button:** Used to quickly switch between the current channel and a favorite channel.
11. **FM Preset Button:** Selects between preset FM frequencies used for the built-in wireless transmitter.

Remote Control Reference Guide

Figure 2 and the section following identify the buttons of the remote control.

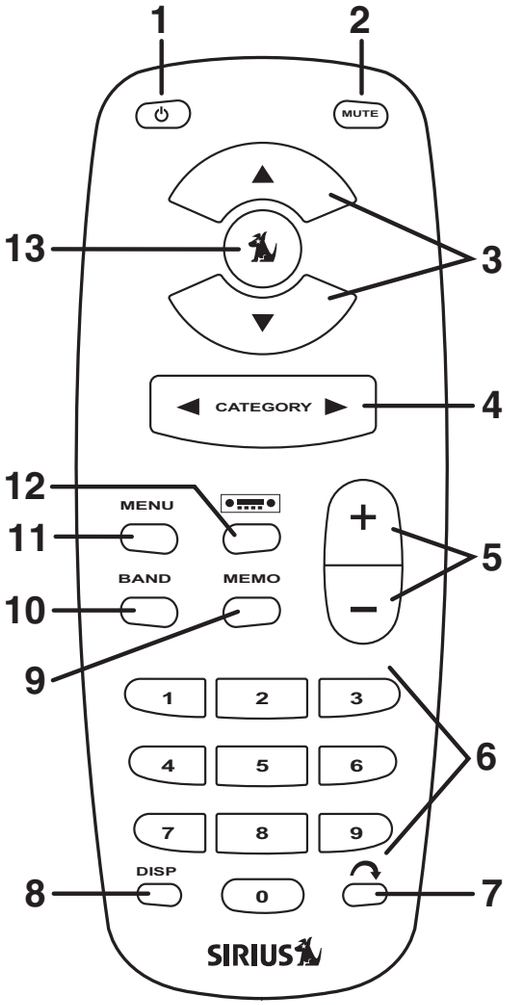


Figure 2

1. **Power Button:** Turns the receiver On or Off.
2. **MUTE Button**: Mutes the audio.
3. **Channel Up/Down Buttons**: Navigates through channels and display screens, and highlights items on the display.

4. **Category Previous/Next Buttons:** Navigates through the category list screen which displays SIRIUS channel categories.
5. **+/- Volume Buttons:** Adjusts the audio volume up & down.
6. **Number Buttons (0-9):** Used for directly selecting channels and for presets.
7. **Jump Button:** Used to quickly switch between the current channel and a favorite channel.
8. **DISP (Display) Button:** Toggles display between the default display screen and large screen display mode. Pressing and holding switches the display to the channel list mode.
9. **MEMO (Memory) Button (S-Seek Function):** Saves and recalls artist names, song titles, and sports teams. Pressing and holding enters the S-Seek mode.
10. **BAND Button:** Pressing and releasing switches between the five preset banks (A, B, C), which hold ten presets each. Pressing and holding enables “Preset Tune Mode”, which allows for viewing and listening of stored presets with the channel up/down buttons.
11. **MENU Button:** Used to access menu options to make setup and feature changes.
12. **FM Preset Button:** Selects between preset FM frequencies used for the built-in wireless transmitter.
13. **Select Button:** Selects items highlighted on the display screen. When at the default display screen, a press and release will display a prompt to enter a channel number. Pressing and holding will return to the last channel played.

Remote Control Battery Installation

To install the remote control battery, turn the remote control over and locate the battery cover near the bottom edge. Open the battery compartment and place the battery in the compartment with the + side of the battery facing up. Replace the battery cover on the remote control.

Operation

Display Screen Information

The display screen of the SIRIUS Starmate 3 provides information about the operation of the receiver, such as the currently tuned channel, song or show being played, artist name, time and other information. This screen is referred to as the *Default* display screen in this manual. Figure 1 identifies the information displayed when listening to a typical broadcast.

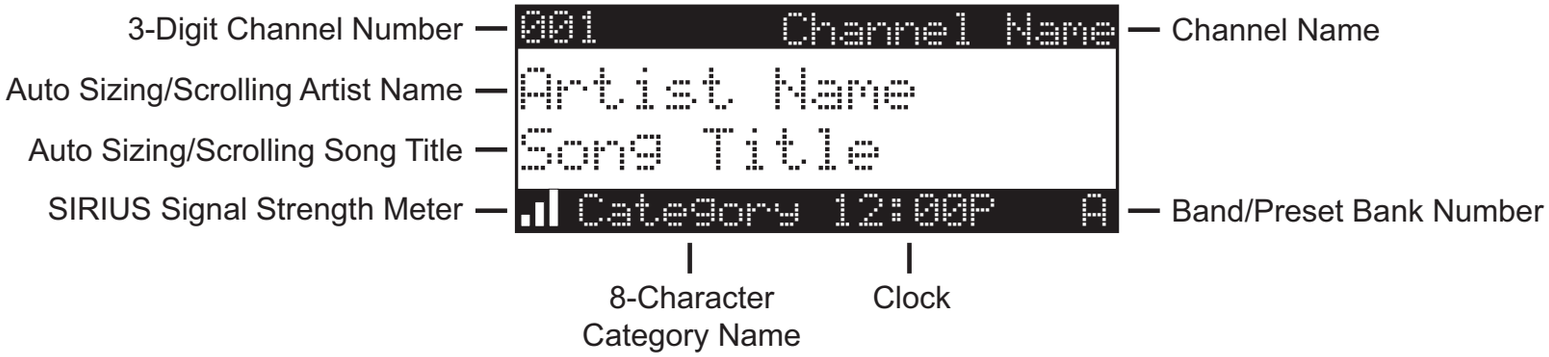


Figure 1

When the receiver is powered On, the previously selected channel will automatically begin playing, and the artist name and song title of the currently playing song will be displayed.

Changing Channels and Categories

Pressing the channel up or down button will cause the receiver to immediately tune to the next or previous channel.

Pressing the category previous or next button will cause the receiver to display a list of the channels in the current category, highlighting the channel to which you are currently tuned. (Figure 2)

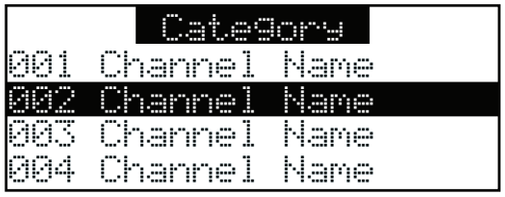


Figure 2

Repeated momentary pressing of the **DISP** button while in the category list mode will cause the receiver to sequence the display between listings of artist names, song titles, and back to channel names. (Figure 3)

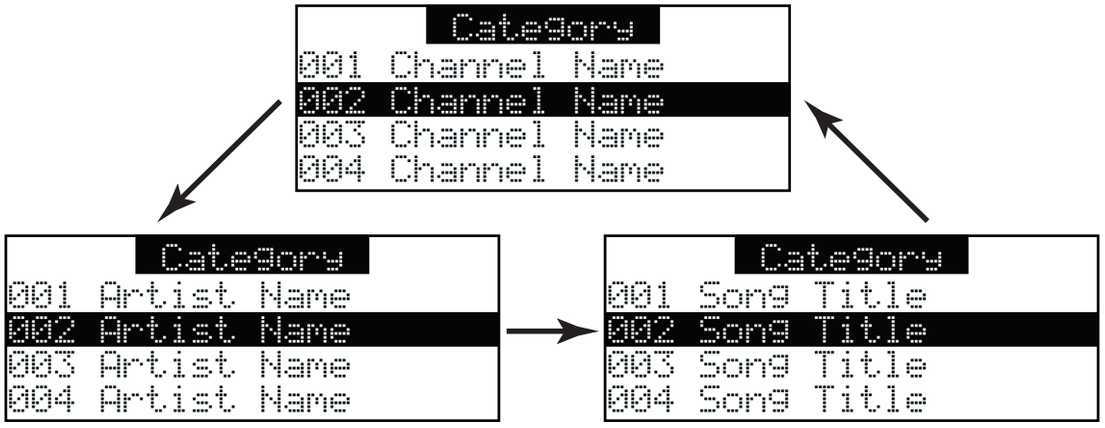


Figure 3

Pressing the category previous or next button again will cause the receiver to display a listing of the previous or next channel category.

Use the channel up/down buttons to highlight a channel within a category and press the Select button to tune to the highlighted channel. When a new channel is selected, the display

will revert to the default display screen for the new channel.

To exit the channel list mode without changing to a different channel, press and hold the **DISP** button for 1½ seconds, until the default screen is displayed.

Display Button (DISP)

Momentarily pressing and releasing the **DISP** (Display) button while the default screen is displayed changes the artist name and song title to a scrolling, single line, large format display for easier viewing from a distance. (Figure 4)

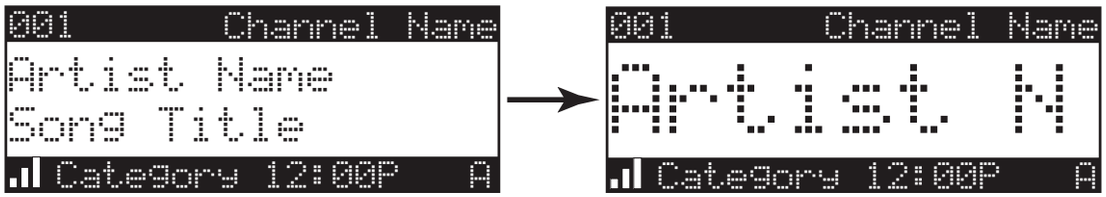


Figure 4

Pressing and holding the **DISP** button for 1½ seconds will cause the receiver enter the channel list mode. The channel list mode makes it easy to quickly search for and locate music by channel, by category, by artist, and by song title.

