

CS-2001

REMOTE CONTROL ALARM SYSTEM INSTALLATION & OPERATING INSTRUCTIONS

INTRODUCTION

CONGRATULATIONS on your choice of a Gargoyle™ Remote Alarm System by Crimestopper Security Products Inc. This booklet contains the information necessary for installing, using, and maintaining your alarm system. If any questions arise, contact your installation dealer or Crimestopper Security Products Inc. at the Tech Support number below.

***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, Flashing Lights, Starter Kill, Hood, Trunk, and Auxiliary Remote Outputs etc.)

TECH SUPPORT
Mon-Fri 8:00 AM-4:30 PM Pacific Time
(800) 998-6880

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. DAMAGE MAY OCCUR TO SYSTEM IF PROPER PRECAUTIONS ARE NOT OBSERVED.

DO NOT ROUTE ANY WIRING THAT MAY BECOME ENTANGLED with brake, and gas pedals, steering column, or any other moving parts in the vehicle.

CONTROL MODULE 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 Placement of the module will affect the distance from which the remote transmitter can control the unit. The antenna wire should be routed away from any metal if possible. Do not alter the length of the antenna wire or route it with other wires. Do not ground the antenna wire.

Underdash Mounting: If you are locating the control unit underdash, mount it as high as possible not easily located by an intruder.

Driver's Side underdash mounting provides an easy location for wiring however this is a common location for an intruder to check for an alarm after breaking into the vehicle. The left side of the vehicle may contain more metal and or wiring that will create interference and decrease the operating range of the system.

Passenger Side underdash is often the best location, however some extra wiring may be needed to extend wires across from the driver's side.

Under-seat / Center Console mounting is also a possibility however range be affected by metal structures and of the unit may be exposed to moisture from spilled drinks etc. Moisture or Damage caused by corrosion is not covered under warranty.

COMPONENT MOUNTING

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. Drill an 11/32" hole at the chosen location.

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 location easily accessible 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

MAIN HARNESS: 10 PIN 18 GA. WIRES

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.

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.

ORANGE WIRE: STARTER KILL / NEGATIVE ARMED OUTPUT (500mA Ground)

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.

WHITE WIRE: +12V FLASHING PARKING LIGHT OUTPUT (Optional)

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.

WIRING

BROWN WIRE: (+) SIREN OUTPUT (2 Amp Max.)

Connect to RED siren wire.

BLUE WIRE: (-) HOOD/TRUNK TRIGGER

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

Identify the wire that reads ground when any door is open and 12 volts when all doors are closed. Some vehicles may have isolated door triggers. In this case you may need to run additional wires from other doors or go directly to the wire that triggers the vehicle's dome light.

VIOLET WIRE: (+) DOOR TRIGGER

Same as GREEN wire above except this wire is used for vehicles that show a positive voltage (12 volts) when the door is open such as Ford.

GRAY WIRE: (-) AUX REMOTE OUTPUT 1 (Optional, requires 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.

2 PIN PLUG (WHITE): (-) REMOTE OUTPUT 2 / (-) DOME LIGHT ILLUMINATION

WHITE/YELLOW WIRE: Remote Output 2 (Optional, Requires 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.

RED/BLACK WIRE: Dome Light Illumination (Optional, Requires 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.

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

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

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.

POWER DOOR LOCK WIRING

3 PIN DOOR LOCK PLUG (Optional):

GREEN: (-) Negative pulse for LOCK

RED: +12V Coil Power for external relays TERM 86.

BLUE: (-) Negative pulse for UNLOCK

DETERMINING DOOR LOCK TYPE: We recommend determining the type of locking system the vehicle has before connecting any wires. Incorrect connection will result in damage to the remote start and/or vehicle locking system. There are several types of door lock systems in vehicles today. Below is listed the many types of common locking systems:

