

# FoolProof<sup>TM</sup> Security System

## User's Guide



**Version 1.0  
April 2002**

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# What Is FoolProof™?

FoolProof is a monitoring device that will watch your valued personal property 24 hours a day, while continually performing system checks to ensure continuous reliability. It is able to communicate with multiple remote devices that are attached to objects that are in your proximity or possession. This device allows you to manage objects according to your desired parameters.

The FoolProof device is user programmable (distances, alarm settings, object titles etc.) and may be set according to your individual specifications. Once the base unit is programmed and the user activates remotes, the FoolProof Security System serves as a small network.

If you should walk away from any or all of the remote units (outside of the distance zones you specify) or if a remote unit leaves the specified distance zone, you may be notified discreetly by a vibration. If you do not respond to the vibration, the device may attempt to notify you again by audible alarm (user selectable).

Once the alarm is activated (visual, vibration, or sound), the LCD screen will display which personal item is in an alarm state.

Each remote unit contains unique identification information and will be identifiable only by its own master unit, thus ensuring that a FoolProof device used by someone else will not interfere with your FoolProof device.

## How Does FoolProof Work?

The FoolProof Personal Security System is comprised of a base unit and remote units.

The base unit manages the security system. The remote units are placed on personal items that are to be monitored. Data is transmitted and received by both units.

FoolProof continuously monitors signal and system integrity including battery levels. Parameters that meet your specifications are entered into the base unit. If these preset parameters are compromised in any way, the system will go into alarm state. Once the base unit is in alarm state, it will notify the user by preset alarm modes (visual, vibration, or sound).

# Getting Started

Before using your new FoolProof Security System, you should complete the following steps.

1. Install the batteries. See page #8.
2. Set up the remote(s). See page #13.
3. Set up the alarm zones. See page #16.
4. Set the time and date. See page #21.

You should also consider setting a password to provide an extra level of protection. See page #47.

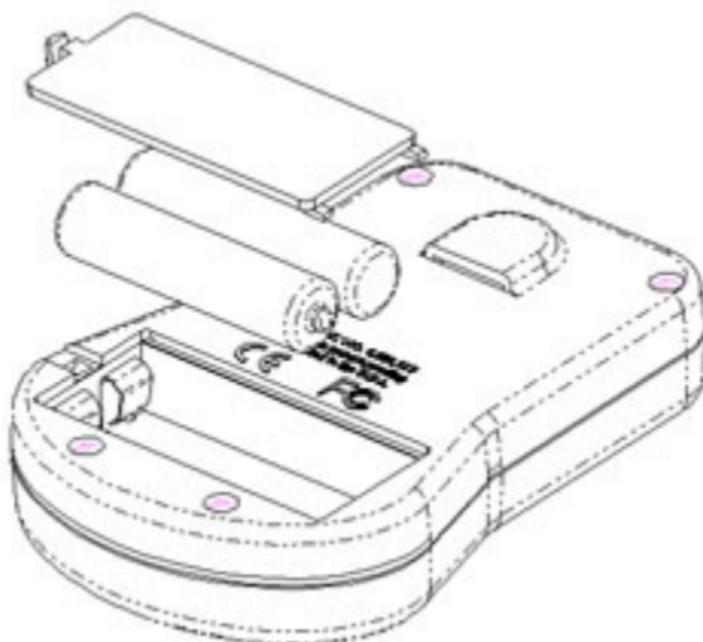
# Installing the Batteries

Before using the FoolProof Security System, you must install the included batteries.

You will need a small Phillips screwdriver.

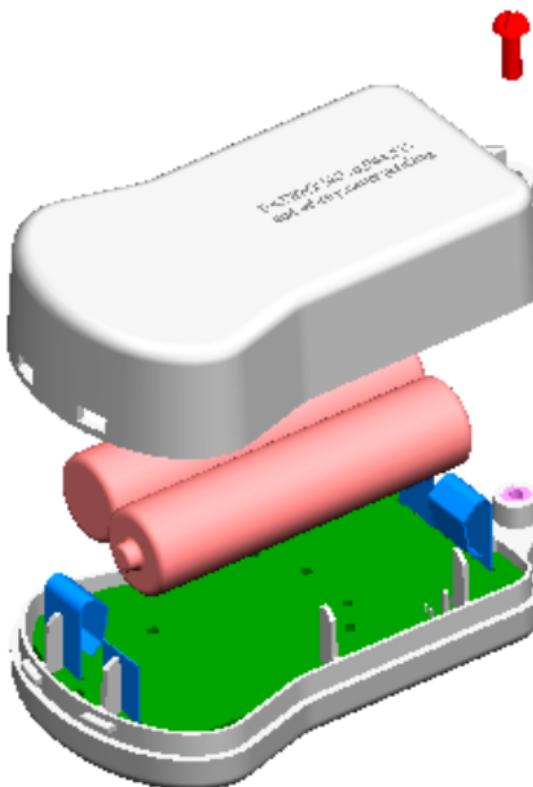
## Base Unit:

Install two AAA size batteries in the back of the base unit. Open the battery compartment by pressing down on the battery cover tab and pulling forward.