Once the receiver has entered the channel list mode, a listing of the channel numbers and names is displayed. (Figure 5) Repeated momentary pressing and releasing of the DISP button will sequence the display between listings of artist names, song titles, and back to channel names.

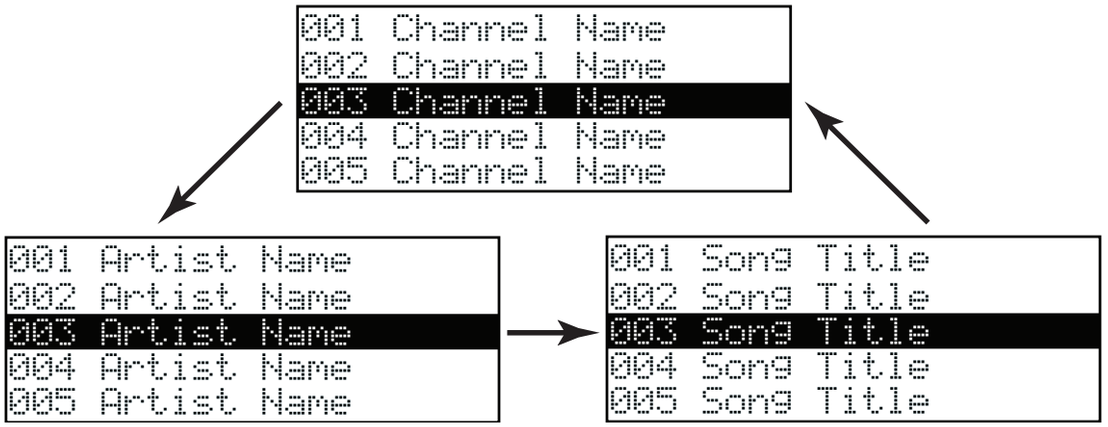


Figure 5

Note: If you are viewing a sports category channel list (NFL®, NBA®, NHL®, or College), pressing the **DISP** button will instead toggle between the team names and the current score of any live play-by-play game.

Use the category previous and next buttons to scroll through the music and entertainment categories, and the channel up and down buttons to scroll through the available channels in each category to find the channel to which you want to listen.

When you have found the channel you wish to listen to, highlight the channel using the channel up and down buttons and press the Select button to tune to the channel. The new channel will begin playing and the display will revert to the default display screen for the new channel.

To exit the channel list mode without changing to a different channel, press and hold the DISP button for 1½ seconds, until the default screen is displayed.

Selecting Channels Directly

A channel may be directly selected by entering the channel number using the 0 - 9 buttons on the receiver. To enter a channel number, momentarily press and release the Select button. At the display prompt (Figure 6) enter the three digit channel number.

Figure 6

Channel Presets (BAND)

You can store up to 30 of your favorite channels as presets for quick recall access. The preset channels are stored in 3 bands, A, B, and C, each containing 10 channel presets, and are numbered 0 to 9. The 10 channel presets in each band are accessed by pressing the appropriate number (0 to 9) on the receiver. A momentary press and release of the **BAND** button cycles through the 3 preset bands (A, B, and C).

Storing Channel Presets

To store a favorite channel as a preset, do the following:

1. Momentarily press and release the **BAND** button until the desired preset band, A, B, or C, is displayed in the lower right corner of the default display screen.
2. Tune the receiver to the channel you wish to store as a preset. (Refer to the section ***Changing Channels*** for specific instructions for tuning to a channel.)
3. Press and hold the numbered preset button in which you wish to store your favorite channel for 1½ seconds until you hear a beep. The band and preset number will then be displayed in the lower right corner of the display screen to confirm that the channel has been stored. (Figure 7)

Figure 7

Note: If the preset button already has a channel stored in it, the preset will be replaced by the newly stored channel.

Using Channel Presets

The active band of presets is displayed in the lower right corner of the default display screen, A, B or C. To change the active band, momentarily press and release the **BAND** button to cycle between the preset bands.

The 10 preset channels in the active band can then be selected by momentarily pressing and releasing the 0 through 9 buttons.

When you have chosen a preset channel, the band and preset number will be displayed in the lower right corner of the default display screen. (Figure 8)

Figure 8

Searching for a Channel Preset (P.TUNE Mode)

To quickly search through all of your presets in the P.TUNE mode, do the following:

1. Press and hold the **BAND** button for approximately 1 second to enter the P.TUNE mode. *Preset Tuning Mode* will momentarily be displayed and the top left and lower right corners of the display will invert to indicate the receiver is in the Preset Tune Mode. (Figure 9)

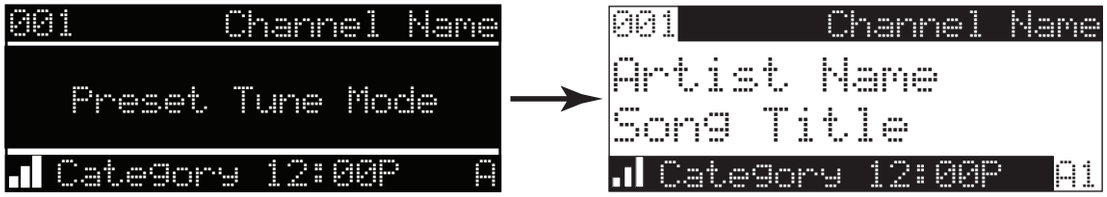


Figure 9

2. Use the channel up and down buttons to move up or down through your channel presets and immediately tune to each channel. Channel presets are grouped and displayed by bank and preset number, i.e., A-1, A-2...B-1, B-2, etc. Empty presets are not displayed.
3. To view the channel presets in the channel list mode, where you can view 4 presets at once, momentarily press and hold the **DISP** button for approximately one second until the channel list mode is displayed. Repeated momentary pressing and releasing of the **DISP** button will sequence the display between listings of artist names, song titles, and back to channel names. (Figure 10)

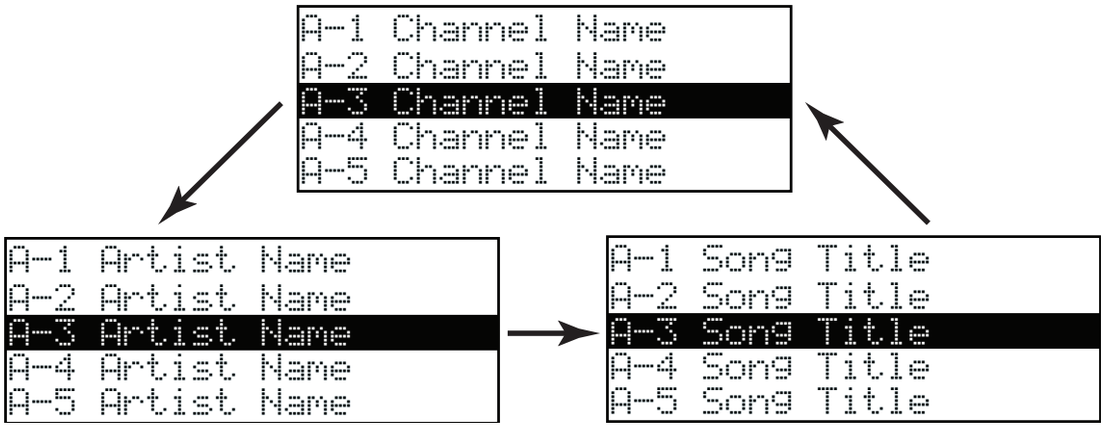


Figure 10

Note: If you are viewing a sports category channel list (NFL®, NBA®, NHL®, or COLLEGE), pressing the **DISP** button will instead toggle between the team names and the current score of any live play-by-play game.

4. To exit the channel list mode, press and hold the **DISP** button for approximately one second, until the display reverts to the P.TUNE mode.
5. To exit the P.TUNE mode, press and hold the **BAND** button for approximately 1 second, until the default display screen is displayed.

Memory (MEMO) and Song Seek (S-Seek) Functions

This feature allows you to capture and store information in the receiver's memory about the currently tuned programming– artist, song, or sports team. The receiver then continuously searches all incoming SIRIUS channels and alerts the user when a program saved in memory matches a selection currently being played. (Figure 11)

Figure 11

A total of 30 artists, songs, and sports teams may be stored in memory.

If you have saved a sports team (or teams) in memory, at the time receiver is initially powered on, you will be alerted if your sports teams are playing in a game being broadcast. Also, while listening to your SIRIUS receiver, should one of your teams begin to play a game, you will be alerted.