Negative trigger: Most Japanese; Ford, New GM

One wire dual voltage: Newer /Chrys/Dodg/Plym; Ford Probe

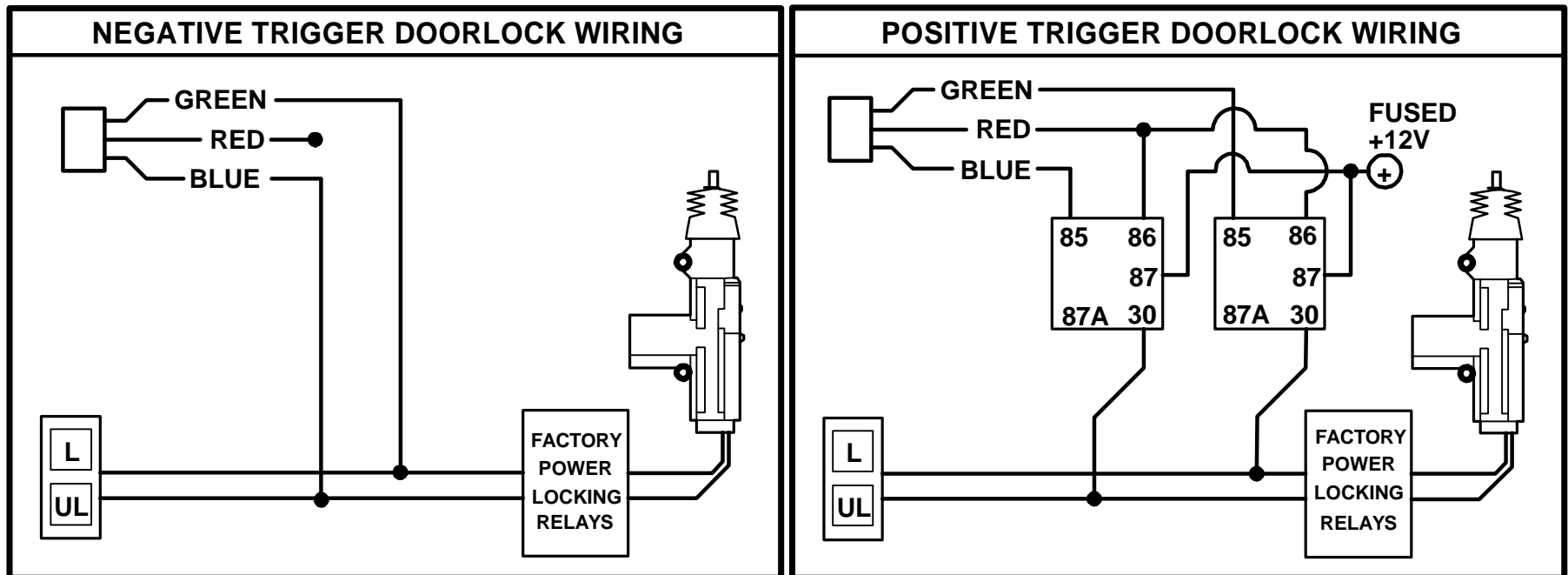
Reverse Polarity: Chrys/Dodg/Plym; GM; Ford

Semi-automatic: Older Saab and Volvo

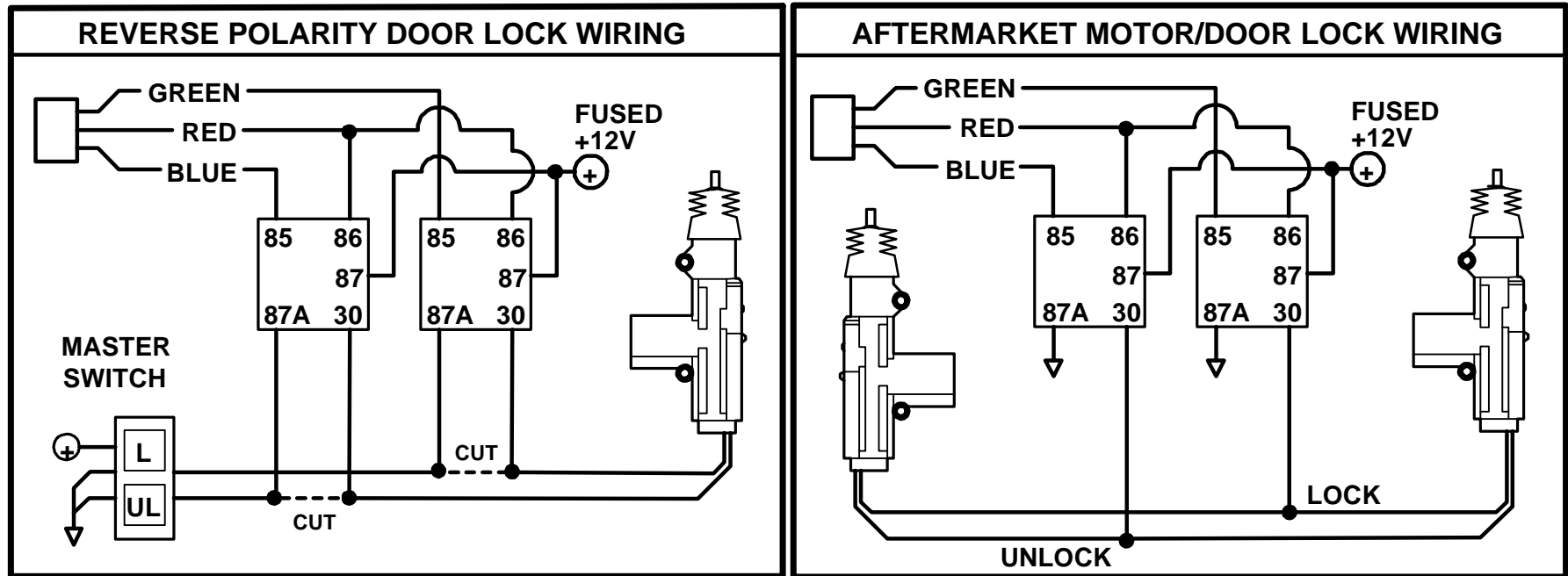
Positive trigger: Many GM; Some Chrysler

