



3000PLUS SERIES

VEHICLE SECURITY SYSTEM PRODUCT MANUAL

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About Your System

The ScyTek Galaxy 3000 Plus is a state-of-the-art vehicle security system featuring a built-in "ScyNet Network Port" that allows direct connection of optional accessory modules and a PC interface offering expanded system operation. With proper installation this system will provide superior protection and performance for many years to come.

System Contents:

- Main Unit with built-in ScyNet Network Interface Port
- Two 5-Button Random Code Remote Transmitters
- High Output 6-tone Siren
- Dual Stage Shock Sensor
- Status LED
- Coded Emergency Override / Valet Switch

Optional ScyNet Network Interface Accessories:

- ScyNet Network Interface Software
- Two-Way FM Paging Module w/ LCD Transmitter
- Remote Engine Start Module
- Channel Expander w/ 7 Programmable Outputs

Options and Convenience Features*

This ScyTek system includes several optional inputs and outputs allowing the creation of a completely personalized security and convenience system by offering many optional features such as:

- Second Car Operation
- Remote Door Locking
- Two Stage Door Unlocking
- Starter Defeat
- Horn Honk
- Illuminated Entry / Exit
- Remote Window Control
- Remote Car Start
- Extended Range Antenna
- Power Trunk / Hatch Release
- Glass Breakage Sensor
- Radar Sensor
- Auxiliary Lighting Control
- Stereo System Valet
- Remote Head Lamp Control
- Back-up Battery Siren

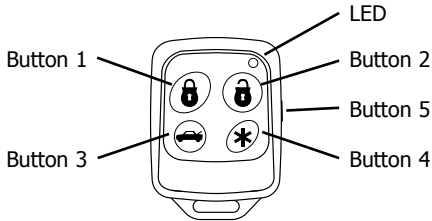
***May require additional parts and/or labor, see store for details.**

PLEASE NOTE:

Some of the features described in this manual may require additional parts and/or labor, and may not be included as part of the standard installation of this unit. Additionally, many features of this security system have selectable options that must be activated or programmed during the system's installation. These items will be identified in the following sections. Please discuss these features and any questions you may have regarding the installation of this product with Your Authorized Dealer.

Remote Transmitters

Remote Transmitter Description



The Galaxy 3000 Plus is supplied with two 5-button Remote Transmitters used to control system operations.

Note: Using the optional PC or Pocket PC interface with the network software, it is possible to reconfigure the functionality of the transmitter buttons. The standard (default) setting for operation of the transmitters is described below.

Button 1 Arms the system and when held for 2 seconds, activates the system's Panic feature. Button 1 also locks the doors when the system is in Valet Mode.

Button 2 Disarms the system. Pressing Button 2 again operates the Passenger Unlock feature (if installed). Button 2 also unlocks the doors when the system is in Valet Mode.

Button 3 Activates the Auxiliary 1 output. This output will remain on for as long as the button is pressed.

Button 4 Activates the Auxiliary 2 output. This output will remain on for as long as the button is pressed.

Button 5 is the Page Shift button. The Page Shift button will change the function of Buttons 1 through 4 each time it is pressed, allowing access to additional features or multiple car operation. Pressing the Shift Button then Button 3 activates the Channel 4 output.

Each time the Shift Button is pressed, the LED on the transmitter will illuminate and the transmitter functions will shift to the next page, allowing access to another set of features. Once shifted to another page (there are 4 pages total), the transmitter will remain on that page for 10 seconds or until a button is pressed, then return to page 1. Each time a transmitter button is pressed and held, the LED will flash a number of times to indicate from which page it is transmitting. Under normal operation, only pages 1 and 2 are used. Pages 3 and 4 are usually used for Two Car Operation (see page 3) or optional expansion modules.

Adding/Replacing Transmitters

To replace lost or stolen transmitters or to add additional transmitters into the system, have all desired transmitters ready and follow the steps below.

Note: Up to 4 transmitters can be programmed to operate the system. To erase any previously stored transmitter codes, be sure to program all 4 transmitter memory locations.

To program the transmitter(s):

1. Turn on the ignition key On, Off, On, Off, and back On.
 - The siren will chirp 3 times.
2. Press and hold the Override switch for 5 seconds.
 - The siren will chirp 5 times.
 - The LED will illuminate.
3. Press Button 1 on the first transmitter.
 - The siren will chirp once.
4. Press Button 1 on the first transmitter again.
 - The siren will chirp twice to indicate it has learned the code.
5. Repeat steps 3 and 4 for each transmitter (up to 4).
6. Turn off the ignition key.

Two Car Operation

If two vehicles are equipped with Galaxy 3000 Plus systems, for convenience both can be operated using the same remote transmitter. If all four transmitters are to be used with both cars, program transmitters A and B into the first vehicle in the manner described above. Program transmitters C and D by pressing the Shift button twice before performing steps 3 and 4 above.

When finished programming the first vehicle, program transmitters C and D into the second vehicle as normal, then program transmitters A and B by pressing the Shift button twice before performing steps 3 and 4 above.

When programmed in this manner, the driver of the first car can also operate the second vehicle by pressing the Shift button twice and the desired function button.

Battery Replacement

Your Galaxy Remote Transmitter uses a 12 volt alkaline battery (type 23A), which will require replacement in time. Depending on the amount of use, the battery may last up to six months or more before it needs replacement.

When the battery needs replacing, the system's operating range will decrease or the transmitter LED may not be as bright.

In order to change the battery, first remove 2 screws from the back of the transmitter and separate the top and bottom halves of the case.

While replacing the battery make sure that the positive and negative terminals are positioned correctly, then carefully reassemble the transmitter case.