## Remote Unit:

Open the unit by unscrewing the small screw located at the small end of the unit with a Phillips screwdriver. Carefully insert two AAA batteries in the appropriate directions as shown below with the + (positive) side of the battery facing in the same direction as the positive symbol (+) printed on the green circuit board inside the remote unit.



## **Operating the Base Unit**

**Turning the base unit on.** Simply insert the batteries and the base unit will turn itself on.

Each time the base unit is powered on, it will go through a system check and a self-test process. You will hear it beep and the vibrator motor will self-test.

The first screen you will see is the MRSI logo splash screen. To continue, press any button.

**NOTE:** The display (not the unit itself) will turn off two minutes after you last pressed a button on the keypad. This allows the unit to save battery power. However, the unit will continue to track the remotes, unless you have disabled the remotes or shut down the remotes and the base unit. To view the display again, simply press any button.

### **Turning the base unit off or suspending the base unit.**

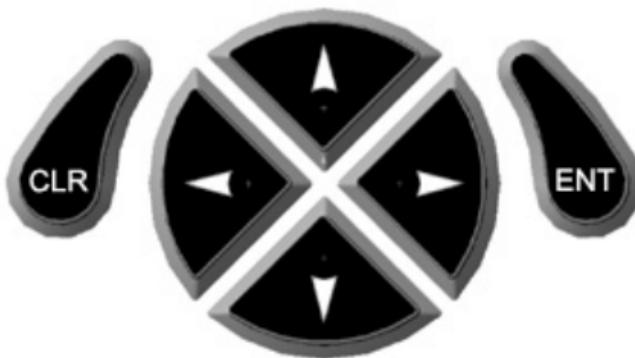
To turn the base unit off, you can simply remove the batteries or use the Shutdown function. Use the SETUP menu to access the shutdown and the suspension functions. See the Setup Functions section on page #34 for instructions.

**Buttons.** There are six buttons on a FoolProof device. The ENT button functions much like the Enter key on a computer keyboard. Pressing ENT selects highlighted items and processes those functions and displays the next menu in a sequence.

The CLR button performs clearing functions such as backspacing or causing the device to display a previous menu or function.

Four directional buttons lie between the CLR and ENT buttons. These buttons are used for navigation and changing options.

- ◀ (LEFT button)
- ▶ (RIGHT button)
- ▲ (UP button)
- ▼ (DOWN button)



## Operating the Remote Units

Each remote unit has one button. Pressing the button will send a signal to the base unit.

After using the SHUTDOWN function on the base unit, you must press the button on the remote unit to re-establish communication between the base unit and the remote unit. The SHUTDOWN function stops the remote units from sending signals to the base unit. Pressing the button on the remote unit restores communication between the remote unit and the base unit.

After using the SUSPEND function on the base unit, it is not necessary to press the button on the remote unit within 24 hours to re-establish communication with the base unit. However, pressing the button will re-establish communication more quickly. It is necessary to press the remote button to re-establish communication with the base unit if the remote unit has been suspended for more than 24 hours.

**Locating a lost base unit.** Press the button on the remote unit briefly and then release it. Within a couple of seconds, the base unit alarm will sound several times. (If you can't find the base unit before its alarm stops, repeat the procedure.)

## Remote Setup/Add Remote

To begin using the FoolProof Security System, you will need to set up the remotes.

1. Make sure batteries have been installed in both units before continuing.
2. Using the base unit, press the UP button until the word  **MENU** is highlighted.
3. Press the ENT button.
4. Press the RIGHT button twice to get to the SETUP tab.
5. Select the ADD REMOTE on the menu by pressing the down button two times and then pressing the ENT button.
6. A screen will appear indicating that it is listening for a new remote.
7. Set the remote unit close to the base unit (within six inches) and press the button on the remote unit for at least five (5) seconds. This will send a signal to the base unit, and the base unit will add the remote to its list of remotes.
8. A screen will appear telling you that a new remote has been detected.

Note: New remotes are added with a LOW PRIORITY setting. To have your FoolProof Security System track items more closely, you

will need to change the remotes to a HIGH PRIORITY setting. See page #25 for instructions.

You can monitor a maximum of 25 remotes with one base station, with a maximum of 20 remotes at a LOW PRIORITY setting and 5 remotes with a HIGH PRIORITY setting.