Ground/open: Some Nissan; Subaru

Electric vacuum pump: Pre-'95 Mercedes-Benz



POWER DOOR LOCK WIRING



PROGRAMMING

DIP SWITCH PROGRAMMING

There are 4 Dip switches under the access door on top of the control module for point of installation programming options.

DIP SWITCH #1 - DOOR LOCK/UNLOCK PULSE TIME: ON=0.75 Sec. OFF=3 Sec.

DIP SWITCH #2 - IGNITION CONTROLLED DOOR LOCKS:
ON=Lock/Unlock with Ignition OFF=No Lock/Unlock with Ignition

DIP SWITCH #3 - LOCK WITH PASSIVE ARMING:
ON= Doors will lock on Passive arming OFF= Doors will not lock on Passive arming

DIP SWITCH #4 - PASSIVE / ACTIVE ARMING SELECT:
ON= Alarm arms automatically 30 Sec. after last door closed
OFF= Alarm arms only with remote control. (Active)

PROGRAMMING

ELECTRONIC PROGRAMMABLE OPTIONS

To change the electronic options turn the ignition on, wait at least (1) second, and press the override/program button 5 times. You will hear one 2 second long confirmation chirp from the siren. Within the next 5 seconds press the override/program button again the number of times that corresponds to the feature list below. The siren will chirp once for each button press. Press the #2 Unlock button on the transmitter to change the option from the default factory setting. 2 chirps will also be heard. If the #1 Lock button is pressed, the option will change the option back to the original default setting and 1 siren chirp will sound.

PROGRAMMING OPTIONS CHART

Option #	Option Description	Selection	Fac. Pre-set
1	Double Unlock Pulse	ON or OFF.	OFF
2	Disarm with trunk pop	ON or OFF	OFF
3	Lights on with disarm	ON or OFF	ON
4	Active Carjack Enable	ON or OFF	OFF
5	10/60 Sec. Door Open Warning	Button #1 = 10 Sec. Button #2 = 60 Sec.	10 Sec.
6	Silent Arm/Disarm	ON or OFF	OFF
7	Active Re-Arm	ON or OFF	ON
8	Passive Carjack Enable	ON or OFF	OFF

OPTION DESCRIPTIONS (SEE CHART ABOVE)

DOUBLE UNLOCK PULSE

The unit will send 2 unlock pulses when the #2 Unlock button is pressed. This feature may be required for interfacing this alarm with an existing Factory Keyless Entry or Alarm system in a vehicle. These systems are found on some Nissan, VW, Toyota, and Lexus vehicles. Factory Default setting is OFF

DISARM WITH AUX. OUTPUT 1

This feature controls whether the system will or will not disarm when the trunk pop or Aux. feature is used. When the feature is turned on the unit will disarm upon pressing Button #3 (Trunk Pop). Factory Default setting is OFF

LIGHTS ON WITH DISARM

Keeps parking lights on when system is disarmed to assist in locating your vehicle in a crowded parking lot or structure. Light will stay on for 30 Sec. or until Ignition is turned on. Factory Default setting is ON.

CARJACK ENABLE

Enables Active Carjack protection features. Factory Default is OFF.

