Federal Communications Commission (FCC) Statement

RADIO FREQUENCY INTERFERENCE BTATEMENT

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 accept any interference received, including interference that may cause undesired operation.
若 label 放置位置太小,需將此段警語放在使用手冊裡

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 correct the interference by one or more of the following measures:

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

Any special accessories needed for compliance must be specified in the instruction manual.

Warning : A shielded-type power cord is required in order to meet FCC emission limits and also to prevent interference to the nearby radio and television reception. It is essential that only the supplied power cord be used.
(以上若 AC Power cord 為 Nonshielded，則刪除此段)
Use only shielded cables to connect I/O devices to this equipment.
(以上若 signal cable 為 Nonshielded，則刪除此段)
You are cautioned that changes or modifications not expressly approved by the party responsible for compliance could void your authority to operate the equipment.

UTILIMASTER®

ACE Programming Guide

New Owner/Operator Vehicles

Owner/operator prepped vehicles are identified by the Black Jumper in the ACE Main Module mounted on the overhead shelf on the passenger side (Fig. 1).

- If the vehicle is equipped with an alarm, remove the Jumper and press button #1 on a trained transmitter to ARM the system. Keep the Jumper (Fig. 2) in a secure location for training new transmitters should any get lost or stolen.
- If the vehicle is NOT equipped with an alarm, remove the Jumper (even if the vehicle is delivered fully operational) and store it in a secure location for training replacement transmitters.

NOTE: The vehicle will not respond to a transmitter (key fob, Fig. 3) unless the transmitter is correctly programmed to the specific vehicle.

NOTE: Owner/operator vehicles with alarms are NOT ARMED when shipped from Utilimaster. To arm the system, remove the Black Jumper from the Main Module upon receiving the vehicle and press button #1 on a trained transmitter .

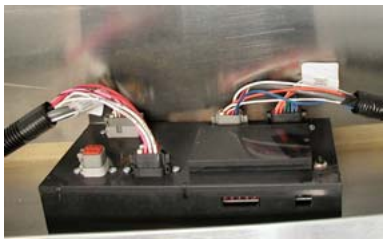
IMPORTANT: ALWAYS tag and store ALL Jumpers in a secure location when not using them to train a vehicle.

For additional information, see the *ACE (Automated Control and Entry) System Operation and Service Manual* (Part Number 03102977). This manual describes the other features of the optional ignition control and alarm system.

NOTE: The information in this guide is generic. Details in the illustrations and procedures may differ from those in your vehicle. Use this information as a guideline where applicable.

New Fleet Vehicles

Fleet prepped vehicles are identified by the **empty** Jumper socket in the ACE Main Module mounted on the overhead shelf on the passenger side and the alarms (if so equipped) ARE active. It is advised that new Jumpers be inserted into all new vehicles and the transmitters be trained upon arrival. Continue on the back page for instructions on how to train transmitters and change Jumpers.

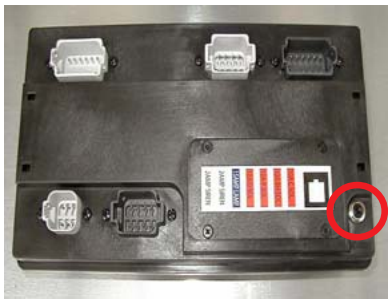


1. ACE Main Module

2. Jumper

3. Transmitter Unit

4. Jumper Socket



5. Programming Button

Training Transmitters

IMPORTANT: When training new transmitters ALL of the previously trained transmitters will be erased from the system memory, so have ALL required transmitters available before proceeding.

NOTE: All system functions are disabled while in training mode.

NOTE: Up to 10 transmitters may be trained at one time per vehicle.

NOTE: Before starting work, read and understand all of the instructions

1. Stop the engine, and be certain the vehicle is not in the accessory mode.
2. Remove the jumper socket cover from the Main Module and plug the **currently programmed** (or transport) Jumper into the Main Module socket (Fig. 4). (The speaker, if equipped, will make a short, low-tone beep followed by a short, high-tone beep.)
3. Press and release the programming button 5 times (Fig. 5). (The speaker will make a single high-tone beep and the Green programming LED will light.)
4. Press button #1 on the first transmitter. (The speaker beeps once and the programming LED will flash once to confirm the transmitter is recognized.)
5. Repeat step 4 to train additional transmitters up to a maximum of 10 per vehicle.

NOTE: The system will wait up to 5 seconds between transmitters being trained. If no additional transmitters are detected, the system will time out automatically. Upon exiting, the speaker will beep and the LED will flash once for each trained transmitter. When the LED has finished flashing, it remains lit for another 2.5 seconds, then turns off.

Changing Jumpers

IMPORTANT: When a new Jumper is used to train a vehicle, the old jumper and ALL Transmitters are erased from the system memory. Transmitters must be retrained.

NOTE: Before starting work, read and understand all of the instructions

1. Stop the engine, and be certain the vehicle is not in the accessory mode.
2. Plug the **currently programmed** Jumper into the Main Module Jumper socket. (The speaker will make a short, low-tone beep followed by a short, high-tone beep.)
3. Press **and hold** the programming button (Fig. 7) for 5 seconds. (The speaker will beep three times and the Green programming LED will flash.)

IMPORTANT: You only have 10 seconds to complete the next two steps.

4. Remove the current Jumper and replace it with a **new** Jumper.
5. Press the programming button on the Main Module once. (If the new Jumper was recognized, the programming LED will light for 3 seconds indicating the system is fully functional. If the new Jumper was not recognized, the speaker beeps for one second and the programming LED turns off shortly after. This indicates the old Jumper information is still trained into the system and the programming procedure must be repeated.)

IMPORTANT: After the new Jumper is confirmed ALL previous transmitters are no longer recognized and will need to be retrained to the vehicle.

6. Train transmitters to the vehicle. (See above section.)

IMPORTANT: If the socket cover is not installed, the main module is not sealed properly and is susceptible to damage.

IMPORTANT: ALWAYS tag and store ALL Jumpers in a secure location when not using them to train a vehicle.

For additional information, see the *ACE (Automated Control and Entry) System Operation and Service Manual* (Part Number 03102977). This manual describes the other features of the optional ignition control and alarm system.

For additional information, browse **www.utilimaster.com/ace**. From there, the *ACE (Automated Control and Entry) System Operation and Service Manual* (Part Number 03102977) can be downloaded in Adobe Acrobat format. Also, a paper copy can be ordered by emailing **CustSvc@Utilimaster.com**, calling 800–237–7806 (574–862–3219), or faxing 574–862–7637. This manual describes the other features of the optional ignition control and alarm system.