9. Press any key to go to the REMOTE tab screen to customize the options for this new remote.
10. The following are instructions to rename the remote.
11. The REMOTE tab should be selected with the text "MENU FOR" and the current remote name.
12. Press the DOWN button 3 times.
13. Choose **RENAME REMOTE** by pressing the ENT button.
14. At the RENAME [remote name] TO: prompt, press the UP or DOWN button to scroll through the list of preset names for remotes. To give a remote a custom name, select **CUSTOM NAME**. See the Rename Remote section on page #26 for instructions on entering a custom name. To select a preset name for your remote, highlight the name you have chosen and press the ENT button.
15. Press CLR to return to the list of remotes.  
Continue naming any additional remote units.

16. Press CLR to return to the Main Menu.

MENU	REMOTES: 07
BAG	1 3
LAPTOP	1 2
PURSE	1 1 4
WALLET	1 1 1

11:07AM | 03/15/01 | 

**Figure 1. The Main Menu.**

The Main Menu displays each remote in your own FoolProof Security System. The **1**, **2**, and **3**, have reference to the zone where the remotes currently are in relation to their distance from the base unit.

## Setting the Alarms

You can leave the alarm settings at the factory default levels or change them to meet your preferences.

There are three alarm types for the FoolProof Security System.

- **Silent:** An exclamation mark will appear in front of the alarm name on the main menu of the base unit display screen when a remote travels outside the specified alarm zone range. For example, if your car keys leave the alarm zone range, you will see !CAR KEYS displayed.
- **Vibrate:** The base unit will vibrate when a remote travels outside the associated alarm zone range. An alarm screen will appear at the same time to warn you visually that a remote has left the alarm zone.
- **Audible:** An audible alarm will sound from the base unit when a remote travels outside the associated alarm zone range. An alarm screen will appear at the same time to warn you visually that a remote has left the alarm zone.

You can also select a combination of alarm types.

- **Vibrate/Audible:** The base unit will vibrate when a remote leave the alarm zone and then, 30 seconds later, the base unit will sound an audible alarm. The alarm screen will appear each time an audible or vibration alarm is activated.
- **Audible/Vibrate:** The base unit will sound an alarm when a remote leave the alarm zone and then, 30 seconds later, the base unit will vibrate. The alarm screen will appear each time an audible or vibration alarm is activated.

Under each alarm type, you may set a distance range. The distance ranges are defined as follows:

- **Default:** This setting uses the default settings found under the SETUP menu.
- **Zone 01:** The distance range for this setting is approximately 10-20 feet. If you choose this zone, an alarm will be activated (either silent, vibrate, or audible depending on the alarm type setting) after a remote goes beyond this distance from the base unit.
- **Zone 02:** The distance range for this setting is approximately 30-50 feet. If you choose this zone, an alarm will be activated (either silent, vibrate, or audible depending on the alarm type

setting) after a remote goes beyond this distance from the base unit.

- **Zone 03:** The distance range for this setting is approximately 60-80 feet. If you choose this zone, an alarm will be activated (either silent, vibrate, or audible depending on the alarm type setting) after a remote goes beyond this distance from the base unit.

## Setting an Individual Remote's Alarm Settings

It is recommended that you use the default alarm settings found under the Setup menu. Using the default settings will cause each remote to react to an alarm state in a consistent manner.

If you want to set an individual remote's alarm settings, use the following steps.

1. From the Main Menu, press the UP button or the DOWN button until the desired remote is highlighted.
2. Press the ENT button to select the remote.
3. The remote menu is displayed with **ALARM SETTINGS** highlighted. Press ENT.
4. The first time you access the alarm settings, the display will read **DEFAULT**. This setting means that the alarm setting uses the default alarm

settings found under the SETUP tab. Using the **DEFAULT** setting is recommended in order to keep all remotes using the alarm settings consistently. However, you may set custom alarm settings for individual remotes.

5. To create a custom alarm setting for an individual remote, press the RIGHT button to select **CUSTOM**. (To change the setting back to **DEFAULT**, press the LEFT button.)
6. Change the custom alarm type by pressing the DOWN button. Use the RIGHT and LEFT buttons to select an alarm type. Choose from SILENT, VIBRATE, AUDIBLE, VIBRATE/AUDIBLE, or AUDIBLE/VIBRATE.
7. Press the DOWN button again to set the alarm zone. Use the RIGHT and LEFT buttons to select a zone. Choose from Zone 01, 02, or 03.
8. Press ENT to save the changes.
9. Press CLR to return to the Remote Menu.

## Turning Alarms Off

If a remote unit moves beyond the distance zones specified on the base unit, an alarm will be activated. If the alarm is an audible or vibration alarm, an alarm message will appear on the base unit's screen. To clear alarm messages, simply press any button.

