CRIMESTOPPER

CS-2100

REMOTE CONTROL ALARM SYSTEM
INSTALLATION & OPERATING INSTRUCTIONS

IMPORTANT INFORMATION: Primary and Optional Features

-PRIMARY: These are features that must be connected in order for the system to operate properly i.e. Siren, L.E.D., Power, Ground, Doorpin, etc.

-OPTIONAL: These are features to be connected only if desired or agreed upon by the installing dealer (i.e. Door Locks, Starter Kill, Hood, Trunk, and Auxiliary Remote Output etc.) Optional features may require extra parts and/or labor to install.

TECH SUPPORT
Mon-Fri 8:00 AM -4:30 PM Pacific Time
(800) 998-6880
www.crimestopper.com
email@crimestopper.com

This device complies with FCC Rules part 15. Operation is subject to the following two conditions: 1) This device may not cause interference, and (2) this device must accept any interference that may be received, including interference that may cause undesired operation. The manufacturer is not responsible for any radio or TV interference caused by unauthorized modification to this equipment. Such modification could void the user's authority to operate the equipment.

INSTALLATION CAUTIONS & WARNINGS

BEFORE BEGINNING, check all vehicle manufacturer cautions and warnings regarding electrical service (AIR BAGS, ABS BRAKES, AND BATTERY).

TO PREVENT A POSSIBLE DEAD BATTERY remove vehicle dome light fuse while working on the vehicle. MAKE CERTAIN TO REINSTALL FUSE PRIOR TO TESTING FOR DOOR TRIGGERS.

DO NOT EXCEED MAXIMUM OUTPUT RATINGS! - SERIOUS DAMAGE MAY OCCUR. LIMITS FOR ALARM FUNCTIONS ARE LISTED WHERE APPLICABLE. IF UNSURE ABOUT CURRENT LOAD, MEASURE LOAD WITH AN AMP-METER.

REMOVE MAIN SYSTEM FUSE(S) before jump starting the vehicle or charging the battery at high boost.

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COMPONENT MOUNTING

DO NOT *mount the control unit in the engine compartment.* ***DO NOT*** *Mount the control unit or wiring harness where they can become entangled with moving parts such as brake/gas/clutch pedals, or the steering column. The alarm control module should be mounted in a concealed location. The antenna wire should be routed away from any metal if possible.* ***DO NOT*** *alter the length of the antenna wire, route it with other wires, or ground it.*

SIREN MOUNTING: Mount the siren under the hood to fender-well or other body surface with the open end facing downward. Run the red siren wire through the firewall using a rubber grommet. Ground the black wire to the body metal near the siren.

LED: Mount the red **LED** in a visible location on the dashboard or console.

Shock Sensor: Mount the included shock sensor with wire ties to an under dash wire harness or fasten with screws to firewall or side paneling.

Override/Program Button: Mount the **Override/Program** push-button in a hidden, but accessible location to the user in case the system must be disarmed without the use of the transmitter. This switch is also used to program certain features.

WIRING

GRAY WIRE: (-) AUX REMOTE OUTPUT 1 (Optional, May Require Relay)
Connects to terminal 85 of a relay. Connect terminal 86 to constant. Connect terminal 87 to +12V constant or ground depending on the type of circuit that needs to be activated. Connect terminal 30 to the device/circuit to be activated.

BLACK/WHITE WIRE: (-) DOME LIGHT ILLUMINATION (Optional, May Require Relay)
Connect to terminal 85 of relay. Connect terminal 86 to constant. Connect terminal 87 to +12V constant or ground depending on the type of dome light circuit in the vehicle. 30 to the dome light circuit.

ORANGE WIRE: (-) NEG. ARMED OUTPUT / STARTER DISABLE (300mA Negative)
Ground output when system is armed. This output is used for disabling the starter or to activate other devices such as scanner LED's, window modules, voice modules etc. For starter kill, cut starter wire and connect between 87A and 30 on relay. Connect orange wire to 85 and connect 86 to an Ignition source that has voltage in the ON and CRANKING position.

BLUE/WHITE WIRE: (-) NEG. DOOR LOCK OUTPUT
Connects to lock circuit of NEGATIVE door lock systems or to terminal 85 of a relay. See Door Lock diagrams PG 7.