System Operation

Remote Arming

The system monitors 6 independent areas (**zones**) while armed: doors, hood, trunk, shock sensor, optional sensor input, and the network port for future expansion.

To Arm the System:

1. Turn off the ignition.
 2. Press Button 1.
 - The siren will chirp once.*
 - The doors will lock.
 - The parking lights will flash once.
 - The LED will turn on red, to indicate the starter defeat is activate.
 3. 10 seconds after Arming:
 - The LED will start blinking to indicate that the doors, hood, trunk and sensor inputs are being monitored.
- * **During Arming, if the system detects a bad sensor or an open zone, the system will chirp 4 additional times and ignore that input, but keep all other areas protected.**

Once Armed, the alarm will trigger when any of the following occurs:

- **The doors are opened.**
- **The hood or trunk is opened.**
- **The shock sensor detects an impact to the vehicle.**
- **An optional sensor is disturbed.**

When the alarm triggers, the siren will sound, the horn will honk, and the parking lights will flash. If the system is triggered by the doors, hood, or trunk, the system will alarm for 45 seconds. If triggered by the sensor inputs, the system will alarm for 30 seconds.

In the event the alarm is triggered and remains triggered continuously by the same sensor or input during a single arming cycle, that sensor or input will be automatically bypassed until the next time the system is armed.

If the Shock Sensor detects a light impact to the vehicle the siren will chirp 5 times as a warning indication.

Remote Disarming

To Disarm the System:

Press Button 1.

- The siren will chirp twice.*
- The doors will unlock.
- The parking lights will flash twice.
- The dome light will turn on.
- The LED will turn off.

* **During Disarming, if the system was triggered while away from the vehicle, the siren will chirp 3 times, the parking lights will flash 3 times, and the LED will flash to indicate triggered zone. See *Tamper Alert* for zone listing.**

Tamper Alert

If the system was triggered while away, the LED will flash to indicate which zone triggered the system after disarming and turning on the ignition. The LED indication will repeat for 20 seconds.

LED Flashes (60 seconds):

| | | |
|-------------------|---|--|
| 1 flash | = | optional sensor |
| 2 flashes | = | shock sensor |
| 3 flashes | = | network based sensor |
| 4 flashes | = | door |
| 5 flashes | = | trunk |
| 6 flashes | = | hood (if network remote start module connected) |
| 7 flashes | = | reserved for future use |
| 8 flashes | = | reserved for future use |
| 9 flashes | = | reserved for future use |
| 10 flashes | = | main power interrupt |

example: flash-flash-pause-flash-flash-pause = shock sensor

Silent Arming/Disarming

The Galaxy 3000 Plus system can be programmed to operate the system without Arm and Disarm chirp indications. When programmed for full-time silent operation, the siren will sound only when the system is triggered.

The system is also capable of temporary silent operation if desired. Pressing the Shift button before Arming or Disarming the system will bypass the chirp confirmations and allow one-time silent operation.

Note: The open zone warning chirps will not be bypassed when the system is Armed or Disarmed silently.

Passive Arming

When programmed for the optional Passive Arming feature, the system arms itself automatically, each time the ignition is turned off and all of the doors, hood, and trunk are closed.

To start the Passive Arming Process:

1. Turn off the ignition.*
2. Open the door and exit the vehicle.
 - Once all doors are closed and the dome light is off, the LED will begin flashing rapidly.
 - The parking lights will flash twice indicating the Passive Arming sequence has begun.
3. After 30 seconds,
 - The siren will chirp.
 - The parking lights will flash.
 - The doors will lock.**
 - The status LED will begin flashing.
4. The system is now armed.

* **The ignition must have been on for at least 5 seconds or the Passive Arming sequence will be disabled.**

** **If the Passive Locking feature is selected.**

To temporarily disable Passive Arming, turn on the ignition then turn off within 5 seconds. The siren will chirp once indicating the system will not passively arm until the ignition is cycled again.

The system can be programmed to provide an Entry Delay when the system is armed passively. Upon opening the door the siren will chirp for 10 seconds allowing time to enter the vehicle and turn on the ignition before the full siren output is triggered.

Panic Mode

In the event of an emergency the transmitter's remote Panic feature can be used to instantly trigger the alarm.

To activate the Panic Mode:

1. Press and hold Button 1 for 3 seconds.
 - The alarm will sound.
 - The parking lights will flash.
 - The doors will unlock* allowing access to the vehicle.
2. Press Button 2 to stop Panic Mode.

* **If the ignition is on when the Panic feature is activated, the doors will lock for personal safety.**

If not deactivated using Button 2, the Panic Mode will automatically exit after 30 seconds and the system will be restored to its previous Armed/Disarmed state.

Emergency Override

If the transmitter becomes lost or inoperable, the system can still be disarmed using the following procedure. Before beginning this procedure be sure to have the ignition key ready and know the location of the override switch.

To Emergency Override the system:

1. Unlock the door using the key.
2. Enter the vehicle.
 - The system will trigger and the siren will sound.
3. Turn ignition key on.
4. Press and hold the override switch for 10 seconds.
 - The system will disarm.
5. The vehicle will now be able to start.

Note: During installation, the system can be programmed to provide a 15 second entry delay when the system Arms passively. If a door is opened after the system is Armed passively, the siren will chirp for 10 seconds before sounding, allowing time to use the emergency override feature.

Optional Coded Emergency Override

As an extra measure of security, the Galaxy 3000 Plus is equipped with an optional Coded Emergency Override feature. Once an Emergency Override Code is chosen and programmed during installation, the system can no longer be disarmed using the standard override procedure.

