

## G24714 - Key Fob Proximity Detector

[www.TheElectronicGoldmine.com](http://www.TheElectronicGoldmine.com)

### Before You Begin

***The 2 keys you receive with the transponder are already programmed to work.*** Keys do not need batteries - do not pry open key fob. Caution: Key Fob Proximity Detector and Relay Board are physically glued together - do not attempt to separate.



### Hook-Up Information

To power the detector, simply connect the red (+) and black (-) leads to a 12VDC source. The orange leads are used to complete a circuit to a desired motor, lamp or device you wish to activate when the fob is near. That device can use its own power supply or it can share the power source with the detector, as long as the secondary device is 12V as well. See the illustration below for hook up information. Note : Relay/Switch can handle up to 10 amps.

### User Programmable

The user receives a master key (black disc) in a container. The master key provides the user with the ability to program new keys and to erase lost or stolen keys. The coding of new keys is very easy and can be completed in a few seconds. The system "learns" the new key code automatically by using the master key. There is no need for programming or similar manual entry. Up to 24 keys may be added.

### Adding New Keys

Remove the master key disc from the container. Bring the master key within close proximity to the antenna (about 1 cm) for 2 seconds. Then remove the master key from the area - within 2 seconds after removing the master key, place the new key to be coded within close proximity to the antenna (about 1 cm away) for 5 seconds. The system will automatically code the new key into the system's memory. ***Note: The 2 keys you receive with the transponder are already programmed to the unit.***

### Removing Keys from the System Memory

In the event of lost or stolen keys, it is strongly recommended that all of the system's memory of existing keys be removed as soon as possible. New information can then be entered into the memory making the lost or stolen keys totally inactive.

To totally clear the system's memory, simply remove the master key from the container and bring it within close proximity (1 cm away) and hold it there for 15 seconds. After this remove the master key from the area and wait 5 seconds before proceeding. The system's memory is now empty. To add keys to the system, simply follow the instructions for adding new keys.

### **Important Information**

Should more than 1 transponder key be on the same ring, it will prevent the system from reading the unique code. Always insure the transponder key is not covered on both sides by such things as keys or it will prevent the system from reading the code.

### **Illustration of Single and Dual Power Sources**