Figure 12

Storing Artist Names, Song Titles, and Sports Teams to Memory

If you are listening to a song or other entertainment channel, or a sports team, and wish to save the artist, song, or sports team selection to memory for future S-Seek alerts, do the following:

1. **For Artist Names or Song Titles:** If the currently tuned channel is a music or entertainment channel, momentarily press and release the **MEMO** button. The receiver will display a menu to choose to store the artist name or the song title. (Figure 13)

Figure 13

If either the artist name or song title is not available to save, the choice will be displayed as unavailable. (Figure 14)

Figure 14

Using the channel up and down buttons, choose Store Artist or Store Song (when available) and press the Select button to save the current selection to memory.
If both the artist and song are available to save, you will be prompted again to save whichever one you haven't yet saved, song title or artist name. (Figure 15) If you do not wish to save, press the **MEMO** button to exit.

Figure 15

2. **For Sports Games:** If the current tuned channel is an NFL, NBA, NHL, or College play-by-play sports broadcast, momentarily press and release the MEMO button. The receiver will display a menu to choose which sports team should be saved to memory. (Figure 16)

Figure 16

If either of the teams is not available to save, that team will be displayed as unavailable. (Figure 17)

Figure 17

Using the channel up and down buttons, choose the desired sports team (when available) and press the Select button to save the current selection to memory.
The next screen will ask which kind of alert you wish to have. (Figure 18)

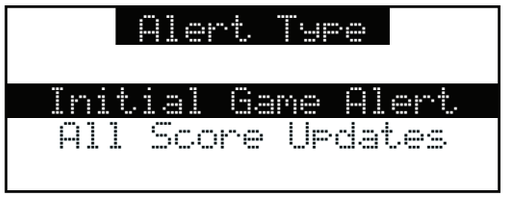


Figure 18

Initial Game Alert will provide an alert when the team you have chosen is playing a game. *All Score Updates* will provide an alert when the team you have chosen is playing a game, and also when the scores are updated for the team.
Using the channel up and down buttons, choose the desired alert and press the Select button to save the selection to memory.
If both teams are available to save, you will be prompted again to save the other team. If you wish to save the team, follow the same procedure as when saving the first team. (Figure 19) If you do not wish to save, press the **MEMO** button to exit.

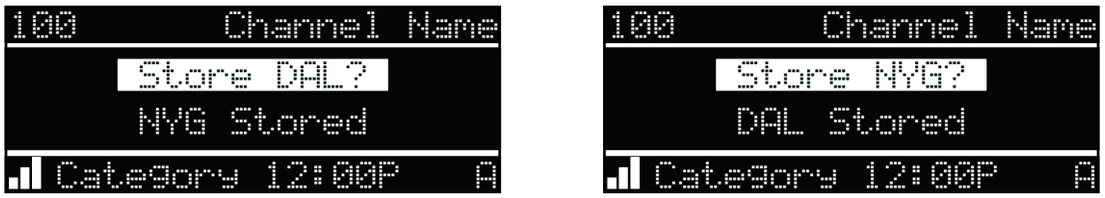


Figure 19

3. To ensure that no duplicate entries are stored in memory, the receiver will check the stored memory list to ensure that the alert about to be stored is not already stored in memory. If a duplicate entry is found, an *Unable to Store* screen will be displayed for 1 second. (Figure 20) The receiver will then revert to the last active display mode.

Figure 20

4. If the new alert was successfully stored in memory, a *Artist/Song/Game Stored* pop-up screen followed by an *X Used/Y Empty* screen will be displayed for 1 and 2 seconds respectively. **X** is the total number of listings stored in memory, and **Y** is the total number of memory listings still available for storage. (Figure 21)

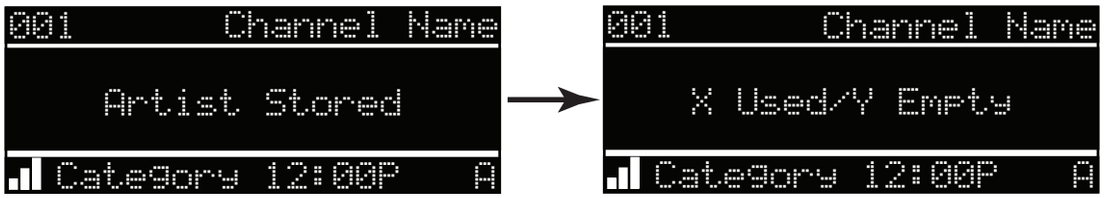


Figure 21

5. If the **MEMO** button is pressed and all of the memory spaces are full, an “S-Seek Full” screen will be displayed for 1 second. (Figure 21)

Figure 21

A *Replace - Cancel* screen will then be displayed which will allow you to choose whether to replace an existing alert stored in memory, or to cancel storing the alert to memory. (Figure 22)

Figure 22

Using the channel up and down buttons, choose whether to replace an existing alert or cancel saving the alert to memory. If you choose to cancel saving the alert, the receiver will revert to the last active display mode.
If you have chosen to replace an existing alert, a listing of all the alerts stored in memory will be displayed. (Figure 23)

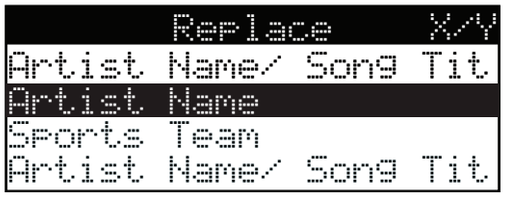


Figure 23

Using the channel up and down buttons, highlight the alert that you would like to overwrite and press the Select button to store the new alert. If the new alert was successfully saved in memory, a *Artist/Song/Game Stored* pop-up screen followed by an *X Used/Y Empty* screen will be displayed for 1 and 2 seconds respectively. (Figure 24) **X** is the total number of listings stored in memory, and **Y** is the total number of memory listings still available for storage.

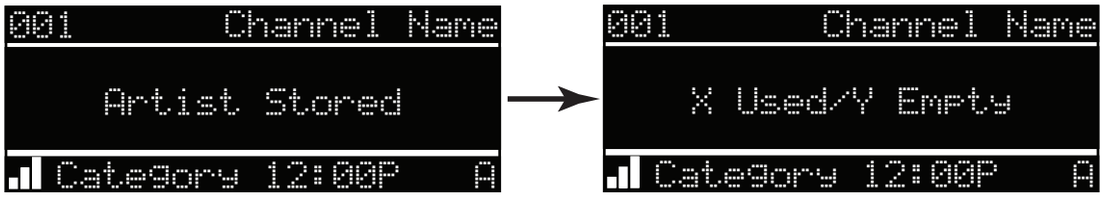


Figure 24

The receiver will revert to the last active display mode.

Viewing Stored Alerts Stored in Memory

To view the alerts which have been saved to memory, press and hold the **MEMO** button for 1½ seconds to enter S-Seek mode. The alerts stored in memory will be displayed one-at-a-time in page format. (Figure 25) Use the channel up and down buttons to scroll through the listings. This function allows you to review previously stored program information.

Figure 25

To exit this function, press and release the **MEMO** button.

Deleting an Alert Stored into Memory

To delete an alert stored in memory, do the following:

1. Press and hold the **MEMO** button for 1½ seconds to enter S-Seek mode. The alerts stored in memory will be displayed one-at-a-time in page format.
2. Use the channel up and down buttons to find the alert which you wish to delete and press the Select button.
3. A screen displaying *Delete, Seek On,* and *Seek Off* will be displayed. (Figure 26)

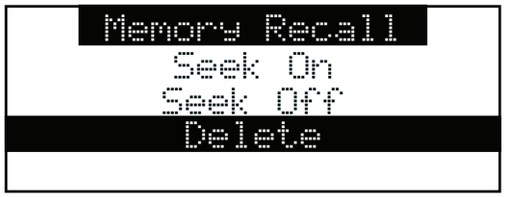


Figure 26

4. Use the channel up and down buttons to highlight the *Delete* option, and press the Select button. A delete confirmation screen will appear. (Figure 27)

Figure 27

To permanently delete the alert from the memory list, highlight *Yes* using the channel up and down buttons and press the Select button to confirm.

5. A *Deleted* pop-up screen followed by an *X Used/Y Empty* screen will be displayed for 1 and 2 seconds respectively. (Figure 28) **X** is the total number of listings saved in memory, and **Y** is the total number of memory listings still available for storage.

Figure 28

The receiver will revert to the last active display mode.

Activating the S-Seek Alert

To activate the S-Seek alert function to begin receiving alerts, do the following:

1. Press and hold the **MEMO** button for 1½ seconds to enter the S-Seek mode.
2. Press and release the Select button. A screen displaying *S-Seek On, S-Seek Off,* and *Delete* will be displayed. (Figure 29)

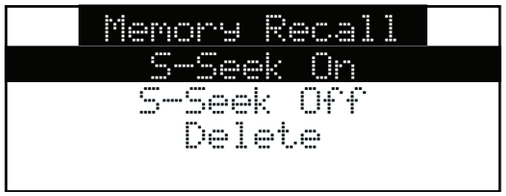


Figure 29

3. To enable S-Seek alerts, use the channel up and down buttons to highlight the *S-Seek On* option and press the Select button. The S-Seek function is now enabled.