To Emergency Override the system using the Code:

1. Follow steps 1-3 above.
2. Press the override switch a number of times equal to the Disarm code, and continue holding for 10 seconds on the last press.
 - The system will disarm. If the code is entered incorrectly, turn off the ignition and begin again.

To set the Emergency Override Code:

1. Turn on ignition.
2. Within 5 seconds, press the valet switch 5 times.
 - The siren will provide one long chirp, indicating that you have entered Programming.
3. Press the valet switch 4 times.
 - The siren will chirp each time the valet switch is pressed.
4. Within 5 seconds, press Button 3 on the transmitter.
 - The siren will chirp 3 times.
5. Press the valet switch the number of time equal to the desired code (from 1-15).
6. Turn off the ignition then arm the system.
7. Disarm the system using the new Override Code to permanently store the new code.

Note: If the code set procedure is not properly performed, turn off the ignition and begin again. The override code will not be permanently stored until the code is used to disarm the system.

Automatic Rearming

The automatic Rearming feature is designed to protect the vehicle in the event the system is accidentally disarmed. With the Automatic Rearming feature enabled, the alarm will automatically rearm 30 seconds after disarming. If the optional Passive Door Locking feature is enabled, the doors will also lock when the system rearms.

The Automatic Rearming feature functions separately from the Passive Arming feature and will only rearm the system if it was previously armed for more than 10 seconds and then disarmed by remote. The Automatic Rearming feature will be temporarily bypassed until the next arming cycle if the ignition is turned on or the trunk/hood zone is opened.

Valet Mode

The Valet Mode temporarily disables the security system so the vehicle may be operated by a mechanic or parking attendant.

To activate or deactivate the Valet Mode:

1. Turn on the ignition.
2. Press and hold the override switch for 5 seconds.
 - The siren will chirp once to confirm the Valet Mode is on.
 - The siren will chirp twice to confirm the Valet Mode is off.
3. Turn off the ignition.

While in Valet Mode the remote transmitters will continue to lock and unlock the doors, and operate the optional auxiliary functions.

Extended Features

Ignition Door Locking

For added safety, the Ignition Door Locking feature allows vehicles equipped with power door lock systems to automatically lock the doors when the ignition is turned on. If a door is open when the ignition is turned on, the Ignition Door Locking feature is disabled to protect against locking the keys inside the vehicle.

Ignition Door Unlocking

For added convenience, this feature automatically unlocks the doors after the ignition key is turned off. If the optional Passenger Unlock feature is installed, the Ignition Door Unlocking feature can be programmed to unlock only the driver door as a higher measure of safety, especially when children are present. The Ignition Door Unlocking feature may also be completely disabled if desired.

Dome Light Activation

If the optional Dome Light Activation feature is installed, the dome light will turn on when the system is disarmed using the Remote Transmitter. The dome light will remain on for 30 seconds or until the ignition is turned on.

Auxiliary Function Outputs

The Galaxy 3000 Plus system is equipped with 3 Auxiliary Channel Outputs allowing the convenience features of the system to be further expanded. These outputs can be programmed for pulsed, timed, or latched operation, and used to add a number of optional features such as: power trunk release, remote engine start, power window activation, power sunroof control, auxiliary lighting, audio/video system control, and more.

The **Pulsed** operation setting allows an output to activate as long as the button is held.

The **Timed** operation setting allows an output to activate when the transmitter button is pressed, and remain activated for 10 seconds or until the transmitter button is pressed again.

Note: With the optional ScyNet network interface and Wizard software, the timed output can be programmed for any time between 1 second and 255 seconds.

The **Latched** operation setting allows an output to activate when the transmitter button is pressed, and remain activated until the transmitter button is pressed again.

When your system is combined with an optional remote start module, using an auxiliary function to activate the Remote Car Starter while the system is armed will temporarily disable the sensor inputs. This will allow the alarm to continue protecting the door and hood/trunk inputs, while preventing false triggering due to the vibration caused by the engine starting and running.

Disarm with Auxiliary Function

If Auxiliary 1 is installed to activate the vehicle's trunk release, the system can be programmed to automatically disarm the alarm when the trunk is opened using the transmitter. In this manner, the trunk can be accessed without first disarming the alarm.

Remote Sensor Disable

When parking the vehicle in areas susceptible to unwanted disturbance from animals or strong weather conditions that could cause the sensors to trigger, the sensor inputs can be temporarily bypassed using the Remote Transmitter, preventing possible false alarms.

To disable the sensor inputs :

1. Arm the system normally.
2. Within 5 seconds of Arming the system, press the Arm button again.
 - **The siren will chirp 5 times and the parking lights will flash 5 times to indicate the sensors are disabled.**
 - **The sensors will remain disabled until the next arming cycle.**

ScyNet Network Remote Car Start Module

When the optional ScyNet Network Remote Car Start module is installed, the Remote Transmitter can be used to remotely start and run your car engine to warm-up the engine, as well as activate the heating / air conditioning system.

With the special networking function designed into the Galaxy system, the Remote Car Starter can be used to start your engine even while the system is armed. When the Remote Car Starter is activated, the system will receive a signal to temporarily ignore the shock sensor and the optional sensor inputs, so that the system will not trigger due to the action of the car starting or the vibration of the engine. The doors, hood, and trunk, however, remain protected.

Optional Hands-Free Transmitter

Hands-Free operation.* When the optional Hands-Free transmitter is added to the system, the Arming and Disarming functions are activated automatically by approaching or walking away from the vehicle. When the transmitter moves within range of the vehicle, the system "sees" the Hands-Free transmitter and automatically disarms and unlocks the doors (if installed). When the transmitter moves out of range of the vehicle, the system automatically arms and locks the doors.