PROGRAMMING

OPTION DESCRIPTIONS (SEE CHART ON PG. 6)

10/60 Sec. DOOR OPEN WARNING

This setting changes the delay time in which the alarm system begins to monitor the Door, Hood, or Trunk Zones. This is helpful on vehicles with a delayed dome light to prevent the alarm from giving warning chirps due to the vehicle's dome light staying on. Factory Default setting is 10 Sec.

SILENT ARMING /DISARMING (NO CHIRPS)

With this feature, the system can be programmed to Arm and Disarm without the siren chirp. Flashing parking lights will be the only Arm/Disarm confirmation. The Factory Default setting is OFF.

ACTIVE RE-ARMING

Active Re-arming allows the system to re-arm itself 30 seconds after disarmed with the transmitter if a door has not been opened. This is handy if the vehicle is accidentally disarmed (via the Transmitter in your pocket) without you knowing it. The Factory default setting is ON.

PASSIVE CARJACK

This feature programs the alarm system's Carjack Mode to be in Passive Carjack Mode. This mode should only be considered in serious situations. In this mode, if a door is opened when the Ignition is on or the vehicle is running, Carjack countdown sequence will always be initiated. After 90 seconds the unit will pre-warn and then actively start a Carjack cycle with siren and flashing lights for up to 5 minutes. To reset or prevent this cycle from starting, the program/override switch must be pressed 3 times. The Factory Default setting is OFF.

TRANSMITTER PROGRAMMING

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

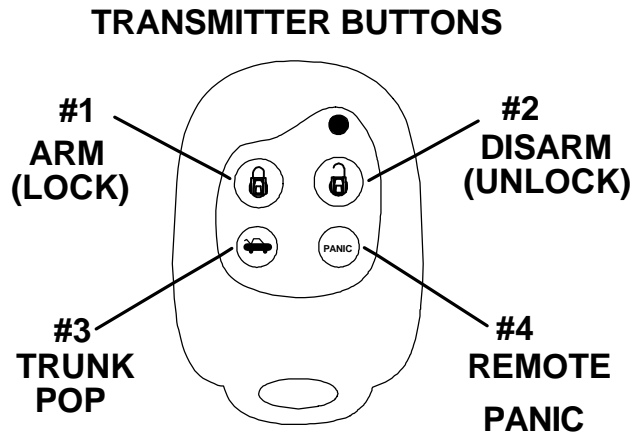
1. Turn Ignition ON and OFF 3 times quickly, leaving it ON the last time. (ON/OFF, ON/OFF, ON) You should hear (1) short chirp.
2. Push the Program/Override Button for 5 seconds until the siren chirps (3) times. Release the button.
The system is now in programming mode.
3. Press Button #1 on new transmitter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

Note 1: If only one transmitter is being programmed, continue pressing button #1 until dash LED flashes goes out and the system chirps to exit programming mode to prevent unauthorized codes and noise from entering the system.

Note 2: Programming mode is exited automatically after 5 seconds of last code transmission or once 3 new codes have been programmed. The LED will flash go out and siren will chirp indicating program mode exit.

OPERATION

4 BUTTON REMOTE TRANSMITTER:



ACTIVE ARMING

To arm the alarm and lock the doors, press the #1 (Lock Symbol) button on the transmitter. You will hear a single siren chirp and the lights will flash once. The system will arm, the 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.

ALARM TRIGGERING

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 un-tampered zones.

DISARMING

To disarm the alarm and unlock the doors, press the #2 (Unlock Symbol) button on the transmitter. You will hear 2 siren chirps and the lights will flash twice. The dome light turns on and the dash LED stops flashing.

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

To pop the trunk (if optional feature is installed), press Button #3 (Trunk Symbol) on the transmitter for at least 1 ½ seconds. *If the system is armed, pressing Button #3 may or may not trip the alarm system opening the trunk depending on programming option (3) configuration.*

REMOTE PANIC PROTECTION

To sound the alarm upon command (panic), press and hold the Button #4 (Panic) for at least 2 seconds until the siren sounds. Press Button #2 (Unlock) to reset panic mode.

OPERATION

PRE-WARNING SHOCK PROTECTION

If a low-level shock to the vehicle body is detected, the pre-warning sensor activates sounding 6 quick siren chirps and 1 light flash. Adjust the shock sensor as needed by turning the control knob clockwise to increase sensitivity and counter-clockwise to decrease sensitivity. To bypass sensor, press Button #3 (Trunk) within 2 Sec. of arming.

