

# INTERNAL SECURITY SYSTEM

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## TOUCHKEY IMMOBILIZER SLI® 762FP-ISS

## OWNERS MANUAL

### INTRODUCTION

Congratulations! Your vehicle is now protected by the SLI 762FP-ISS. This Touchkey Immobilizer is designed to be used with almost any vehicle.

The Touchkey Immobilizer combines high security with the convenience of completely automatic arming.

To disarm and operate the vehicle, insert the Touchkey, remove it, and start the engine. No other buttons to push, no codes to remember. When the destination is reached, turn the engine OFF. 30 seconds later, the engine is automatically and completely disabled.

### HOW IT WORKS

When the Touchkey is inserted into the receptacle, the Immobilizer reads the key's code. If the Touchkey was properly coded to the system, the Immobilizer disarms, allowing the engine to start as normal.

However, the engine won't start if someone tries to start it without the Touchkey. Only Touchkeys properly learned by the system can start your engine!

### PERSONAL ID NUMBER (PIN)

Included with the SLI 762FP-ISS is a small card with a secret PIN. This 3-digit number is required to enter the valet mode, do emergency disarm, or add new Touchkeys.

### **DO NOT LOSE THE CARD. KEEP IT IN A SAFE PLACE.**

For information on valet, emergency disarm, or code learning new Touchkeys, see page 2.

### LED INDICATOR

The LED indicates the following:

1. Armed – While unit is armed, the LED flashes.
2. Arming – While unit is arming, the LED flashes rapidly.
3. Disarmed – While the unit is disarmed, the LED is OFF.
4. Triggered – If you try to start the engine without the Touchkey, the LED will show steady ON.
5. Code learning – The LED will show steady ON to indicate a new Touchkey has been successfully learned.
6. Valid code entered – If a valid PIN number or programming code is entered, the LED will flash rapidly for three seconds.
7. Valet/override – When the Immobilizer is in the valet/override mode, the LED will flash 11 times, then flash slowly when the ignition is turned OFF. The LED will turn OFF when the ignition is turned ON.

### DISARMING THE SYSTEM

1. Normal disarm – Insert the Touchkey into the receptacle and remove it. Start the engine within 30 seconds. If the engine is not started within 30 seconds, the Immobilizer will automatically rearm.
2. Emergency disarm – If the Touchkeys are lost, use the secret PIN to put the unit into valet/override mode (see page 2).

### ARMING THE IMMOBILIZER

1. Arming procedure:
  - a. Turn the ignition switch OFF.
  - b. 30 seconds later (unless you turn the switch ON again), the unit arms, and the LED flashes slowly.
2. Re-starting the engine:
  - a. Within 30 seconds of turning the ignition OFF – Start the car normally.
  - b. 30 seconds or more after turning the ignition OFF – Go through the disarming procedure again (see above).

## VALET MODE and EMERGENCY DISARM

- VALET MODE** – The Immobilizer automatically arms 30 seconds after the engine is turned OFF. However there may be certain times (for repair or if the Touchkeys are lost, for instance) that arming the Immobilizer is not desired. *Note: When in the valet/override mode, the LED flashes while the ignition is turned OFF to help deter thieves. When the ignition is turned ON, the LED will turn OFF.*
- EMERGENCY DISARM** – If the Touchkey is lost, the engine will not start, even with the proper car keys. In this case, the Immobilizer must be put into the valet/override mode using the emergency disarm procedure.
- EMERGENCY DISARM/VALET MODE**  
*Note: Immobilizer must be armed before you can enter your PIN.*
  - Know the secret PIN. For the following example, assume the PIN is 503. *Note: Count 10 flashes for the number "0".*
  - While the LED is flashing (because the Immobilizer is armed), turn the ignition ON. The LED will show steady ON.
  - Turn the ignition OFF and the LED will start flashing. Count the flashes. After the 5<sup>th</sup> flash, turn the ignition ON. The LED will show steady ON again. (This is your PIN's first digit—5.)
  - Turn the ignition OFF and count the flashes. After the 10<sup>th</sup> flash, turn the ignition ON. The LED will show steady ON again. (2nd digit, 0)
  - Turn the ignition OFF and count the flashes. After the 3rd flash, turn the ignition ON. The LED will show steady ON again. (3rd digit, 3)
  - At this point, the LED will show steady ON for 10 seconds then OFF to indicate the Immobilizer is in the valet/override mode.
- EXITING THE VALET/OVERRIDE MODE** – Insert a valid Touchkey into the receptacle. **EXIT VALET/OVERRIDE MODE AS SOON AS POSSIBLE TO PREVENT THEFT OF YOUR VEHICLE.**