*Requires the Arm Mode be set for Passive Arming feature and Passive Door Locking enabled

Anti-Carjack Protection. Additionally, the Optional Hands-Free transmitter offer the personal safety of Anti-Carjacking protection. With the Hands-Free transmitter in a pocket, anytime the ignition is turned on and the transmitter moves out of range of the vehicle for more than 90 seconds, the Anti-Carjacking feature is engaged.

Immobilization. The Hands-Free transmitter also adds the high security option of specialized Immobilization. With this feature activated, the standard transmitter will operate normally, but the starter defeat will remain engaged until the system "sees" the Hands-Free transmitter. *See your Dealer for more information about these features.*

System Installation

1. Thoroughly read and become familiar with the installation instructions before beginning the installation.
2. Review system contents:
 - Main Unit
 - Two 5-Button Remote Transmitters
 - Siren
 - Shock Sensor
 - Harnesses
 - 16-Pin main harness
 - 4-Pin shock sensor harness
 - 3-Pin door lock harness
 - LED harness
 - Override Switch harness
 - Brown Starter Defeat relay wire
3. Verify with the owner, the mounting locations for all visible components, including the LED and Override switch.
4. Verify with the owner, the optional features of the Galaxy 3000 Plus and the features that must be programmed during installation.
5. Inspect and perform a function test of all vehicle systems before and after the installation.
6. Always use a Volt / Ohm meter for testing vehicle circuits. Never use a test light.
7. Always look before drilling any holes or mounting self-tapping screws. Be sure fuel lines and exterior wiring looms are clear as they are often close to the chassis and difficult to see.
8. Protect all wires running from the engine compartment to the interior of the vehicle by covering with electrical tape and split loom tubing. Be sure to use a grommet when routing wires through the firewall.
9. Properly fuse any additional accessories such as window modules, door lock actuators, etc., making sure to power them separate from the alarm module. This will ensure the functionality of the security system in the event of an accessory failure.

Mounting the Control Unit

The control unit must only be mounted in the interior of the vehicle. Do not mount the main unit in the engine compartment. Choose a mounting location that will not be easily accessible to a thief, and will not interfere with the operation of any vehicle components such as foot pedals, steering column, air vents, seat rails, etc.

Do not mount the control unit until after setting the internal jumpers and performing a complete operation check of the system. After installation is complete and performance verified, the control unit can be easily mounted using wire ties through the mounting tabs on the bottom of the unit.

Mounting the Siren

Choose a siren mounting location that is away from heat sources such as exhaust manifolds, and where it cannot be easily accessed from underneath the vehicle. Be sure to face the siren downward to prevent the collection of water in the siren's housing.

Always route all wires from the engine compartment into the interior of the vehicle through a proper grommet.

Mounting the Shock Sensor

Choose a suitable interior mounting location for the shock sensor that provides ample coverage of the vehicle. Keep the sensor away from the vehicle's ECM or other sources of electrical interference. Suggested mounting locations include air conditioning ducts, dashboard braces, or center console supports.

During proper operation, the shock sensor will detect impacts to the vehicle only and will not usually be triggered by slow rocking movements of the vehicle like those caused by wind.

System Wiring

16-Pin Main Harness

- Pin 1 **BROWN WIRE:** Siren Output (+) 3A. The Brown wire must connect to the siren's red wire. The Black siren wire must be grounded.
- Pin 2 **BLACK WIRE:** Ground Input (-). The Black wire must connect to a solid chassis ground. Clean away any paint or dirt to insure the best possible ground.
- Pin 3 **ORANGE WIRE:** Armed Output (-) 500mA. The Orange wire provides a ground output while armed to activate a optional circuit disable relay or other device such as a power window control module.
- Pin 4 **BLUE/BLACK WIRE:** Optional Sensor Input (-). The Blue/Black wire can connect to the trigger output of an optional sensor such as a glass breakage detector or radar sensor.
- Pin 5 **YELLOW WIRE:** +12V Ignition Input. The Yellow wire must connect to a main ignition wire at the ignition harness. This wire must show +12V when the ignition is on.
- Pin 6 **BROWN/WHITE WIRE:** Horn Output (-) 500 mA. Connect to an optional relay to activate the vehicle's horn when the alarm is triggered.
- Pin 7 **BLACK/YELLOW WIRE:** Auxiliary 3 Output (-) 500 mA. Connect to a relay for an optional feature such as headlight activation, etc. This output may be programmed for momentary, timed, or latched operation.
- Pin 8 **GRAY WIRE:** Auxiliary 1 Output (-) 500 mA. Connect to a relay for an optional feature such as trunk release, etc. This output may be programmed for momentary, timed, or latched operation.
- Pin 9 **WHITE WIRE:** Parking Light Output (+/-) relay. Connect the White wire to the circuit that shows +12V or ground only when the parking lights are on and set the internal parking light relay jumper to the proper polarity. For parking light circuits exceeding 10 amps, a relay is required. For vehicle's with independent left and right parking light circuits, diodes must be installed to keep the circuits separate. NOTE: Do not connect the WHITE wire to the vehicle's headlight circuit.
- Pin 10 **RED WIRE:** +12V Battery Input. The Red wire must be connected to a clean source of continuous +12V power.
- Pin 11 **BLACK/WHITE WIRE:** Dome Light Output (+/-) 7A relay. Connect to the wire that activates the vehicle's dome light, usually the door pin switch wire. NOTE: The dome light output can usually connect to the same wire used for the door trigger input (See GREEN and VIOLET door trigger wires).
- Pin 12 **BLUE/WHITE WIRE:** Passenger Unlock Output (-) 500 mA. Connect to an optional relay to unlock the passenger doors when the system is configured for Driver Priority Unlocking.
- Pin 13 **WHITE/RED WIRE:** Auxiliary 2 Output (-) 500 mA. Connect to a relay or module for an optional feature such as power window activation or remote start, etc. This output may be programmed for momentary, timed, or latched operation.
- Pin 14 **VIOLET WIRE:** Positive door trigger Input (+). Connect to the door switch circuit wire that shows +12V when the door is open. This type of door circuit is usually found on Ford vehicles.
- Pin 15 **GREEN WIRE:** Negative door trigger Input (-). Connect to the door switch circuit wire that shows ground when the door is open.
- Pin 16 **BLUE WIRE:** Trunk/Hood trigger Input (-). Connect the Blue wire to the trunk and/or optional hood pin switches. The switch must provide a ground output when switch is opened. If the optional remote start module is installed, connect the blue wire to the trunk pin switch only and connect the hood pin input on the remote start module to the hood pin switch only.