WHITE/RED WIRE: (-) NEG. DOOR UNLOCK OUTPUT
Connects to unlock circuit of NEGATIVE door lock systems or to terminal 85 of a relay. See Door Lock diagrams. PG 7

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WIRING

VIOLET WIRE: (+) DOOR TRIGGER INPUT
Same as GREEN wire [below] except this wire is used for vehicles that show a positive voltage (12 volts) when the door is open such as many Ford, Lincoln, Mercury vehicles.

BLUE WIRE: (-) HOOD/TRUNK INPUT
This wire is an input trigger for a grounding hood or trunk pin switch. Connect to existing hood and trunk pin switches that read ground when open. If no existing switches are available, install new pin switches. Note: DO NOT mount new pin switches in water pathways.

GREEN WIRE: (-) DOOR TRIGGER INPUT
Identify the wire that reads Ground when any door is open and 12 volts when all doors are closed.

YELLOW WIRE: IGNITION SWITCHED "ON" AND "START" +12 VOLTS
Connect to an ignition wire (or fuse in the fuse box) that shows +12 Volts when the key in both "On" and "Start" positions.

BROWN/WHITE WIRE: (-) HORN HONK OUTPUT (Optional, May Require Relay)
This wire provides a pulsed (-) negative output for honking the vehicle's horn when the system is tripped or when panic is activated. Connect this wire to Negative Horn trigger wire in the steering column or to a relay on vehicles with a positive horn circuit.

WHITE WIRE: +12V FLASHING PARKING LIGHT OUTPUT (15 Amp Fuse)
Connect to switched parking light wire at back of light switch. If this is not possible, connect directly to one of the parking lights at the front of the vehicle. European vehicles require separate right and left circuits. Use a dual relay or 2 diodes to separate the output signal.

BROWN WIRE: (+) SIREN OUTPUT (3 Amp Max.)
Connect to RED siren wire.

RED WIRE: +12V POWER INPUT (15 Amp Fuse)
Connect to +12 Volt source with supplied fuse & holder. Recommended location for this connection is at the vehicle battery positive terminal.

BLACK WIRE: SYSTEM CHASSIS GROUND
THIS WIRE MUST BE CONNECTED TO CHASSIS METAL OF THE VEHICLE. Scrape away any paint or dirt from the connection point to ensure a good connection. We recommend the kick panel area for your ground point.

2 PIN PLUG (WHITE): PROGRAM/OVERRIDE PUSH BUTTON

2 PIN PLUG (RED): LED INDICATOR (RED FLASHING LIGHT)

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WIRING / PROGRAMMING

4 PIN SENSOR PLUG:

WHITE WIRE: NEG. WARN AWAY
BLUE WIRE: NEG. TRIGGER
BLACK WIRE: SENSOR GROUND
RED WIRE: SENSOR +12V POWER

***The Sensor supplied with the system does not require any additional wiring, simply mount the sensor in a suitable location, plug in, and adjust sensitivity.

SILENT ARMING /DISARMING

The system can be silently armed and disarmed as normal with but with no siren chirp. Turn ignition on and press the #2 Button for about (3) seconds. You will hear (2) siren chirps. After the ignition is turned off, there will be no siren chirps on arm/disarm. Repeat this procedure to enable chirps. (There will be 4 chirps when re-enabling)

ACTIVE RE-ARM PROGRAMMING

To enable this feature, Turn ignition on and press the #1 Button on the for about (3) seconds. (2) Siren chirps will be heard when disabling this feature. Repeat procedure to enable. (1 siren chirp when enabling)

TRANSMITTER PROGRAMMING

Note: System can learn up to 3 different codes max.

1. Turn Ignition ON and OFF 3 times quickly, leaving it ON the 3rd time. (ON/OFF, ON/OFF, ON) You should hear (1) short chirp.
2. Push the Program/Override Button for 5 seconds until the siren chirps (3) times. Release the button.
   The system is now in programming mode.
3. Press Button #1 on new transmitter – siren will chirp to confirm programming. Repeat Step 3 within 5 sec. for up to 2 additional transmitters.
4. Turn off Ignition.