When the S-Seek option is enabled, whenever the receiver is turned on, it automatically searches the incoming channels to determine if a match exists with the program information stored in the S-Seek memory. If one or more matches are found, a pop-up screen momentarily appears for 2 seconds and displays *S-Seek Alert* or *Game Alert*, depending upon which type of a match was found. (Figure 30) An audible beep tone will also be heard indicating that a match was found.

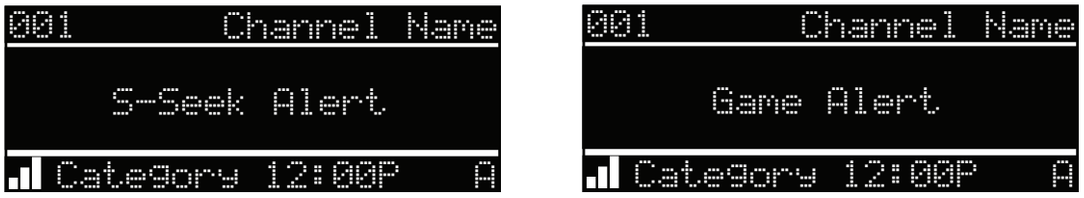


Figure 30

The receiver then displays the *SIRIUS SEEK LIST* or *MY GAME ZONE* screen, which displays a list of the current matches. (Figure 31) No alert is provided for the currently selected channel.

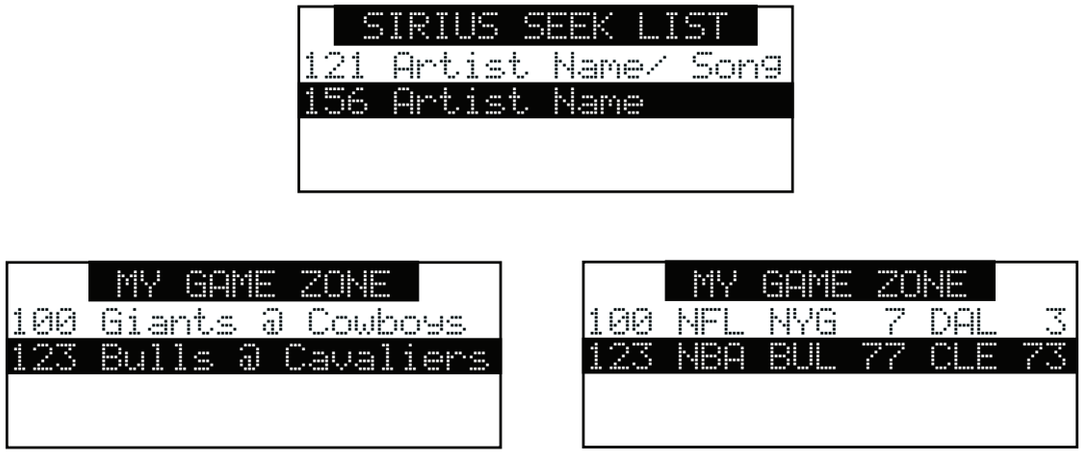


Figure 31

You can now select the artist, song, or sports game that you wish to tune to by using the channel up and down buttons to highlight your selection from the list, and then pressing the Select button. If no selection is made within 10 seconds, the receiver will revert to the last active display mode. Note that play of the current selection will continue until a new selection is chosen from the S-Seek or My Game Zone list.

Jump Button

The receiver has a special preset button called the Jump button, which is identified by the ↷ icon. The Jump button is used to quickly tune to a channel that is accessed frequently and temporarily such as a traffic channel, a weather channel, a news channel, a sports channel, or any channel at all. Pressing the Jump button allows you to quickly tune to the specific channel you have programmed into the Jump button, and then tune back to the original channel by pressing the Jump button again. (Refer to the ***Menu Options*** section of this manual for instructions for configuring the Jump button.)

If the Jump button has been preset to the traffic option, which will cause the receiver to access a specific city traffic report, pressing the Jump button will immediately begin a search for the city's traffic report. The Jump icon will be displayed in the lower right corner of the display screen to indicate that a Jump search is active. The search process may take up to 4 minutes until the city's traffic report found. The receiver will automatically tune to the traffic report

channel when the traffic report is found. (Figure 32)

Figure 32

Pressing the Jump button again while the receiver is actively searching will cancel the search. (Figure 33)

Figure 33

Pressing the Jump button after the receiver has tuned to the traffic report channel will return you to the previous channel.

If the Jump button has been preset to the JumpSet option, pressing the Jump button will immediately tune to the channel preset into the JumpSet. (Figure 34) The Jump icon will be displayed in the lower right corner of the display screen to indicate that the Jump preset channel is currently tuned.

Figure 34

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 memory bank is currently selected.

Game Alert

The receiver has a feature called Game Alert which can automatically alert you when your favorite sports team is playing a game. When a sports game involving one of your favorite sports teams is found, a Game Alert screen is displayed, followed by a screen displaying tuning information for the sports games. (Figure 35)

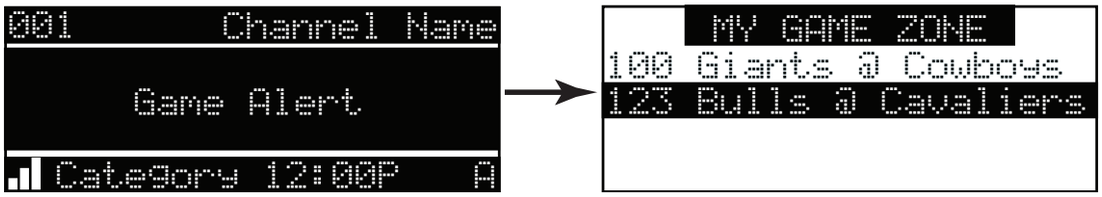


Figure 35

You can then use the channel up and down buttons to highlight your favorite sports team in the list, and then press the Select button to tune to the channel where the game is being broadcast.

Refer to the ***Game Alert*** section in the ***Menu Options*** section of this manual for instructions on programming your favorite sports teams into the receiver. You can also use the S-Seek feature to add Game Alerts for sports teams. Refer to the section, ***Storing Artist Names, Song Titles, and Sports Teams to Memory*** for more information.

FM Preset Button

The receiver has a special button called the FM Preset button, which is identified by the icon.

When the FM Preset button is pressed, the receiver turns on the built-in FM transmitter and begins transmitting on the next frequency from the FM frequency preset list. A screen will be displayed for 3 seconds showing the currently selected FM frequency. When the FM transmitter is turned on, an FM radio tuned to the same FM frequency will receive the currently tuned SIRIUS broadcast. Each subsequent press of the FM Preset button advances to the next frequency in the FM frequency preset list. Using the FM Preset button, a quiet FM frequency may be quickly tuned.

If no FM frequencies have been preset when the FM Preset button is pressed, the receiver will default to a frequency of 88.1 MHz.

Pressing and holding the FM Preset button will cause a list of the FM presets to be displayed. (Figure 36)

Figure 36

You can use the channel up and down buttons to scroll through the FM preset list and highlight the preset you wish to change, and press the Select button to choose the preset. Use the channel up and down buttons to highlight the frequency you wish to select for the preset and press the Select button. The FM frequency will then be stored in the preset. To select the preset and exit, press the MENU button.

You may also change the FM presets by using the FM Presets menu option of the receiver. (Refer to the ***FM Transmitter*** section in the ***Menu Options*** section of this manual for instructions on programming the FM frequency preset list.)

Menu Options

To enter the *Menu Options* page of the receiver, press the **MENU** button. The Menu Options list will be displayed. (Figure 1)

Figure 1

To select a menu option, use the channel up and down buttons to highlight the option you wish to adjust, and press the Select button. If a selection is not made within 10 seconds, the receiver will exit the menu options screen, and revert to the last active display mode.

To exit the *Menu Options* screen, or any of the other menu option screens, repeatedly press and release the **MENU** button until you are returned to the default display screen.

The following sections explain each of the menu options in the order in which they are displayed on the ***Menu Options*** screen.

Sirius ID

This menu option displays your 12 digit SIRIUS ID (SID) number. (Figure 2) The SID is unique to each SIRIUS receiver, and is required to activate your service. It is recommended that you write this number in the space provided near the end of this user guide. No adjustments are allowed in this mode. To exit, press the **MENU** button.

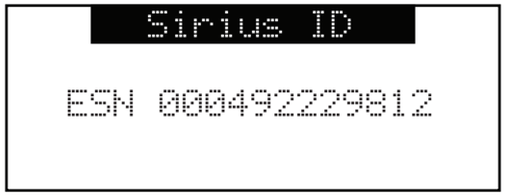


Figure 2

FM Transmitter

The FM Transmitter feature allows you to create a preset list of 5 suitable FM frequencies which can then be accessed by using the FM Preset button. This option also allows you to turn the FM transmitter On and Off. (Figure 3)

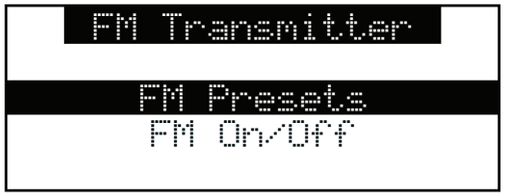


Figure 3

FM Presets

To create or add to a list of FM Preset frequencies , do the following:

1. Using the channel up and down buttons, highlight the “FM Presets” menu item and press the Select button. A list of the FM presets will be displayed. (Figure 4) (You may also enter this list by pressing and holding the FM Preset button.)