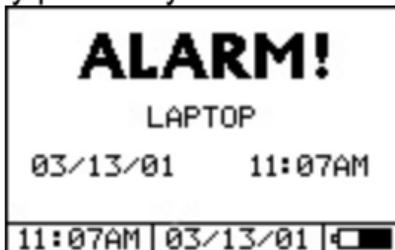


Figure 2. Alarm warning screen.

If you do not want to hear an audible alarm, change either an individual remote's alarm settings (see previous section) or the default alarm settings under the Setup tab.

When a remote's batteries are low on power, an audible alarm will sound once and place a battery icon next to the remote's name on the main screen. When the battery on the remote is dead, then the remote will go into zone alarm state.

If the base unit's batteries are low on power, the unit will beep once every minute to notify you of low battery power.

## Setting the Time and Date

As part of the initial setup of your FoolProof Security System, you should set the time and date.

1. From the Main Menu, press the UP button to highlight **MENU**.
2. Press the ENT button to continue.
3. Press the RIGHT button two (2) times to select the SETUP tab.
4. Press the DOWN button four (4) times to highlight **SET TIME/DATE** and press ENT.
5. At the TIME: prompt, the hour will be highlighted. Press the UP or DOWN button to change the hour.
6. Press the RIGHT button to highlight the minutes. Press the UP or DOWN button to change the minutes.
7. Press the RIGHT button again to highlight AM/PM. Press the UP or DOWN button to change.
8. Press the RIGHT button again to highlight the month. Press the UP or DOWN button to change the month.
9. Press the RIGHT button again to highlight the day of month. Press the UP or DOWN button to change the day of month.

10. Press the RIGHT button again to highlight the year. Press the UP or DOWN button to change the year.
11. Press the ENT button to save the time and date.
12. Press CLR to return to the Main Menu.

# FoolProof Settings and Functions

1. Remote Settings
2. Alarms Log
3. Setup Functions

## Remote Settings

To change the settings for individual remotes, select the desired remote from the Main Menu by highlighting the remote's name and pressing the ENT button.

### Alarm Settings

See *Setting an Individual Remote's Alarm Settings* on page #18 for instructions.



Figure 3. Remote Settings Menu.

## General Settings: Priority Setting

Remotes can be set with HIGH or LOW priority. High Priority means that the base unit tries to communicate with the remote once every six seconds to check its location. Low priority means that the base unit sends a signal to communicate with the remote once every 30 seconds. High Priority uses more of a remote's battery power, and Low Priority uses less of a remote's battery power. The base unit's battery life is not affected by changing the Priority Setting.

To change the Priority Setting, follow the instructions below.

1. From the Main Menu, use the UP or DOWN button to highlight a remote.
2. Press the ENT button to select the remote.
3. Press the DOWN button once to select **GENERAL SETTINGS**.
4. Press the ENT button.
5. To change the PRIORITY, press the RIGHT or LEFT button to highlight **HIGH** or **LOW**.
6. Press the ENT button to save.
7. Press CLR to return to the Main Menu.

## Disable/Enable Remote

If you do not want to track a remote for a period of time, you can disable that remote. The remote will not be tracked while it is disabled. Disabling a remote will not turn off the remote. However, the remote will shut itself down if it remains disabled for more than 24 hours. After 24 hours, you will need to press the button on the remote to re-establish communication between the remote and the base unit.

Use the following steps to disable a remote:

1. From the Main Menu, use the UP or DOWN button to highlight a remote.
2. Press the ENT button to select the remote.
3. Press the DOWN button two (2) times to select **DISABLE REMOTE**.
4. Press ENT to disable the selected remote.
5. Confirm that you want to disable a remote at the confirmation screen by pressing the LEFT button to highlight **OK** and then pressing the ENT button, **or** press the ENT button to select **CANCEL** if you do not want to disable the remote.
6. Press CLR to return to the Main Menu.

Use the following steps to enable a remote:

1. From the Main Menu, use the UP or DOWN button to highlight a remote.
2. Press the ENT button to select the remote.
3. Press the DOWN button two (2) times to select **ENABLE REMOTE**.
4. Press ENT to enable the selected remote.
5. Press CLR to return to the Main Menu.

## Rename Remote

To give a remote a different name, use the following steps.

1. From the Main Menu, use the UP or DOWN button to highlight a remote.
2. Press the ENT button to select the remote.
3. Press the DOWN button three (3) times to select **RENAME REMOTE**.
4. At the RENAME [remote name] TO: prompt, press the UP or DOWN button to scroll through the list of preset names for remotes. To select a preset name for your remote, highlight the name you have chosen and press the ENT button.
  - a. To give a remote a custom name, select **CUSTOM NAME**.
  - b. FoolProof's virtual keyboard will appear.
  - c. Use the RIGHT, LEFT, UP, or DOWN button to select letters (or numbers). When a desired letter (or number) is highlighted, press ENT.
  - d. To delete a letter (or number), press the CLR button **or** highlight **◀** and press ENT.
  - e. To add a space in the remote name, highlight **SPC** and press ENT.