Starter Defeat Connectors

Using a volt/ohm meter locate the starter wire (normally a heavier gauge wire) at the ignition switch. This wire will show +12V only during cranking. When this wire is cut the vehicle will be unable to start.

Locate the BROWN starter disable wire included with the wiring harness and cut in half. After cutting the vehicle's Connect one half to the cut side vehicle's starter wire coming from the key switch. Connect the other BROWN wire to the wire going to the starter.

Plug the female connectors on the BROWN wires to the .250 male spade lugs on the module. With the BROWN wires connected to the module, the vehicle should be able to start.

Plug-in Connectors

4-Pin White Connector: Plug-in connector port for dual stage shock sensor.

2-Pin Blue Connector: Plug-in connector port for program/service switch. Mount program switch in an area that is easily accessible from the driver's position.

2-Pin Red Connector: Plug-in connector port for LED. Mount LED in an area where it may be easily seen from either side of the vehicle.

3-Pin White Door Lock Connector: Plug-in connector port for door lock harness or optional door lock relay module (PDLM-3).

- BLUE WIRE - negative unlock output (-) 500mA and positive lock output (+) 250mA.
- RED WIRE - constant +12V low current output (+) for relay modules, or inverters. 100mA relay trigger only. Do NOT use as a power source for door lock relays.
- GREEN WIRE - negative lock output (-) 500mA and positive unlock output (-) 250mA.

3-Pin Blue Network Connector: The plug-in network connector port is located on the side of the main module. This network port may be used with the optional personal computer interface or Pocket PC for diagnostics, software customization and expanded programming options. The network also offers connection to several optional accessories. *See your dealer for more information.*

Real-time Sensor Adjustment Mode

This mode allows active testing of the shock sensor and making adjustments without arming the alarm.

To enter Sensor Adjustment mode:

1. Turn on the ignition.
2. Within 5 seconds, press the Shift Button 3 times followed by Button 3.
 - The siren will chirp 4 times, indicating that the sensors are ready to be tested.
3. Turn off the ignition and test the sensitivity. The siren will chirp each time a sensor is disturbed.
 - The siren will chirp 1 time for Shock Sensor trigger.
 - The siren will chirp 2 times for Warn Away trigger.
 - The siren will chirp 3 times for Optional Sensor trigger.
4. When the sensors are properly adjusted, turn on and off the ignition to exit adjust mode.

Jumper Settings

Jumper Selections

Carefully separate the top and bottom halves of the main unit case. Once the cover is removed, the polarity jumpers will be visible next to the parking light and dome light relays. Set the jumpers for the correct polarity output as described below, then reassembly the main unit case.

Parking Light Output. Selects the polarity (+/-) for the output of the on-board Parking Light relay.

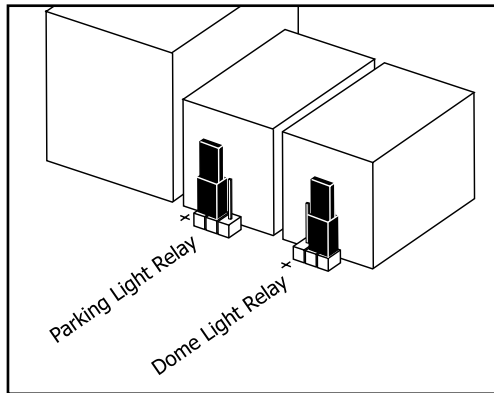
Left Pin + Center Pin = positive

Right Pin + Center Pin = negative

Dome Light Output. Selects the polarity (+/-) for the output of the on-board Illuminated Entry relay.

Left Pin + Center Pin = positive

Right Pin + Center Pin = negative



default settings shown

System Programming

Entering System Programming

To enter System Programming:

1. Turn on ignition.
2. Within 5 seconds, press the valet switch 5 times.
 - The siren will provide one long chirp, indicating that you have entered Programming.
3. Press the valet switch the number times equal to the System Parameter you want to change.
 - The siren will chirp each time the valet switch is pressed.
4. Within 5 seconds, press the transmitter button corresponding to the desired operating mode for that System Parameter.
 - The siren will chirp to indicate the setting.

| | | |
|----------|---|----------|
| 1 chirp | = | Button 1 |
| 2 chirps | = | Button 2 |
| 3 chirps | = | Button 3 |
5. When you are finished, turn off the ignition to save the changes.

Default Reset

Following this procedure will set all System Programming Parameters to factory default settings.