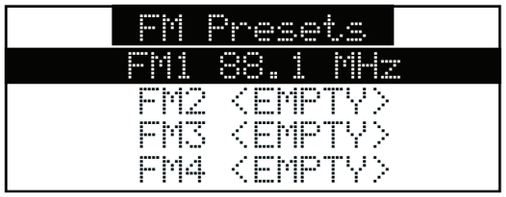


Figure 4

2. Using the channel up and down buttons, highlight the FM preset you wish to set (or change) and press the Select button. A list of FM frequencies will be displayed, beginning with the currently selected FM frequency for the preset. (Figure 5)

Figure 5

3. Use your FM radio to locate quiet FM frequencies where there is no interference from adjacent FM stations. These are the frequencies which should be added to the FM Presets list.
4. Using the channel up and down buttons, highlight the frequency you wish to select for the preset and press the Select button. The FM frequency will then be stored in the preset. If you do not want a frequency for the preset, choose *EMPT*Y from the menu and press the Select button.
5. You may then continue to select FM frequencies for other presets using the same steps. To exit the FM Presets menu, press the **MENU** button.

FM On/Off

To turn the receiver's FM transmitter On or Off, use the channel up and down buttons to highlight the *FM On/Off* menu item and press the Select button.

Use the channel up and down buttons to highlight *FM On* or *FM Off* and press the Select button. (Figure 6)

Figure 6

To exit the *FM On/Off* menu, press the **MENU** button.

Game Alert

The Game Alert feature allows you to store your favorite sports teams in memory. The receiver will constantly scan the SIRIUS channels and will sound an alert when a sports team you had stored in memory is playing, or when there is a score update for a team, depending on which option you have chosen for the sports team.

Sports teams which you have selected and which are currently playing will be displayed in a category called My Game Zone.

You may select one sports team from each sports league and the college category using the Game Alert option, however, more teams may be chosen by using the Memory (**MEMO**) function. (See the section ***Memory (MEMO) and Song Seek (S-Seek) Functions*** for more information about adding additional teams.)

To choose sports teams to add for game alerts, do the following:

1. Use the channel up and down buttons to highlight *Game Alert* and press the Select button.
2. Use the channel up and down buttons to highlight the sports league or college category of the sports team you wish to add, and press the Select button. (Figure 7)

Figure 7

3. Use the channel up and down buttons to highlight the league team name or college team name you wish to add, and press the Select button. (Figure 8)

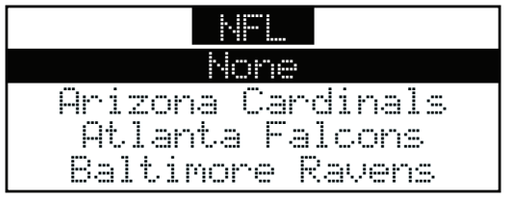


Figure 8

Note that for college teams, you will receive an alert for all teams playing for that college.

4. Use the channel up and down buttons to highlight which type of an alert you want, and press the Select button. (Figure 9)

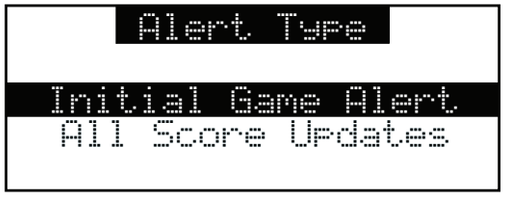


Figure 9

When the 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.

Settings

The following sections explain each of settings menu options in the order in which they are displayed. (Figure 10)

Figure 10

To select a menu option, use the channel up and down buttons to highlight the option you wish to adjust, and press the Select button.

JUMP SETTINGS

The Jump setting controls the actions of the Jump button. The Jump setting menu may also be accessed by pressing and holding the Jump button. (Figure 11)

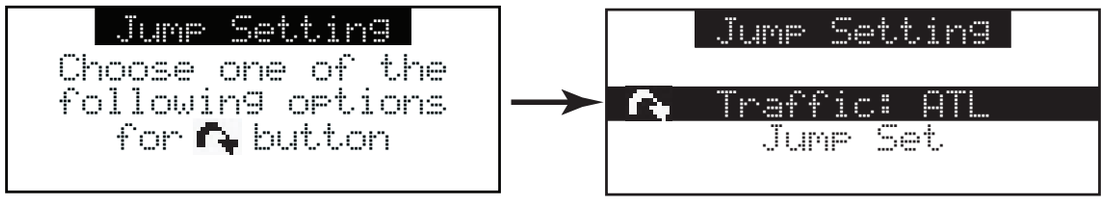


Figure 11

Two options are available for the Jump setting, *Traffic* and *Jump Set*. The currently selected option is indicated by the Jump icon.

The Traffic option sets the function of the Jump button to provide a traffic report for a selected city, while the JumpSet option assigns any channel to the Jump button.

Traffic

To set the Jump button to provide a traffic report when pressed, do the following:

1. Use the channel up and down buttons to highlight the *Traffic* option, and press the

Select button.

2. A screen showing a list of cities will be displayed. (Figure 12)

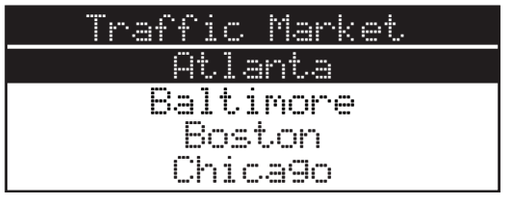


Figure 12

Use the channel up and down buttons to highlight the city for which you wish to have a traffic report and press the Select button.

3. If the city list has not yet been updated, a message will be displayed indicating that the city list is updating. (Figure 13) Wait 10 minutes and then try again.

Figure 13

To exit the *Jump Settings* menu, press the **MENU** button.

JumpSet

To set the Jump button to a specific channel (other than a traffic channel) when pressed, do the following:

1. Use the channel up and down buttons to highlight the “JumpSet” option, and press the Select button.
2. Figure 14 will be displayed.

Figure 14

3. Use the channel up and down buttons to tune to the channel you want assigned to the Jump button. When the channel is tuned, press and hold the Jump button for 2 seconds until Figure 15 is displayed.

Figure 15

The channel selected is now assigned to the Jump button.

To exit the *Jump Settings* menu, press the **MENU** button.

At any time while listening to a channel (other than a traffic channel), the channel may be assigned to the Jump button by simply pressing and holding the Jump button for 2 seconds.

DISPLAY OPTIONS

The receiver's display screen can be adjusted for brightness and contrast using the *Display Options*. (Figure 16)

Figure 16

Use the channel up and down buttons to highlight the *Brightness* or *Contrast* option, and

press the Select button.

Brightness adjusts the overall intensity of the LCD display to help with viewing in different lighting conditions. Contrast adjusts the relationship between the background and the text on the LCD display. Use the channel up and down buttons, to adjust the brightness/contrast. The bar graph will move to indicate the change. (Figure 17)

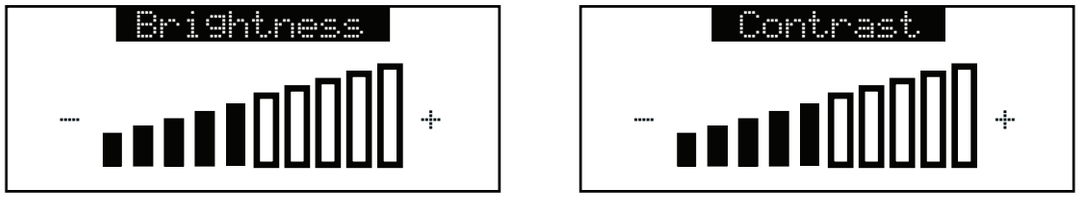


Figure 17

To exit the *Brightness/Contrast* screen, press the **MENU** button.

MEMORY OPTIONS

The Memory Options feature allows you to set whether the automatic S-Seek feature is On or Off, and also provides the a way to clear (erase) all the stored S-Seek alerts from memory. (Figure 18)

Figure 18

Automatic Memory Search

To turn the automatic memory search On or Off, do the following:

1. Use the channel up and down buttons to highlight *Auto Memory Search*, and press the Select button.

2. Use the channel up and down buttons to highlight either *On* or *Off*, and press the Select button. (Figure 19)

Figure 19

To exit the *Memory Options* menu, press the **MENU** button.

Clear All Memory

To clear all the S-Seek alerts stored in memory, do the following:

1. Use the channel up and down buttons to highlight *Clear All Memory*, and press the Select button.
2. At the confirmation screen, use the channel up and down buttons to highlight *Yes* and press the Select button. (Figure 20)

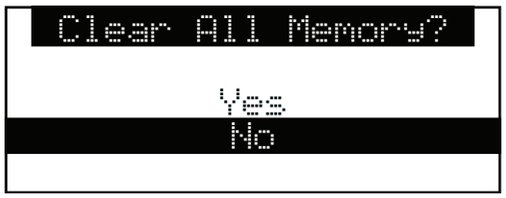


Figure 20

The S-Seek memory is now erased.