- f. Continue selecting letters until you have a complete name. You can provide a name with a maximum of ten characters.
- g. To cancel the remote name change, press CLR.
- h. To save the remote name change, press the LEFT button until **DONE** is highlighted and press ENT **or** use the arrow buttons to highlight  $\leftarrow$  and press ENT.

5. Press CLR to return to the Main Menu.

## Delete Remote

If you do not want the base unit to track a remote any longer (for example, the remote unit gets lost or you want to transfer a remote from one base to another base), you can delete the remote.

1. From the Main Menu, use the UP and DOWN buttons to highlight a remote.
2. Press the ENT button to select the remote.
3. Press the DOWN button four times to select **DELETE REMOTE**.
4. Press the ENT button.
5. At the confirmation screen, press ENT to cancel the Delete Remote action **or** press the LEFT button to highlight **OK** and press ENT to delete the remote.
6. Press CLR to return to the Main Menu.

**Note:** To reacquire a deleted remote, use the Add Remote instructions on page #36.

**Note:** If the remote is lost or the base unit cannot detect the remote, you will be prompted with a message: "Communication with remote failed, press ENT to delete remote." Press ENT if your remote is lost. If you are transferring the remote to another base unit, press CLR and repeat the process, making sure the remote is close to the original base unit.

## Transferring a Remote to a New Base Unit

You can have existing remotes in your FoolProof system transferred to a different or a new base unit.

To transfer a remote, you must use the Delete Remote function to delete the remote from the existing base unit. See the previous page for instructions. Use the Add Remote function to add the remote to a different base unit.

Note: If the base unit cannot detect the remote, you will be prompted with a message: "Communication with remote failed, press ENT to delete remote." Press CLR to cancel the delete action and repeat the process, making sure the remote is close to the original base unit the base unit can detect the remote. If you delete the remote without the base unit detecting the remote, you will not be able to add it to another base unit. You will only be able to add it back to the original base unit.

## Alarms Log

Your FoolProof Security System maintains a log of alarm events for each remote. Use the following steps to view the alarms log.

1. From the Main Menu, press the UP button to highlight **MENU**.
2. Press the ENT button to continue.
3. Press the RIGHT button once to select the ALARMS tab.
4. The ALARMS LOG appears with the date of the alarm and the name of the remote that experienced the alarm.
5. Use the UP or DOWN button to scroll through the list of alarms.
6. Highlight an alarm event and press ENT to view the alarm details.
7. The remote name, alarm date, alarm time, and type of alarm are listed.
8. Press CLR two (2) times to return to the Main Menu.

## Types of Alarms

Type	Description
LOW BATTERY	The battery in the remote unit is low on power. Replace the battery to stop this alarm.
LIMIT EXCEEDED	The remote has moved outside the alarm zone. The base unit may or may not be able to communicate with the remote.

# Setup Functions

## Suspend

To temporarily stop communication between the base unit and all remotes, you can put your FoolProof Security System into suspend mode. This action will temporarily stop the base unit and all remotes until you re-activate the system. Suspending remotes does not turn them off.

**Warning: The base unit will not respond if a remote leaves an alarm zone while the system is suspended.**

To reactivate remotes suspended for more than 24 hours, you must press the button on each remote to re-establish communication between the base unit and the remotes.

Use the following steps to suspend your system.

1. From the Main Menu, press the UP button to highlight **MENU**.
2. Press the ENT button to continue.
3. Press the RIGHT button two (2) times to select the SETUP tab.
4. Press the ENT button to select **SUSPEND**.
5. A confirmation screen appears to confirm the system suspension. Press ENT to **CANCEL** the suspension action **or** press the LEFT button to

- select **OK** and press ENT to put the system in suspension.
- The base unit screen will go blank and the system will be suspended.

## **Reactivating Suspended Systems**

You can quickly reactivate your FoolProof system after putting it in the Suspend mode.

- To reactivate the system after suspending it, simply press any button on the base unit.
- You will be asked to confirm the reactivation of your system. Select **OK** and press ENT to reactivate the system.

Note: All system settings will remain as previously set.

## Default Alarm Setup

These settings will change how the base unit will respond to an alarm event for all remotes using the default alarm settings. The default alarm settings will be used for all remotes, unless you have set individual remotes to use custom alarm settings.

For example, if you set the default settings to be VIBRATE and Zone 02 and all remotes are set to use the default settings, your base unit will vibrate when any of your remotes is farther than 30-50 feet (Zone 02) away from your base unit.

Use the following steps to change the default alarm settings.