EMERGENCY OVERRIDE/DISARM

If you have lost the transmitter or it stops working for any reason and the Alarm is armed, you will have to open the door with the key, which will activate the alarm. Turn the ignition on and press the override/program button about 2 seconds. The Alarm will disarm and enter the Valet mode which allows you to use the vehicle until you can repair/replace the remote transmitter at which time you can take the vehicle out of valet.

VALET MODE

To disable the Alarm system while still allowing door lock/unlock and AUX feature, turn the ignition on and press the override/program button until the dash LED turns on solid (about 4 seconds) and you hear (1) siren chirp. Repeat the process to exit VALET mode and the system will chirp (2) times and the LED will turn off.

SILENT ARM/DISARM MODES:

- **THROUGH THE TRANSMITTER**

This system can be armed and disarmed without chirps as needed. Press and Quickly release Button #3 (Trunk pop) to Arm and Disarm system without chirps. Note: If Button #3 is pressed too long, then the Aux. 1 will activate!

- **SILENT ARMING /DISARMING (THROUGH PROGRAMMING)**

The system can be silently armed and disarmed as normal with Lock/Unlock Buttons but no siren chirp. See alarm programming option (6) to enable or disable this feature.

PASSIVE ARMING / PASSIVE LOCK MODES

Both modes must be set ON or OFF prior to install. Consult your authorized dealer.

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 reopened, the system will wait (LED solid) for the door or zone to close before arming and bypassing it. After 30 seconds or when all entry points close, the unit will arm (1 chirp/1 light flash) and Doors will lock if passive locking is selected.

PRIOR INTRUSION ALERT

If the system was tripped in your absence, the dash LED will be flashing rapidly. When the system is disarmed you will hear 3 chirps (and 3 light flashes). Carefully inspect your vehicle to see if there is any damage or a theft has occurred.

DOMELIGHT ILLUMINATION (OPTIONAL)

This feature turns on the vehicles dome light upon disarm for 30 seconds or until the key is inserted and turned on. This will provide illuminated entry to your vehicle at night or in dimly lit areas for safety and security.

OPERATION

DEFECTIVE ZONE ALERT/BYPASS

If the system detects a faulty or open zone (Door left open) when the system is armed, the siren will chirp 4 times along with 4 light flashes. The faulty zone will be automatically bypassed.

AUTOLOCK/UNLOCK

The doors will automatically lock when the ignition is turned on and will unlock when the ignition is turned off. *Doors will not lock if they are open to prevent locking the keys in.*

ACTIVE RE-ARMING (FAIL-SAFE PROTECTION)

Active Re-arming means that the system will re-arm itself 30 seconds after disarmed with the transmitter if a door has not been opened. This is handy if the vehicle is accidentally disarmed without you knowing it. This feature can also be turned off in programming option (7).

2nd AUX. OUTPUT (REMOTE AUX. OUTPUT 2)

To activate the Second auxiliary output press Button #1 (Lock) and hold for more than (1) second. This output can be used to control other optional add-on accessories such as Remote Engine Start Modules, Window Roll up/down modules, etc.

2 VEHICLE CONTROL

This unit can be programmed to Arm/Disarm a second vehicle with a CS-2001 system installed. Follow the steps for transmitter programming on a second vehicle using Button #4 (Panic) from the existing remote . This will provide arm/disarm control of a second vehicle with the same transmitter using button#4.

CARJACK PROTECTION

ACTIVE CARJACK

This feature provides Active Carjack protection and must be enabled before use through Alarm programming option (4) See page 6. When the Ignition is on (vehicle is running), press and release button #4 (Panic). Parking lights will turn on for (3) seconds to confirm the Carjack countdown sequence. 90 Seconds later, the unit will begin a Carjack Cycle consisting of 10 seconds of pre-warning chirps turning into a full system activation with siren/flashing light pulses for up to 5 min. To reset Active Carjack, press Button #4 again.

PASSIVE CARJACK

This feature provides Passive Carjack protection and must be enabled before use through Alarm programming option (8). See page 6. This mode should only be considered in serious conditions. When the Ignition is on (vehicle is running), if a door is opened the Carjack countdown sequence will be initiated. There is no confirmation that this has begun. 90 Seconds later, the unit will begin a Carjack Cycle consisting of 10 seconds of pre-warning chirps turning into a full system activation with siren/flashing light pulses for up to 5 min. To reset Passive Carjack, press the override/program button (3) times.

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