To exit the *Memory Options* menu, press the **MENU** button.

Audio Level

The Audio Level setting adjusts the level of the audio output of the receiver.

To adjust the audio level, use the channel up and down buttons to change the audio level. The bar graph will move to indicate the change. (Figure 21)

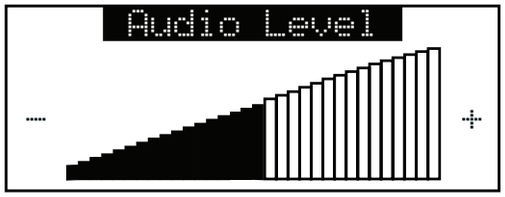


Figure 21

To exit the *Audio Level* menu, press the **MENU** button.

Confirmation Tone

The receiver will sound an audio tone alert when it is powered On or Off, as well as when an S-Seek alert is activated and other alerts. The default setting is On. To change the Confirmation Tone setting to On or Off, use the channel up or down buttons to highlight *On* or *Off*, and press the Select button. (Figure 22)

Figure 22

To exit the *Confirmation Tone* menu, press the **MENU** button.

Parental Control

The receiver has the ability to lock out with password protection any channels you do not want others to access without your permission. (Figure 23) A locked channel will not appear in the channel list.

Figure 23

When access to a locked channel is attempted using the direct channel entry method, the *Enter Code* screen is displayed and the channel cannot be accessed until the correct code is entered. (Figure 24)

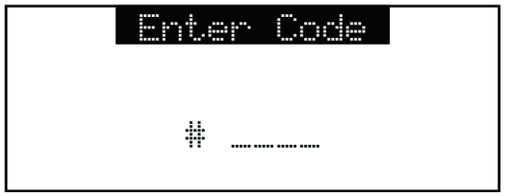


Figure 24

If the wrong code is entered, a message will be displayed indicating that the wrong code has been entered. (Figure 25)

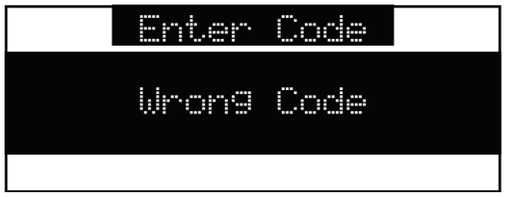


Figure 25

Lock/Unlock

To lock or unlock a channel, do the following:

1. Use the channel up and down buttons to highlight “Lock/Unlock, and press the Select button.
2. If this is the first time that Parental Control is being used, you will be prompted to create and enter a four digit numerical code. (Figure 26) This code can be any four digit number from 0000 to 9999.

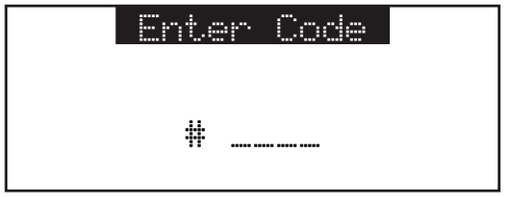


Figure 26

If you should exit this prompt without entering a code, you will be prompted to set a code next time you enter the Lock/Unlock option.

3. If a code has been previously set, a *Enter Code* prompt will be displayed. (Figure 27) Enter your four digit code and press the Select button to continue.

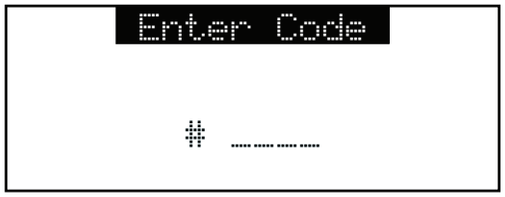


Figure 27

4. When the correct code has been entered, a listing of channels will be displayed. (Figure 28) Use the channel up and down buttons to navigate to the channel you wish to lock or unlock, and press the Select button. A previously locked channel will have the word *Lock* displayed to the right of the channel name.

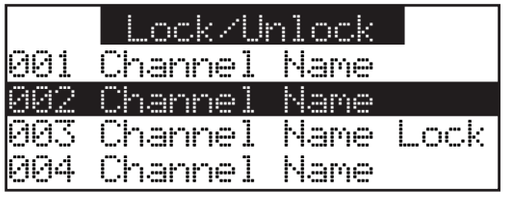


Figure 28

5. To lock or unlock a channels, use the channel up and down buttons to highlight a channel, and press the Select button.
   If you are locking a channel, the *Lock* will be displayed to the right of the channel name.
   If you are unlocking a channel, the *Lock* will be removed from the right of the channel name.

To exit the *Parental Control* menu, press the **MENU** button.

Edit Code

This setting allows you to change a previously selected Parental Control code.

The first time the Edit Code setting is accessed you will be prompted to enter a four digit code. (Figure 29) This code can be any four digit number from 0000 to 9999.

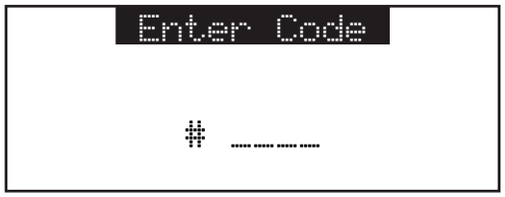


Figure 29

If you should exit this prompt without entering a code, you will be prompted to set a code the next time you enter the Edit Code option.

To change the Parental Control code, do the following:

1. Use the channel up and down buttons to highlight *Edit Code*, and press the Select button.
2. At the prompt, enter the four digit Parental Control code. (Figure 30)

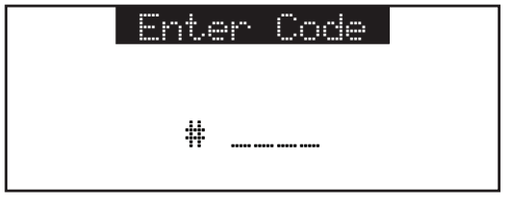


Figure 30

3. If you did not enter the correct code, a message will be displayed alerting you that the wrong code was entered, and you will be prompted again to enter the code. (Figure 31)

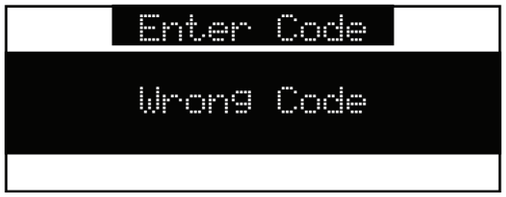


Figure 31

4. If the correct code was entered, the “New Code” prompt will appear. Enter the new Parental Control code. (Figure 32)

Figure 32

5. You will then be prompted to confirm the new code by entering it again. (Figure 33)

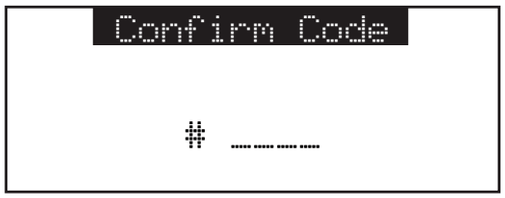


Figure 33

6. If you confirmed the correct code, the lock code is now changed and a confirmation screen is displayed. If you entered the wrong code at the confirmation prompt, a screen will be displayed to alert you that you have entered the wrong code, and you will have to repeat the process again. (Figure 34)

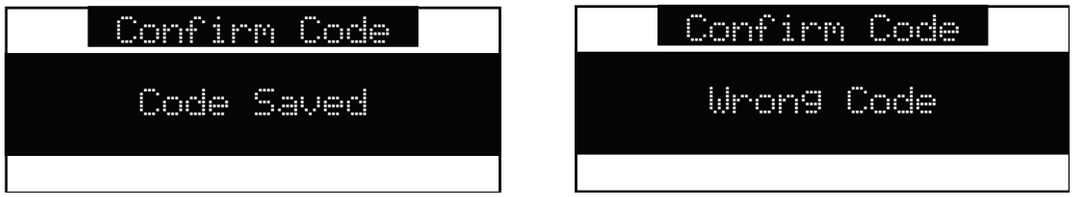


Figure 34

To exit the *Parental Control* menu, press the **MENU** button.

If you have forgotten your Parental Control code, call SIRIUS Customer Service for help.

Time Based Features

Time based settings (Figure 35) allow for adjustment of the following features of the receiver:

Clock - Sets the clock format, time zone, and daylight savings time function.

Alarm - Sets an alarm for a specific time.

Program Alert - Sets the receiver to tune to a specific channel at a specified time.

Auto Shutdown - Sets the receiver to turn off at a specified time.

Sleep Mode - Sets the receiver to turn off after a designated period of time.

Figure 35

To select a menu option, use the channel up and down buttons to highlight the option you wish to adjust, and press the Select button.

Clock

The time data for the receiver's clock is provided via the SIRIUS signal, and will update based

on the data received from the signal.

You can configure the clock format for 12-hour or 24-hour display format, set the time zone for the clock for your location, and turn On or Off the automatic adjustment for Daylight Savings Time (DST) (Figure 36).