OPTION PROGRAMMING

PROGRAMMABLE OPTIONS

1. Turn the Ignition ON, wait 1 second and press the Override/Program button 5 times. You should hear a long confirmation chirp.
2. Within the next few seconds, press the Override/Program button [again] the number of times that corresponds to the feature list below. The siren will chirp for each button press.
3. When you get to the desired option number, press button the appropriate button on the transmitter change the option according to the chart below. Button #1 gives a single light flash/siren chirp and Button #2 gives two light flashes/siren chirps. See chart Below for Option descriptions and vales.
4. Change ONE option at a time repeating steps 1-3 as needed. When you are finished customizing options, check operation to see if the option(s) have changed. ****SEE CHART ON NEXT PAGE****

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OPTION CHART

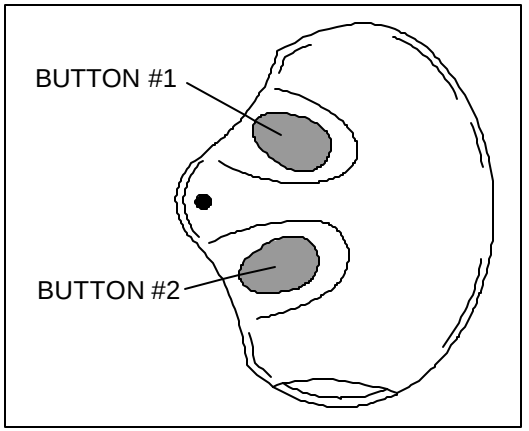
* = DEFAULT

Option #	Option Description	Selection	Button 1	Button 2
1	Passive Arming	ON or OFF	OFF*	ON
2	Autolock with Ignition	ON or OFF	ON*	OFF
3	Double Unlock Pulse	1 or 2 pulses	1 Pulse*	2 Pulses
4	Dome Light Timer	10 or 60 sec.	10 sec.*	60 sec.
5	Door lock pulse	1 or 3 sec.	1 sec.*	3 sec.
6	Carjack	Active or Passive	Active*	Passive
7	Lock when Passive Arming	ON or OFF	OFF*	ON
8	Restore Options to default	Button 1	Press Btn. #1	

OPERATION

ACTIVE ARMING

To arm the system, press the #1 button on the transmitter. You will hear a single siren chirp and the lights will flash once. Doors will lock and the starter will be disabled if these optional features are installed. The red LED in the vehicle will start flashing after 15 seconds. After a short delay to allow vehicle and electronics to stabilize the system will be completely armed. If there is an intrusion into the vehicle or hard impact to the body the alarm will sound and flash the lights for 45 seconds. After 45 seconds the system will automatically shut off and re-arm to continue to protect the vehicle. If a door is left open the unit will cycle a second time and continue to protect the other non-tampered zones. ***Note: To Arm/Disarm with a Soft (NIGHT) chirp press and release the #2 (Small) button quickly.***



DISARMING

To disarm the alarm and unlock the doors, press the #1 button on the transmitter. You will hear 2 siren chirps and the lights will flash twice. Dash LED stops flashing.

REMOTE PANIC PROTECTION

To sound the alarm upon command, press and hold the #1 Button for at least (2) seconds until the siren sounds. Press the same button again to reset panic mode.

TRUNK/HATCH POP (REMOTE AUX. OUTPUT 1, OPTIONAL)

To pop the trunk (if optional feature is installed), press the #2 Button for at least 1 second.

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OPERATION

EMERGENCY OVERRIDE/ VALET MODE

If you have lost the transmitter or it stops working for any reason and the Alarm is armed, you will have to perform an Emergency Disarm. Open the door with the key, which will activate the alarm, turn the ignition ON, and press the override/program button about 3-4 seconds. The Alarm will disarm and go into Valet mode. (LED on solid). Repeat the above procedure to Exit/Enter Valet mode. NOTE: Keyless Entry features will still operate when in Valet Mode.