1. From the Main Menu, press the UP button to highlight **MENU**.
2. Press the ENT button to continue.
3. Press the RIGHT button two (2) times to select the SETUP tab.
4. Press the DOWN button once to select the **DEFAULT ALARM SETUP** option.
5. Press the ENT button.
6. Select an alarm type by pressing the RIGHT and LEFT buttons to choose between SILENT,

VIBRATE, AUDIBLE, VIBRATE/AUDIBLE, and AUDIBLE/VIBRATE.

7. Press the DOWN button to select an alarm zone range.
8. Select the alarm zone by pressing the RIGHT and LEFT buttons. Choose between zone 01, 02, and 03.
9. Press ENT to save the changes.

Description of alarm zones:

Zone	Description
01	Alarm will be activated when remote moves more than about 10-20 feet away from the base unit.
02	Alarm will be activated when remote moves more than about 30-50 feet away from the base unit.
03	Alarm will be activated when remote moves more than about 60-80 feet away from the base unit.

**NOTE:** The above distances may vary depending on immediate surroundings. If the unit is experiencing excessive false alarms, set the base alarm zone for that remote to a higher zone.

## Add New Remote

When you want to add a new remote to your FoolProof Security System, you can use this function.

1. Place the new remote close to the base unit (within a few inches.)
2. From the Main Menu, press the UP button to highlight **MENU**.
3. Press the ENT button to continue.
4. Press the RIGHT button two (2) times to select the SETUP tab.
5. Press the DOWN button two (2) times to highlight **ADD NEW REMOTE** and press ENT.
6. The base unit will display the following message:  
LISTENING FOR A NEW REMOTE, PRESS CLR TO CANCEL. (To cancel the operation, press the CLR button.)
7. Press and hold the button on the new remote for at least five (5) seconds.
8. When the new remote is detected, the base unit will beep once and display the message, "NEW REMOTE DETECTED."
9. Press any key.
10. The base unit will display the REMOTE menu.
11. Rename the remote using the instructions on page #28.

## Adjust Contrast

To adjust the contrast of the display, use the following steps.

1. From the Main Menu, press the UP button to highlight **MENU**.
2. Press the ENT button to continue.
3. Press the RIGHT button two (2) times to select the SETUP tab.
4. Press the DOWN button three (3) times to highlight **ADJUST CONTRAST** and press ENT.
5. Press the UP button to decrease the contrast and the DOWN button to increase the contrast. The factory default contrast setting is 10. A contrast of 00 will give the brightest background while a contrast of 20 will give the darkest background.
6. Press ENT to save the contrast setting.
7. Press CLR to return to the Main Menu.

## **Set Time/Date**

To change the time and date shown on the bottom row of the FoolProof base unit, follow the instructions found on page #21.

## Accessing the Secure Menu

The Secure Menu allows you to set your name as the owner's name and shutdown your FoolProof Security System.

To access the Secure Menu, use the following steps.

1. From the Main Menu, press the UP button to highlight **MENU**.
2. Press the ENT button to continue.
3. Press the RIGHT button two (2) times to select the SETUP tab.
4. Press the DOWN button five (5) times to highlight **ACCESS SECURE MENU** and press ENT.
5. If you have set up a password, you will then be notified that a password is required to access the secure menu. Press any button to continue. If you have not set a password, you will see the secure menu – skip the next four steps.
6. Use the RIGHT, LEFT, UP, or DOWN buttons to select letters (or numbers) to enter your password. When a desired letter (or number) is highlighted, press ENT.
7. To delete a letter (or number), press the CLR button **or** highlight **◀** and press ENT.

8. To use a space in your password, highlight **SPC** and press ENT.
9. To finish entering your password, press the LEFT button until **DONE** is highlighted and press ENT **or** use the arrow buttons to highlight  $\leftarrow$  and press ENT.

## Shutdown

Use the Shutdown function to completely disable and turn off your FoolProof Security System, both the base unit and all remotes. No signals or communication will be passed between the remotes and the base station.

1. Access the SECURE MENU (see previous section).
2. Select the **SHUTDOWN** option and press ENT.
3. At the confirmation screen, press ENT to choose **CANCEL** if you do not want to shutdown **or** press the LEFT button to highlight **OK** and press ENT to shutdown.
4. The base unit's display will go blank and the remotes will be turned off.

## Restarting After Shutdown

1. To restart your system, press any button on the base unit to turn it on. You will see the message "PLEASE CONFIRM THAT YOU WISH TO ENABLE ALL REMOTES AND THE BASE UNIT."
2. At the confirmation screen, press ENT to choose **CANCEL** if you do not want to restart your FoolProof Security System (the base unit will turn off again) **or** press the LEFT button to highlight

**OK** and press ENT to restart and enable your system.

3. The main menu will be displayed on the base unit's screen.
4. If the base unit doesn't detect your remotes within a few seconds, you can press the button on each remote to re-establish communication. The remotes should be in close proximity to the base unit when you reactivate your system.