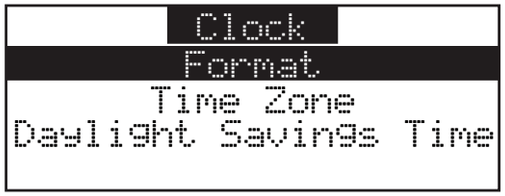


Figure 36

Format

To change the clock display format of the receiver to 12 hour or 24 hour format, do the following:

1. Use the channel up and down buttons to highlight *Clock* and press the Select button.
2. Use the channel up and down buttons to highlight either *12 hour* or *24 Hour*, and press the Select button. (Figure 37)

Figure 37

To exit the *Clock* menu, press the **MENU** button.

Time Zone

To change the time zone of the receiver, do the following:

1. Use the channel up and down buttons to highlight *Time Zone*, and press the Select button.
2. Use the channel up and down buttons to highlight the proper time zone for your location, and press the Select button. (Figure 38)

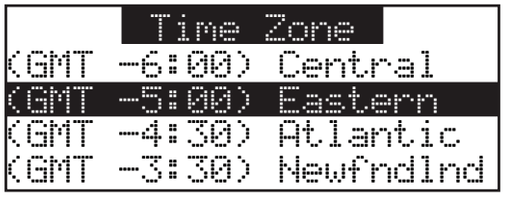


Figure 38

To exit the *Time Zone* menu, press the **MENU** button.

Daylight Savings Time

To turn the Daylight Savings Time feature On or Off, do the following:

1. Use the channel up and down buttons to highlight *Daylight Savings Time*, and press the Select button.
2. 2. Use the channel up and down buttons to highlight *DST Observed* or *DST Not Observed*, and press the Select button. (Figure 39)

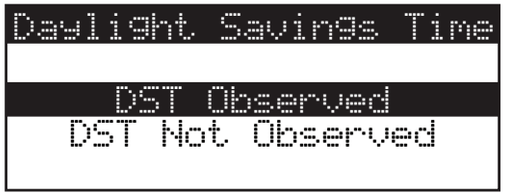


Figure 39

To exit the *Daylight Savings Time* menu, press the **MENU** button.

Alarm

This feature allows you to set an alarm to sound at a specific time each day, and to turn the alarm feature On or Off. (Figure 40)

Figure 40

Set Alarm

To turn the alarm On or Off, do the following:

1. Use the channel up and down buttons to highlight *Set Alarm*, and press the Select button.
2. Use the channel up and down buttons to highlight *Alarm On* or *Alarm Off*, and press the Select button. (Figure 41)

Figure 41

To exit the *Set Alarm* menu, press the **MENU** button.

Alarm Time

To set the time of the alarm, do the following:

1. Use the channel up and down buttons to highlight *Alarm Time*, and press the Select button.
2. Use the channel up and down buttons to change the minutes, and the category previous and next buttons to change the hours, to select the desired alarm time. (Figure 42)

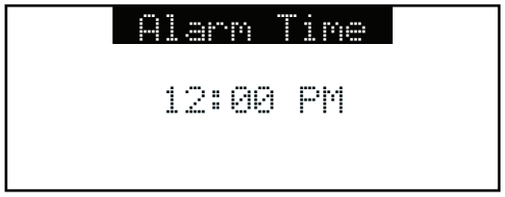


Figure 42

3. When you have selected the desired alarm time, press the Select button to set the alarm time and exit.

To exit the *Alarm Time* menu, press the **MENU** button.

Program Alert

The Program Alert feature allows you to program the receiver to automatically tune to a specific channel at a specific time. The receiver must be powered on in order for this feature to function. (Figure 43)

Figure 43

Program Time/Day

To program the time and day when the receiver will tune to the specified channel, do the following:

1. Use the channel up and down buttons to highlight *Program Time/Day*, and press the Select button.
2. At the *Program Time/Day* screen, use the channel up and down buttons to highlight *Time*, and press the Select button. (Figure 44)

Figure 44

3. Use the channel up and down buttons to change the minutes, and the category previous and next buttons to change the hours, to select the time you wish to tune to the specified channel. (Figure 45)

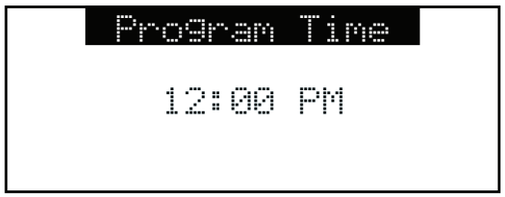


Figure 45

4. When you have selected the desired time, press the Select button to set the time and exit.
5. At the *Program Time/Day* screen, use the channel up and down buttons to highlight *Day,* and press the Select button.
6. Using the channel up and down buttons, select the day of the week you wish to tune to the selected channel, i.e., Monday, Tuesday, etc., and press the Select button. (Figure 46)

Figure 46

To exit the *Program Time/Day* menu, press the **MENU** button.

Channel

To set the channel to which the receiver will tune when the Program Alert feature is On, do the following:

1. Use the channel up and down buttons to highlight *Channel*, and press the Select button.
2. When the default display screen is displayed, use the channel up and down buttons to navigate to the channel which you wish to select for the Program Alert feature. Use the category previous and next buttons to navigate between categories. When the channel is displayed, press the Select button.

Figure 47

To exit the *Channel* menu, press the **MENU** button.

Program Alert On/Off

To turn the Program Alert feature is On or Off, do the following:

1. Use the channel up and down buttons to highlight *Program Alert On/Off,* and press the Select button.
2. Use the channel up and down buttons to highlight *Program Alert On* or *Program Alert Off*, and press the Select button. (Figure 48)

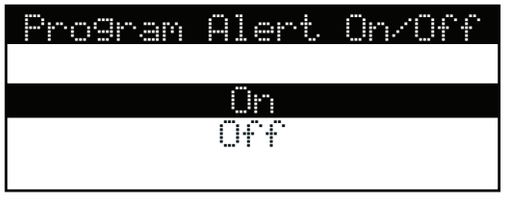


Figure 48

To exit the *Program Alert On/Off* menu, press the **MENU** button.

Auto Shutdown

You can set the receiver to automatically power off after a 1 hour period of inactivity, that is, no buttons have been pressed for 1 hour.

When the Auto Shutdown feature is enabled, after 59 minutes of inactivity, a beep tone will sound and a display prompt will appear on the screen, *Cancel Auto Shutdown*. (Figure 49) At this point the auto shutdown can be reset to 1 hour of inactivity by pressing the Select button. If the Auto Shutdown is not reset, the receiver will automatically power off.

Figure 49

To enable or disable the Auto Shutdown feature, do the following:

1. Use the channel up and down buttons to highlight *Auto Shutdown*, and press the Select button.
2. Use the channel up and down buttons to highlight *Enabled* or *Disabled*, and press the Select button. (Figure 50)

Figure 50

To exit the *Auto Shutdown* menu, press the **MENU** button.

Sleep Mode

The receiver can be set to turn off automatically after a selected period of time, 15, 30, 45, or 60 minutes.

To activate or deactivate the Sleep Mode feature, do the following:

1. Use the channel up and down buttons to highlight *Sleep Mode*, and press the Select

button.

2. Use the channel up and down buttons to select the desired time, 15, 30, 45, or 60 minutes to activate the Sleep Mode feature, or choose *Off* to cancel the sleep feature, and press the Select button. (Figure 51)

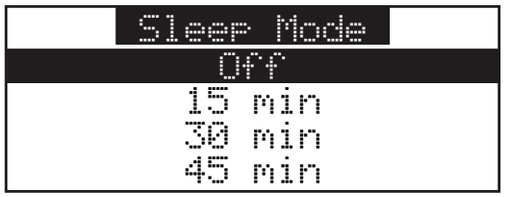


Figure 51

To exit the *Sleep Mode* menu, press the **MENU** button.

Signal Indicator

The Signal Indicator display screen provides a visual display of the strength of the SIRIUS signal from the satellite antenna and also from terrestrial (ground) transmitters.

To display the Signal Indicator screen, do the following:

1. Use channel up and down buttons to highlight *Signal Indicator*, and press the Select button.
2. Two 10 segment horizontal bar graphs will be displayed with a "-" sign to the left and a "+" sign to the right. SAT indicates the satellite signal strength while TER indicates the terrestrial signal strength, if a terrestrial signal is available. (Figure 52)

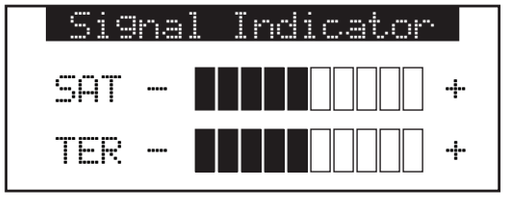


Figure 52

To exit the *Signal Indicator* menu, press the **MENU** button.

Factory Default

The Factory Default option will restore most every feature of the receiver to the original factory settings. The following is a list of all features affected by the Factory Default option:

- All Presets are cleared
- All Game Alerts are cleared
- Receiver set to Normal Tuning Mode
- Display brightness set to 50%
- Display Contrast set to 50%
- FM Transmitter set to On
- FM Frequency set to 88.1 MHz
- All S-Seek memory cleared
- Clock set to 12-Hour Format
- Time Zone set to Eastern Standard Time
- Daylight Savings Time set to Observed
- Auto Shutdown set to Off
- Sleep Mode set to Off
- Auto Select set to Off
- Program Alert cleared

Note that the Parental Control feature is not affected by the Factory Default option. If a code has been set for the Parental Control feature, the code will not be reset by the Factory Default feature, preventing someone from circumventing the Parental Control feature. Channels which have been locked will remain locked.