ACTIVE CARJACK PROTECTION (Programmable Option #6)

This feature provides Active (user controlled) Carjack protection. When the Ignition is on (vehicle is running), press buttons #1 and #2 together for 1 second to activate a Carjack countdown. (Parking lights will turn on for 3 seconds as confirmation) 30 seconds later, the unit will begin a Carjack Cycle consisting of 15 sec. of pre-warning chirps turning into a full activation with siren/flashing lights for up to 5 min. To reset Carjack, press Buttons #1 and #2 together or turn Ignition OFF, then ON and hold the override/program button for 3 seconds.

PASSIVE CARJACK PROTECTION (Programmable Option #6)

This feature provides Passive (involuntary) Carjack protection. When the Ignition is on (vehicle is running), a Carjack countdown will be activated when a door is opened. See above for Carjack cycle description.

PASSIVE ARMING / PASSIVE LOCK MODES (Programmable Options #1, 7)

Passive (Automatic) Arming will occur 30 Seconds after the ignition is turned off and the last door has been closed. The LED will begin flashing rapidly while counting down. If a door is open, the system will wait (LED solid) for the door or zone to close before arming. If Passive locks are programmed ON, then unit will also lock the doors when arming.

PRIOR INTRUSION ALERT

If the system was tripped in your absence, the dash LED will be flashing rapidly and when the system is disarmed it will chirp/flash 3 times. Inspect your vehicle to check for any damage or if a theft has occurred.

DOME LIGHT ILLUMINATION (Optional, Programmable)

This feature turns on the vehicle's dome light upon disarm for 10 (or 60) seconds or until the key is turned on.

OPEN ZONE ALERT/BYPASS

If a door/zone is left open after arming, the siren will warn you with 4 chirp/flashes and bypass the zone automatically.

AUTOLOCK/UNLOCK WITH IGNITION (Programmable)

This feature will allow the unit to automatically lock when the ignition is turned on and unlock when turned off.

ACTIVE RE-ARMING (Programmable)

Allows the system to re-arm itself 30 seconds after being disarmed with the remote if a door has NOT yet been opened. This is handy if the vehicle is accidentally disarmed without your knowledge.

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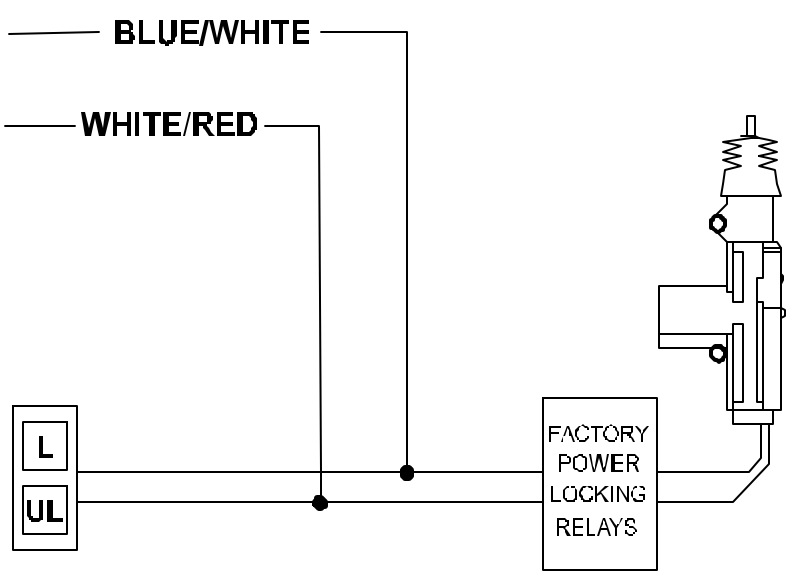
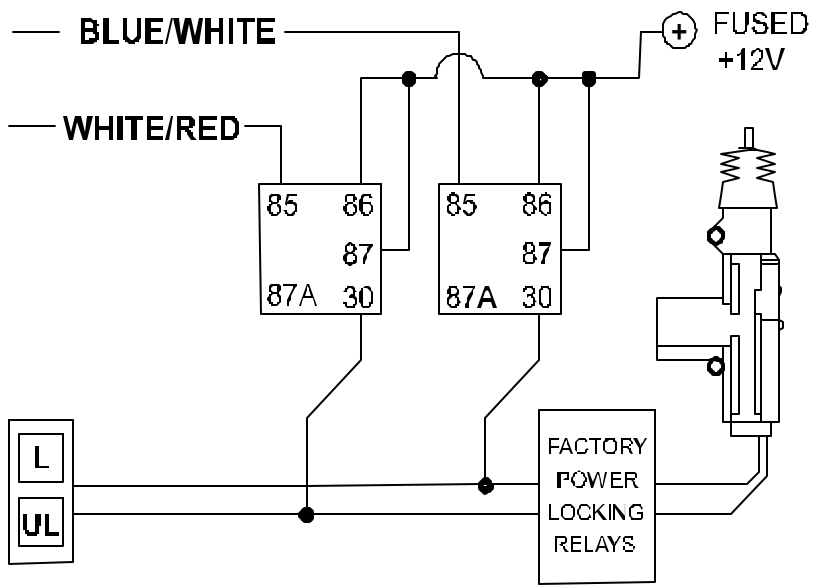
POWER DOOR LOCK WIRING