## Set Owner's Name

Use this function to set your name as the owner of your FoolProof Security System.

1. Select the **SET OWNER'S NAME** option and press ENT.
2. To set your first name, press ENT at the FIRST: prompt.
3. Use FoolProof's virtual keyboard to type your first name. Use the RIGHT, LEFT, UP, or DOWN buttons to select letters. When a desired letter is highlighted, press ENT.
4. To delete a letter, press the CLR button **or** highlight **◀** and press ENT.
5. To add a space in your name, highlight **SPC** and press ENT.
6. To cancel the change to your name, press CLR.
7. Continue selecting letters until you have a complete name. You can provide a name with a maximum of ten characters.
8. To save your name, press the LEFT button until **DONE** is highlighted and press ENT **or** use the arrow buttons to highlight **↔** and press ENT.
9. Press the DOWN button to set your last name.
10. Repeat steps 3-8 to enter your last name.

11. Press the DOWN button to select **DONE** and press ENT to save the changes you have made to the owner's name.

## Set Password

Use this function to set the password for accessing the Secure Menu.

1. From the Main Menu, press the UP button to highlight **MENU**.
2. Press the ENT button to continue.
3. Press the RIGHT button two (2) times to select the SETUP tab.
4. Press the DOWN button six (6) times to highlight the **SET PASSWORD** option and press ENT.
5. At the OLD: prompt, press ENT to enter your old password. If you have not yet set a password, you will only be able to use the NEW: prompt – skip to step 12.
6. To enter your old password, use FoolProof's virtual keyboard. Use the RIGHT, LEFT, UP, and DOWN buttons to select letters. When a desired letter is highlighted, press ENT.
7. To delete a letter, press the CLR button **or** highlight **◀** and press ENT.
8. To cancel changing your password at any time, press CLR several times until you return to the Main Menu.
9. Continue selecting letters until you have a complete password.

10. To complete the entry of your old password, press the LEFT button until **DONE** is highlighted and press ENT **or** use the arrow buttons to highlight  $\leftarrow$  and press ENT.
11. Press the DOWN button to move to the NEW: prompt.
12. Press ENT to enter your new password.
13. Use FoolProof's virtual keyboard to enter your new password. Use the RIGHT, LEFT, UP, and DOWN buttons to select letters. When a desired letter is highlighted, press ENT.
14. To delete a letter, press the CLR button **or** highlight  $\blacktriangleleft$  and press ENT.
15. To cancel changing your password at any time, press CLR several times until you return to the Main Menu.
16. Continue selecting letters until you have a complete password.
17. To complete the entry of your new password, press the LEFT button until **DONE** is highlighted and press ENT **or** use the arrow buttons to highlight  $\leftarrow$  and press ENT.
18. After entering your new password, the word **DONE** will be highlighted. To make the change to your password you must press the ENT button to save the change.

## Time Settings

Use this setting to switch between 12 hour and 24 hour time displays.

1. From the Main Menu, press the UP button to highlight **MENU**.
2. Press the ENT button to continue.
3. Press the RIGHT button two (2) times to select the SETUP tab.
4. Press the DOWN button seven (7) times to highlight **TIME SETTINGS** and press ENT.
5. Press the UP or DOWN button to select **12 HOUR** or **24 HOUR**.
6. Press ENT to save the change.
7. Press CLR to return to the Main Menu.

## Date Settings

Use this setting to switch between MM/DD and DD/MM date displays.

1. From the Main Menu, press the UP button to highlight **MENU**.
2. Press the ENT button to continue.
3. Press the RIGHT button two (2) times to select the SETUP tab.
4. Press the DOWN button eight (8) times to highlight **DATE SETTINGS** and press ENT.
5. Press the UP or DOWN button to select **MM/DD/YY** or **DD/MM/YY**.
6. Press ENT to save the change.
7. Press CLR to return to the Main Menu.

## Set Language

Use this setting to change the language of the FoolProof base unit display.

1. From the Main Menu, press the UP button to highlight **MENU**.
2. Press the ENT button to continue.
3. Press the RIGHT button two (2) times to select the SETUP tab.
4. Press the DOWN button nine (9) times to highlight **SET LANGUAGE** and press ENT.
5. Press the UP or DOWN buttons to select language choice.
6. Press ENT to save the change.
7. Press CLR to return to the Main Menu.

# Troubleshooting

1. Forgotten Passwords
2. Changing Batteries
3. Saving the Time and Date When Changing Batteries
4. Optimizing Battery Life
5. Suspending FoolProof for Airplane Take-off and Landing
6. Using a Remote to Alert a Base Unit

## **Forgotten Passwords**

Access the Set Password screen to display your password.