1. Enter System Programming.
2. Press Transmitter Button 3.
 - The siren will chirp 6 times indicating that the reset signal was received.
 - All System Programming parameters are now set to factory default settings.
 - The Valet Mode is off.
 - The Disarm Code is 1.
3. Turn off ignition.

Programmable System Options

The following is a description of the programming options of the system. Some of the program branches control more than one option, and may require accessing a particular branch number twice in order to program all desired features.

1. **Arm Mode.** Selects one of three modes: Manual Arming, Passive Arming, and Hands-Free Arming. (*Requires optional Hands-Free transmitter, see Hands-Free transmitter manual for more details*)
2. **Auto Rearming Mode.** Allows the activation of either the Auto Rearming Mode or the Hands-Free Immobilization feature. (*Requires optional Hands-Free transmitter, see Hands-Free transmitter manual for more details*)
3. **Arming Chirps.** Selects between normal and silent operation.
4. **Ignition Door Locking / Override Code Set.** This dual program branch selects Ignition Door Locking, and programs the optional Emergency Override Code.

Ignition Door Locking. Selects whether or not the system will automatically lock the doors 5 seconds

| Branch | Feature | Button 1 (default) | Button 2 | Button 3 |
|--------|-----------------------------|--------------------|--------------------|---------------------|
| 1. | Arm Mode | Manual Arming | Passive Arming | Hands Free Mode |
| 2. | Auto Rearming Mode | Disabled | Enabled | Hands Free Mode |
| 3. | Arming Chirps | Normal | Silent | |
| 4. | Ignition Door Locking | On | Off | Set Override Code |
| 5. | Ignition Door Unlocking | Unlock All | Unlock Driver Only | Off |
| 6. | Door Unlock Pulse | Single | Double | |
| 7. | Door Lock Pulse Length | 1 second | 3 seconds | |
| 8. | Passive Door Locking | Disabled | Enabled | |
| 9. | Passive Arming Entry Delay | Disabled | Enabled | |
| 10. | Ignore Open Door Report | Off | Ignore | |
| 11. | Horn Chirps w/ Arm&Disarm | Normal | Horn Chirps | |
| | Anti-Carjack w/ Valet Reset | Disabled | | Enabled |
| 12. | Horn Honk Output | Flashing | Continuous | |
| | Anti-Carjack w/ Hands-Free | Disabled | No Anti-Carjacking | Enabled |
| 13. | Aux 2 Activate on Arm | Off | On | |
| 14. | Aux 1 Mode | Pulsed | Timed | Latched |
| 15. | Aux 2 Mode | Pulsed | Timed | Latched |
| 16. | Aux 3 Mode | Pulsed | Timed | Latched |
| 17. | Disarm with Aux 1 | Disabled | Enabled | |
| 18. | Start in Valet Mode | Enabled | Disabled | |
| 19. | Remote Start Program | Learn RPM | Gas Engine | Diesel Engine |
| 20. | Automatic Start Mode | Disabled | Auto Low Temp | Auto Low Voltage |
| 21. | Special Transmitter Program | not used | Learn FM Remote | Learn Hands Free TX |

after the ignition key is turned on.

Override Code Set. Changes the Emergency Override Code for a higher level of security.

- 5. Ignition Door Unlocking.** Selects whether or not the system automatically unlocks the doors when the ignition is turned off. The Ignition Door Locking feature may be programmed to unlock all doors or the driver's door only. If driver's door only is selected, the optional Passenger Unlock wire must be connected. (See *Two Stage Door Lock Diagrams*)
- 6. Door Unlock Pulse.** Selects between one pulse or two pulse operation for the door unlock output. Many new import vehicles' factory door locking systems require two pulses on the proper wire to unlock the doors. These systems can be interfaced directly without the use of relays or any additional circuitry by programming the system for double unlock pulse.
- 7. Door Lock Pulse Length.** Selects between a 1-second and a 3-second output for door locking and unlocking. Program to 3 seconds for vehicles equipped with vacuum door locking systems.
- 8. Passive Door Locking.** Selects whether or not the system will automatically lock the doors during Passive Arming and Auto Rearming mode.
- 9. Passive Arming Entry Delay.** When selected, the siren will chirp for 10 seconds before sounding if a door is opened. The system may be disarmed by simply turning on the ignition when programmed for this feature.

10. **Ignore Open Door Report.** Bypasses the open zone warning chirps for vehicles equipped with a residual dome light circuit that remains on for a period of time after closing the door.
11. **Horn Chirps with Arm & Disarm / Anti-Carjack with Valet Reset.** This dual program branch activates the horn chirps during Arming and Disarming, and activates one of two Anti-Carjacking options.

Horn Chirps. When selected, the horn will provide the arm and disarm indications, allowing the siren installation to be skipped.

Anti-Carjacking w/ Valet Reset. When selected, the Anti-Carjacking feature will be enabled, and pressing the valet switch will reset the Anti-Carjacking feature when triggered.

Note: Disabling either feature this branch with Button 1 will turn off both features. If either feature was enabled prior to pressing Button 1, it must be re-enabled or it will remain disabled.

12. **Horn Output / Anti-Carjack with Hands-Free Operation.*** This dual program branch selects the operation of the horn output, and activates the second Anti-Carjacking option.

Horn Chirps. When selected, the horn will provide the arm and disarm indications, allowing the siren installation to be skipped.

Anti-Carjacking w/ Hands-Free Operation.* When selected, the Anti-Carjacking feature will be enabled for operation with the optional Hand-Free transmitter. Moving the Hands-Free transmitter out of range of the vehicle will activate the Anti-Carjacking feature, and moving the transmitter back in range will reset the Anti-Carjacking feature when triggered.