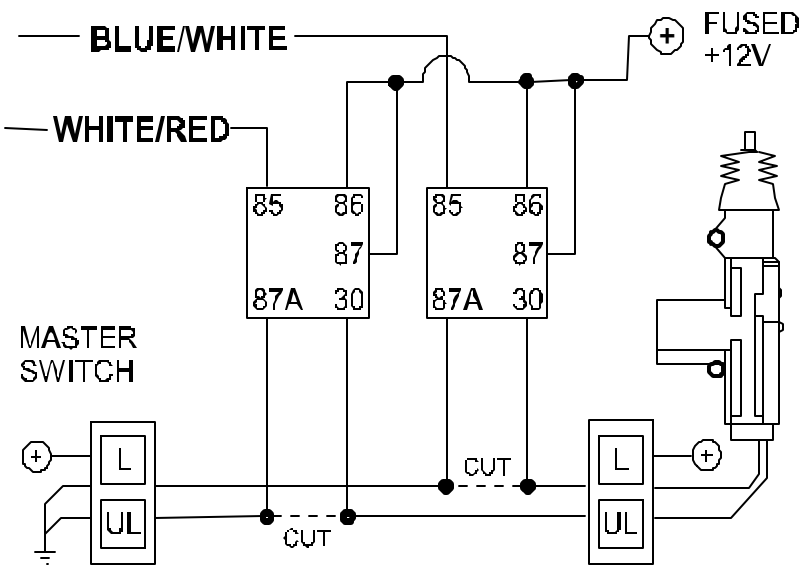
NEGATIVE TRIGGER DOOR LOCK WIRING



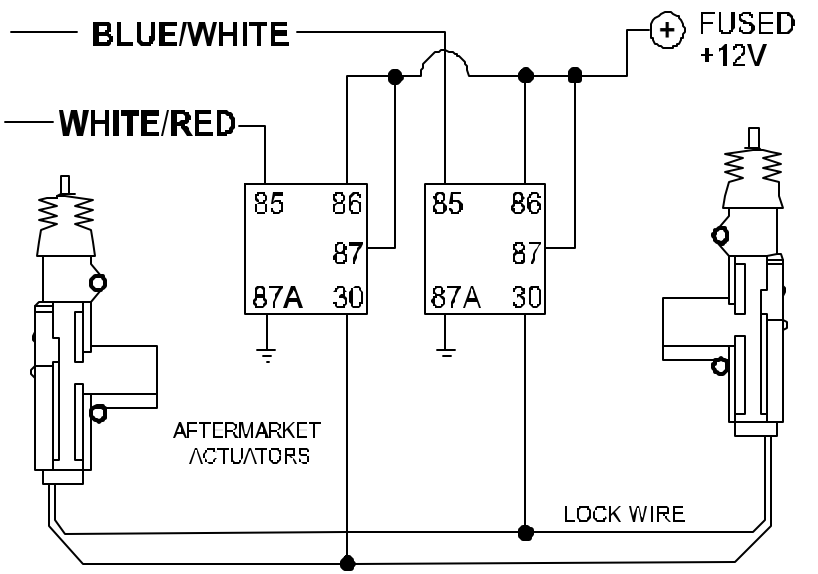
POSITIVE TRIGGER DOOR LOCK WIRING



REVERSE POLARITY DOOR LOCK WIRING