## POWER DOWN AND POWER UP

- If power is ever removed from the Immobilizer and then restored, it will return to the state prior to removing power (If armed when power was removed, it returns armed. If disarmed when power is removed, it remains disarmed.)
- While driving (when the ignition switch is ON), if the main power is cut to the Immobilizer, the car will continue to function normally.

## CODE LEARNING NEW TOUCHKEYS

- NUMBER OF TOUCHKEYS** – The Immobilizer comes factory coded to the two Touchkeys included in the package. The unit can learn the codes of up to 4 Touchkeys.  
*Note – This procedure deletes the existing Touchkey Codes. Therefore, you must do this procedure for both existing and new Touchkeys at the same time.*
- CODE LEARNING PROCEDURE**  
*Note: Immobilizer must be armed before you can enter your PIN.*
  - Add the digits "55" to the end of your secret 3-digit PIN. (For example, if the PIN is 503, the 5-digit code learning PIN is 50355).
  - While the LED is flashing (indicating the Immobilizer is armed), turn the ignition ON. The LED will turn steady ON.
  - Turn the ignition OFF and count the flashes. After the 5<sup>th</sup> flash, turn the ignition ON. The LED will be steady ON again. (This is your PIN's first digit—5.)
  - Turn the ignition OFF and count the flashes. After the 10<sup>th</sup> flash, turn the ignition ON. The LED will be steady ON again.  
*Note: "0"=10 flashes (2nd digit, 0)*
  - Turn the ignition OFF and count the flashes. After the 3rd flash, turn the ignition ON. The LED will flash rapidly. (3rd digit, 3)
  - Turn the ignition OFF and count the flashes. After the 5<sup>th</sup> flash, turn the ignition ON. The LED will be OFF. (4th digit, 5)
  - Turn the ignition OFF and count the flashes. After the 5<sup>th</sup> flash, turn the ignition ON. The LED will flash rapidly. (5th digit, 5)
  - Leave the ignition key ON. Once the LED stops flashing, insert a Touchkey into the receptacle within 10 seconds. The LED will turn steady ON to show the Touchkey was successfully learned. (Repeat for all touch keys.)
- EXIT THE CODE LEARNING PROCEDURE** – There are three ways to do this:
  - Turn the ignition switch OFF.
  - Wait more than 10 seconds to insert a new Touchkey.
  - If memory is full (you try to learn a 5<sup>th</sup> Touchkey), the unit will go into valet/override mode.  
*Note: If new codes are programmed, all of the existing Touchkeys must also be re-programmed.*
- MISTAKES** – If the PIN is incorrectly keyed in, simply start over from the first digit. Ignore any digits that have already been keyed in.

**WARRANTY:** This SECO-LARM product is warranted against defects in material and workmanship while used in normal service for a period of one (1) year from the date of sale to the original consumer customer. SECO-LARM's obligation is limited to the repair or replacement of any defective part if the unit is returned, transportation prepaid, to SECO-LARM. This Warranty is void if damage is caused by or attributed to acts of God, physical or electrical misuse or abuse, neglect, repair, or alteration, improper or abnormal usage, or faulty installation, or if for any other reason SECO-LARM determines that such equipment is not operating properly as a result of causes other than defects in material and workmanship. The sole obligation of SECO-LARM, and the purchaser's exclusive remedy, shall be limited to replacement or repair only, at SECO-LARM's option. In no event shall SECO-LARM be liable for any special, collateral, incidental, or consequential personal or property damages of any kind to the purchaser or anyone else.

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