Note: Disabling either feature this branch with Button 1 will turn off both features. If either feature was enabled prior to pressing Button 1, it must be re-enabled or it will remain disabled.

*Requires the optional Hands-Free transmitter for this Anti-Carjacking feature to operate.

13. **Aux 2 Auto Activate with Arm.** When selected, the Auxiliary 2 output will activate when the system is armed. This feature can be used to roll-up windows, close sunroofs, activate accessories, etc.
14. **Auxiliary 1 Mode.** Selects from momentary, 10 second timed, or latched operation for Auxiliary 1.

Momentary operation provides an output for as long as the transmitter button is pressed.

Timed operation provides an output that turns on for 10 seconds each time the transmitter button is pressed. If the button is pressed again during the 30 seconds, the output will turn off.

Latched operation provides an output that turns on when the transmitter button is pressed and remains on until the transmitter button is pressed again.

Note: With the optional ScyNet network interface and Wizard software, any auxiliary function can be programmed to output for 1 second up to 255 seconds.

15. **Auxiliary 2 Mode.** Selects from Momentary, Timed, or Latched operation for Auxiliary 2.
16. **Auxiliary 3 Mode.** Selects from Momentary, Timed, or Latched operation for Auxiliary 3.
17. **Disarm with Auxiliary 1.** When selected, activating the Auxiliary 1 output (usually used to open the trunk) will disarm the alarm.

BRANCHES 18-21 ARE RESERVED FOR THE PROGRAMMING OF SCYNET NETWORK ACCESSORIES. CONNECTION OF OPTIONAL ACCESSORIES IS REQUIRE TO USE ANY OF THESE FEATURES.

18. **Start in Valet Mode.*** Selects whether or not the vehicle can remote start while in the valet mode.
*Requires the optional ScyNet Network Remote Car Start Module.

19. **Remote Start Program.*** This dual program branch sets the engine mode for Gas or Diesel, and learns the vehicle's RPM threshold.

Learn RPM. When programming Branch 19, first set the engine type (default is gas), see below. After engine type is set, start the engine, re-enter Branch 19 and press Button 1 to learn the vehicle's tach signal.

Gas Engine. Sets the engine type for Gasoline.

Diesel Engine. Sets the engine type for Diesel. *See the remote start's manual for more details.*

*Requires the optional ScyNet Network Remote Car Start Module.

20. **Automatic Start Mode.*** Allows selection of automatic engine starting when the remote start module is connected.

Auto Low Temperature Starting. When the ambient temperature drops below a preset point, the engine will automatically start and run for the preset time to avoid engine freezing.

Auto Low Voltage Starting. When the vehicle's battery voltage drops below a preset point, the engine will automatically start and run for the preset time to avoid a dead battery.

*Requires the optional ScyNet Network Remote Car Start Module.

21. **Special Transmitter Program.*** Programs the different optional transmitters into the system.

Learn FM Remote. Learns the optional 2-way FM transmitter. Press Button 2 on the 1-way remote to enter FM Transmitter learn mode, then press transmitter Button 1 on each FM remote (max 2).

Learn Hands-Free Remote. Learns the optional Hands-Free transmitter. Press Button 3 on the standard remote to enter Hands-Free learn mode, then press transmitter Button on each Hands-Free remote.

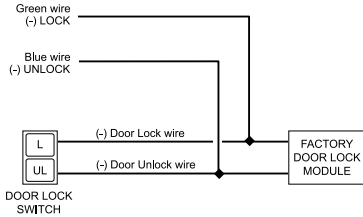
Note: The Hands-Free transmitter must be turned off to learn into the system. *See the Hands-Free manual for more details.*

*Requires the optional ScyNet FM LCD Pager Module.

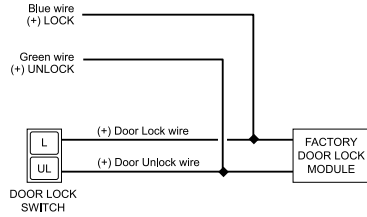
Door Lock Diagrams

Follow the diagrams below for connecting basic door lock systems. For Two Stage door lock systems (separately unlocks driver and passenger doors) see following pages.