To activate the Factory Default feature, and restore the features of the receiver to the factory defaults, do the following:

1. Use the channel up and down buttons to highlight *Factory Default*, and press the Select button.
2. Use the channel up and down buttons to select *Yes* to restore all settings to the settings from the factory, or select *No* to leave them as-is and return to the Menu Options menu. (Figure 53)

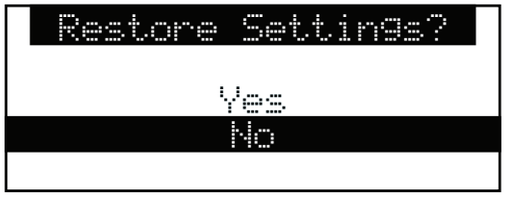


Figure 53

3. If *Yes* is chosen, a confirmation is displayed. Use the channel up and down buttons to select *Yes* to restore all settings to the settings from the factory, or select *No* to leave them as-is and return to the Menu Options menu. (Figure 54)

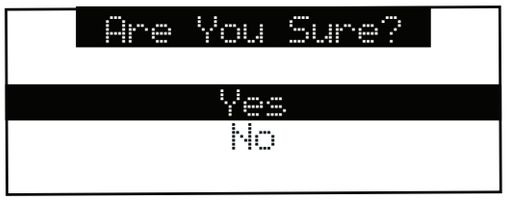


Figure 54

4. If *Yes* is chosen, the receiver will revert to the original factory settings. (Figure 55)

Figure 55

5. When the Factory Default is complete, the receiver will place you in Channel 184 the SIRIUS preview channel and display, *Call 1-888-539-SIRIUS to Subscribe*. The receiver is still subscribed to the SIRIUS service.

Troubleshooting

Symptom	Solution
Receiver does not power on	Blown fuse, or the power cable is not properly connected. Check for a bad fuse and check power cable connection
Receiver displays: *Antenna Not Detected*	The satellite antenna is not connected to the receiver dock. Check the satellite antenna connection to the dock.
Receiver displays: *Acquiring Signal*	No satellite signal is being received. Check for obstacles over or around the satellite antenna. Change the vehicle location to eliminate nearby obstacles (bridges, overpasses, tress, buildings, etc.).
Audio static or loss of clarity	The FM frequency contains static. Locate a quiet FM frequency on your vehicle radio and set the FM transmitter frequency of the SIRIUS Starmate 3 to match. If using the AUX audio connector, check the cable connections.
No sound	The audio cables are not connected, or the FM radio is set to the wrong frequency. Check the audio cables at the receiver dock and the radio. Tune the FM radio to the same FM frequency the receiver is tuned.

Optional Accessories

The following optional accessories are available for purchase from your SIRIUS retailer to maximize your SIRIUS experience:

SUBX1 SIRIUS Plug and Play Universal Boombox

The SUBX1 SIRIUS Plug and Play Universal Boombox is a portable docking station and audio system for use with the SIRIUS Sportster receiver. With the built-in amplifier and speakers, the boombox delivers rich powerful sound indoors or outdoors, and features an auxiliary input for other audio devices,

Included with the boombox is an adjustable indoor/outdoor windowsill antenna with 20' of cable and an AC adapter.

SUPH1 SIRIUS Universal Plug and Play Home Kit

The SUPH1 SIRIUS Universal Plug and Play Home Kit is a compact docking cradle that positions the receiver for easy viewing and operation. Designed for quick and easy self-installation, it includes all necessary cabling to connect your SIRIUS receiver to your home audio system.

The kit includes a compact tabletop/desktop docking cradle with FM output for wireless connectivity, an audio cable for connection to any stereo bookshelf system, an adjustable indoor/outdoor windowsill antenna with 20' of cable, and an AC Adapter.

SUPV1 SIRIUS Universal Plug and Play Vehicle Kit

The SUPV1 SIRIUS Universal Plug and Play Vehicle Kit is a compact docking cradle that positions the receiver for easy wiring, viewing, and operation in a vehicle. Designed for quick and easy self-installation, it provides several mounting options and includes all necessary cabling to connect your SIRIUS receiver to your car audio system.

The SUPV1 SIRIUS Universal Plug and Play Vehicle Kit will work with the Sportster 4 and most new SIRIUS plug and play receivers.

The kit includes a mobile docking cradle, a suction cup vehicle mount, a vent mount, a cigarette lighter adapter, and a magnetic antenna with 21' of cable.

FM Direct Adapter

The FM Direct Adapter accessory redirects your vehicle's FM antenna signal when listening to your SIRIUS receiver using your vehicle's AM/FM radio. When the SIRIUS receiver is powered on the FM Direct Adapter automatically redirects the vehicle's FM antenna signal away from the vehicle's AM/FM radio, reducing any interference which might be present from FM radio station broadcasts. When the SIRIUS receiver is turned off, the FM antenna signal is automatically redirected back to the vehicle's AM/FM radio. (Product number 14100.)

Specifications

Satellite Frequencies . . . . . .2322.293/2330.207 MHz
Terrestrial Frequencies 2326.250MHz
Power Requirements . . . . . .5 Volts, Negative Ground, DC
Audio Output . . . . . 2V (normal) 2.8V (max.) (Peak-to-Peak)
Total Harmonic Distortion (THD) . . . . . <0.2%
Signal-to-noise (S/N) . . . . . Greater than 73dB
Fuse Requirement . . . . . .2A ATC

Receiver Dimensions (Length x Height x Depth) . . . . . .124.2mm x 48.5mm x 16mm
(4.9” x 1.9” x .0.6”)
Receiver Weight. . . . . 91g (3.2 oz.)
Antenna Type . . . . . Low Profile Magnetic
Antenna Cable Length . . . . . .21’ (single micro-cable)
Connector Type . . . . . SMB (right-angle)

Remote Control Dimensions (Width x Length x Height) . . . . . .41mm x 104mm x 15mm
(1.61” x 4.09” x .59”)
Remote Control Battery Requirements CR2025

Warranty

12 Month Warranty

SIRIUS Satellite Radio Inc. (the "Company") warrants to the original retail purchaser of this product that should this product or any part thereof, under normal use and conditions, be proven defective in material or workmanship within 12 months from the date of original purchase, such defect(s) will be repaired or replaced with new or reconditioned product (at the Company's option) without charge for parts and repair labor. To obtain repair or replacement within the terms of this Warranty, the product is to be delivered with proof of warranty coverage (e.g. dated bill of sale), specification of defect(s), transportation prepaid, to the location shown below under WARRANTY RETURN.

This Warranty does not extend to the elimination of externally generated static or noise, to correction of antenna problems, to costs incurred for installation, removal or reinstallation of the product, or to damage to tapes, compact discs, speakers, accessories, or vehicle electrical systems.

This Warranty does not apply to any product or part thereof which, in the opinion of the Company, has suffered or been damaged through alteration, improper installation, mishandling, misuse, neglect, accident, or by removal or defacement of the factory serial number/bar code label(s). THE EXTENT OF THE COMPANY'S LIABILITY UNDER THIS WARRANTY IS LIMITED TO THE REPAIR OR REPLACEMENT PROVIDED ABOVE AND, IN NO EVENT, SHALL THE COMPANY'S LIABILITY EXCEED THE PURCHASE PRICE PAID BY PURCHASER FOR THE PRODUCT.

This Warranty is in lieu of all other express warranties or liabilities. ANY IMPLIED WARRANTIES, INCLUDING ANY IMPLIED WARRANTY OF MERCHANTABILITY, SHALL BE LIMITED TO THE DURATION OF THIS WRITTEN WARRANTY. ANY ACTION FOR BREACH OF ANY WARRANTY HEREUNDER INCLUDING ANY IMPLIED WARRANTY OF MERCHANTABILITY MUST BE BROUGHT WITHIN A PERIOD OF 48 MONTHS FROM DATE OF ORIGINAL PURCHASE. IN NO CASE SHALL THE COMPANY BE LIABLE FOR ANY CONSEQUENTIAL OR INCIDENTAL DAMAGES FOR BREACH OF THIS OR ANY OTHER WARRANTY, EXPRESS OR IMPLIED, WHATSOEVER. No person or representative is authorized to assume for the Company any liability other than expressed herein in connection with the sale of this product. Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damage so the above limitations or exclusions may not apply to you. This Warranty gives you specific legal rights and you may also have other rights which vary from state to state.

WARRANTY RETURN: To obtain repair or replacement within the terms of this Warranty, please return product to an authorized retailer or call Customer Service at 1-800-869-5590; proof of purchase and description of defect are required. Products to be returned to an approved warranty station must be shipped freight prepaid.

SIRIUS ID

Write down the SIRIUS ID (SID) of your SIRIUS Starmate 3 in the space provided below.

SID: _____

SIRIUS®
SATELLITE RADIO

THE BEST RADIO ON RADIO™

SIRIUS Customer Service: 1-888-539-7474
customercare@sirius-radio.com

SIRIUS Satellite Radio Inc.
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