AFTERMARKET MOTOR DOOR LOCK WIRING



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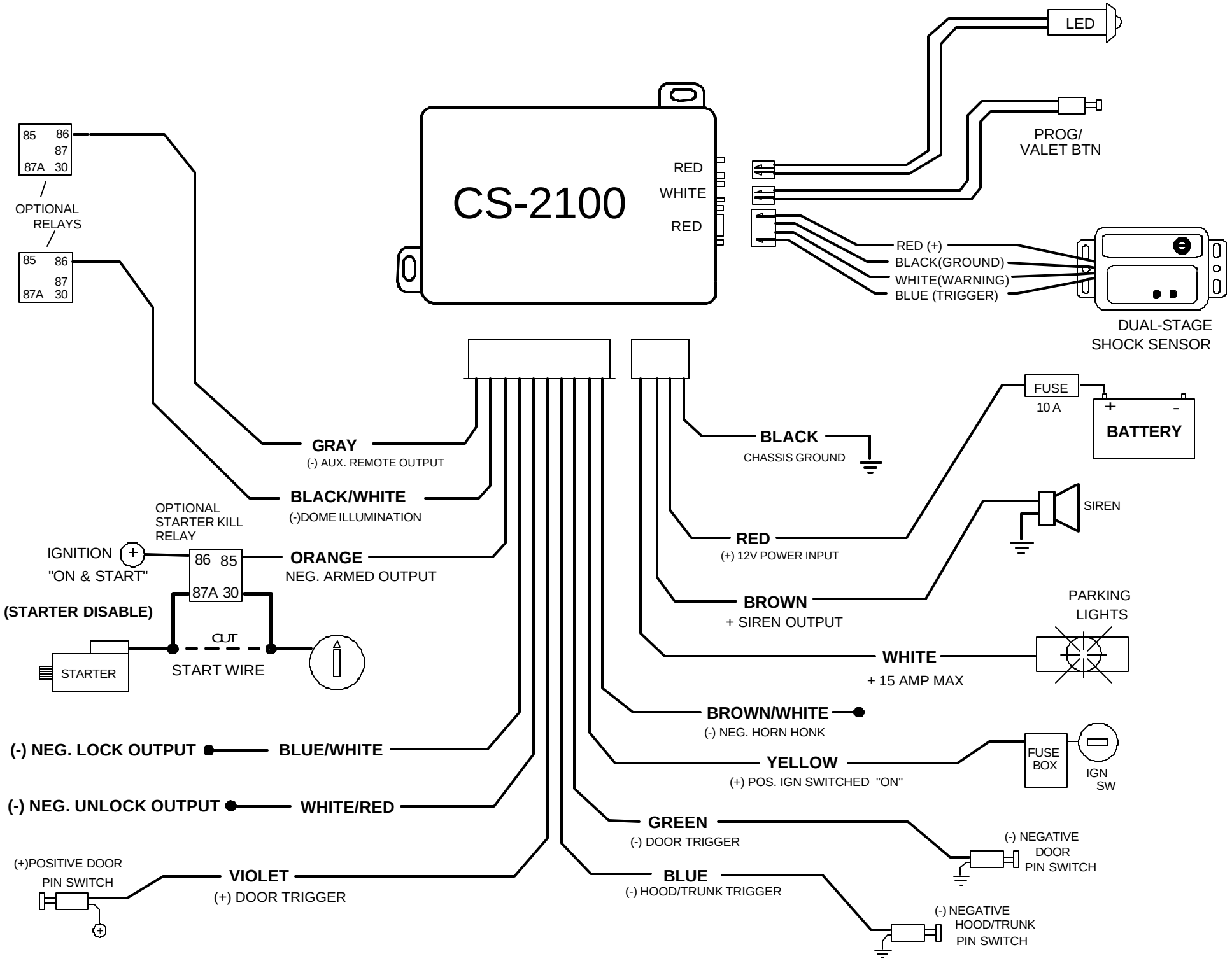

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