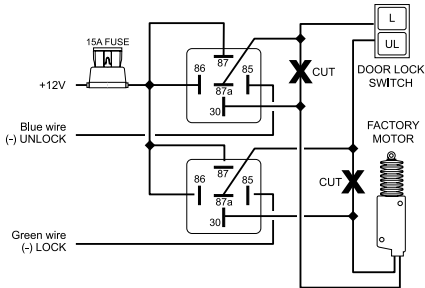
Negative Trigger



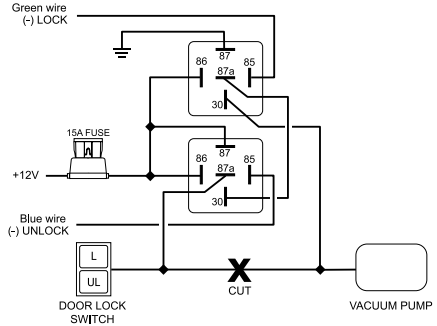
Positive Trigger



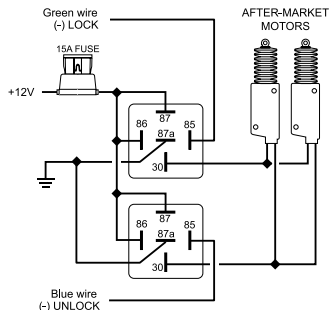
Reverse Polarity



Vacuum



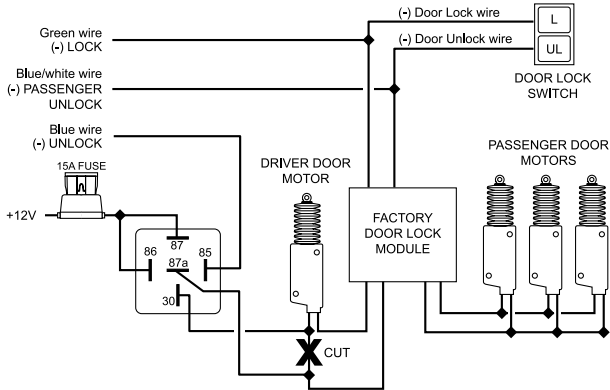
Adding Actuators



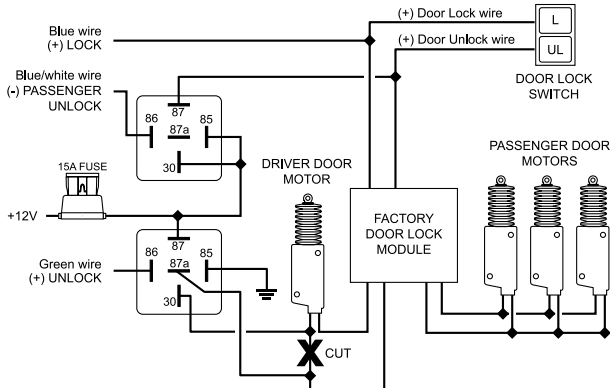
Two Stage Door Lock Diagrams

The Galaxy 3000 Plus is equipped with a dedicated Passenger Unlock output allowing Two Stage Door Lock operation. When connected as shown below, disarming the system will unlock only the driver's door. Pressing the disarm button again will unlock all doors.

Two Stage Negative Trigger

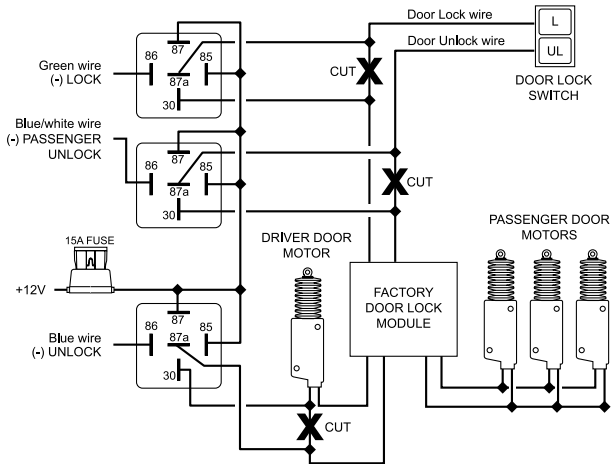


Two Stage Positive Trigger

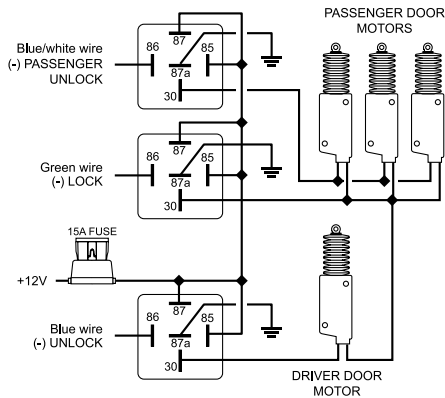


Two Stage Door Lock Diagrams cont'd

Two Stage Reverse Polarity



Two Stage Adding Actuators



Technical Information

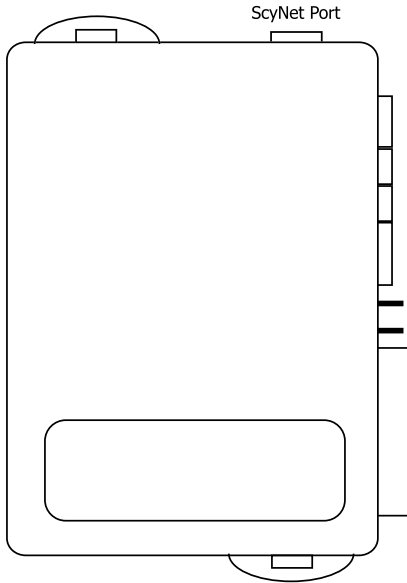
FCC ID: OARRXAM2000

This device complies with Part 15 of FCC Rules.

Operation is subject to the following two conditions:

- 1) This device may not cause harmful interference.
- 2) This device must accept any interference received, including interference that may cause undesired operation

Wiring Diagram



| | |
|-------|------------------------------|
| Green | (-) Lock / (+) Unlock output |
| Red | not used |
| Blue | (-) Unlock / (+) Lock output |

LED Harness

Valet Switch Harness

Shock Sensor Harness

| | |
|-------|----------------|
| Brown | Starter Defeat |
| Brown | Starter Defeat |

| | |
|--------------|---------------------------------------|
| Brown | Siren output (+) |
| Black | Ground |
| Orange | Armed output (-) |
| Blue/Black | Optional Sensor input (-) |
| Yellow | Ignition +12V |
| Brown/White | Horn output (-) |
| Black/Yellow | Auxiliary 3 output (-) |
| Gray | Auxiliary 1 output (-) |
| White | Parking light output (built-in relay) |
| Red | +12V |
| Black/White | Dome Light output (-) |
| Blue/White | Passenger Unlock output (-) |
| White/Red | Auxiliary 2 outout (-) |
| Violet | Door Trigger input (+) |
| Green | Door Trigger input (-) |
| Blue | Hood/Trunk input (-) |

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