You **MUST** have both your base unit and a remote next to each other to obtain your password. Your password will be displayed on the SET PASSWORD screen when you press and hold the button on one of your remotes.

1. From the Main Menu, press the UP button to highlight **MENU**.
2. Press the ENT button to continue.
3. Press the RIGHT button two (2) times to select the SETUP tab.
4. Press the DOWN button six (6) times to highlight the **SET PASSWORD** option and press ENT.
5. With the remote next to the base unit, press the button on the remote.
6. Your password will be displayed after the OLD: prompt.

## Changing Batteries

When remote units are low on battery power, the base unit will display an alarm message. View the Alarms Log to determine if the alarm was for a remote unit that left the alarm distance zone or if the remote unit's battery power is low. Replace batteries as soon as possible when you see these alarms. Once the batteries have lost power, your remote units will no longer function.

When a base unit is low on battery power, it will beep once every minute to warn you that battery power is low. The battery indicator displayed on the lower right side of the screen will show little or no power. You should replace the batteries as soon as possible when the base unit indicates that battery power is low.

Unit	Type of Battery
Base Unit	(2) AAA batteries
Remote Unit	(2) AAA batteries

Insert batteries following the pattern shown inside the battery compartments. The units will not function if batteries are inserted improperly.

## Saving the Time and Date When Changing Batteries

When changing the batteries in your FoolProof Security System, you can make sure the time and date settings are saved on the device by doing one of the following:

- Use the SUSPEND or SHUTDOWN functions on the base station before removing the spent batteries and inserting the new batteries.
- Use a wall adapter plug to provide power to the base unit while you change batteries.

## Optimizing Battery Life

The batteries used in the base unit and remote units can experience longer battery life if the following suggestions are followed.

- Use the Shutdown function to turn off your FoolProof Security System when it is not in use.
- Change the Priority setting to LOW for each remote. A Priority setting of HIGH causes the remote and the base unit to communicate with each other much more frequently and thereby uses more battery power. The LOW Priority setting uses less battery power. Remember, there is a trade-off between using less battery power and a system that doesn't check for remotes that have moved as often.

## Airplane Travel and FoolProof

While you are traveling by air with your FoolProof Security System, it is highly recommended that you suspend the system during the take-off and landing of the airplane. Putting the system in Suspend mode will cause the system to be suspended. Pressing any button will re-activate the system.

Note: If you use the Shutdown mode (rather than Suspend mode), you may need to activate each remote individually by pressing the button on the remote.

## **Using a Remote to Alert a Base Unit**

When you press the button on a remote unit, it will cause the base unit to activate the base unit's alarm (using the remote's current alarm setting.)

This function may be useful in locating lost base units.

# Accessories for FoolProof

**Additional Remotes.** FoolProof all of your important personal belongings! One base unit can monitor up to 25 remotes. Additional remotes can be purchased from a local Authorized Retailer/Distributor. For a list of Retailers/Distributors, please visit our web site: [www.mrsicorp.com](http://www.mrsicorp.com)

**Belt Clip.** The base unit has a slot on the back that will work with certain kinds of belt clips. The belt clip sold as an accessory for cellular telephones is recommended.

**External Power Source.** FoolProof has the added feature of being powered from an external AC Adapter with a DC power cable. This can be purchased from a local electronics store.

**NOTE: The External DC plug must have a 2.5 mm ( + ) POSITIVE shell with a 1 mm pin and supply 3 Volts DC.**

## Technical Assistance

Visit our Web Site at: [www.mrsicorp.com](http://www.mrsicorp.com).

Click on the link for the Technical Assistance Page.

Enter your question(s) on the Technical Assistance Page. If the question cannot be answered via the web site, a tracking code will be assigned.

Before calling the help desk you must have the tracking code that has been assigned your question(s).

Help Desk: **801-123-4567**

NOTE: This is NOT a toll-free number and charges will be billed to your phone.

# Returning Product

In the unlikely event that our product fails to operate properly due to workmanship or component failure, all repairs or replacement will be at our discretion. If the product is found to be faulty, all attempts will be made to repair the product. If the product cannot be repaired, the product will be replaced at no charge to the customer. If we determine that the problem is from neglect or improper use, we will notify you via e-mail or by letter of the cost to repair the product.

You must write the tracking code that was assigned to your question(s) from our web site on the return package as instructed below.

ATTN: (Enter tracking code from web site)  
NEWONICS  
2550 South 2300 West  
Suite 11  
Salt Lake City, UT 84119

# FCC Information

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  
(2) This device must accept any interference received, including interference that may cause undesired operation.

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

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.

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

**IMPORTANT NOTE:** To comply with FCC RF exposure compliance requirements, this device must not be co-located or operated in conjunction with any other antenna or transmitter.

**CAUTION:** Changes or modifications not expressly approved by MRSI International could void the user's authority to operate the equipment.



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