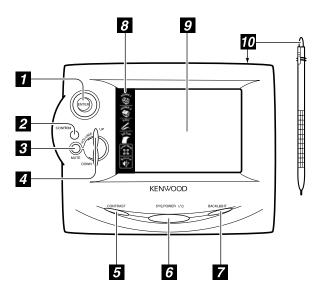


What's On PowerTouch III?



- **1. Joystick** (see page 17)
- 2. Confirm button (re-establishes interrupted communication with receiver)
- **3. Mute button** (push to mute the receiver's sound; push again to restore the sound)
- **4. Volume Up/Down buttons** (increase and decrease the receiver's volume)
- 5. Display Contrast button (see below)
- **6. System Power button** (turns the receiver on and off)
- 7. Backlight On/Off button (push to turn the touch-screen illumination on and off)
- 8. Quick Access menu (see page 16)
- 9. Touch screen display (see page 16)
- 10. Stylus (stored on top edge)

Adjusting the Screen Contrast

You can adjust PowerTouch III's screen contrast to improve its visibility from different viewing angles.

3

- 1. Press and hold (CONTRAST) until the Contrast screen appears:
- 2. Move the joystick up or down to increase or decrease the contrast.
- 3. Touch \(\subseteq \) to save the setting and return to the previous screen.



Setting Up Your PowerTouch III Controller

Your new PowerTouch III is a powerful controller that you can easily set up to remotely control a Kenwood receiver as well as all of the IR-controllable audio and video components in your entertainment system. PowerTouch III can also control home automation devices like lighting systems, video screens and motorized curtains, and PowerTouch III's extensive macro capabilities make it easy for you to perform complex operations by touching a single button. You can even customize PowerTouch III's screens by adding or deleting buttons, changing their shape, position and even their function.

PowerTouch III displays a separate set of controls for each component or device on its large LCD screen. To control the component or access further controls or menus you simply touch buttons and icons on the screen.

A component's controls will appear on PopwerTouch's screen after you have programmed PowerTouch to control the component. Programming PowerTouch to control components will be described later in this chapter.

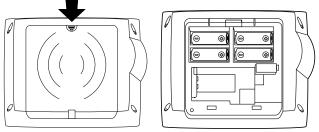
Installing the Batteries

Before you can set up any remote control item, you need to install batteries.

The batteries included with your new remote are intended for an operation check—they may
not last as long as alkaline batteries. We recommend replacing them with fresh alkaline
batteries for normal use.

To install the batteries:

- 1. Press down on the indentation on the battery cover and slide it off.
- 2. Insert four C (LR14) batteries, as shown.
- 3. Replace the battery cover.



When the batteries begin to run low, PowerTouch III displays a Low Battery message. Clear the message by touching the check mark icon () and replace all batteries as described here.

Maximize the life of your batteries by turning the Backlight off if you are not trying to use PowerTouch III in the dark. (See page 3).

If you cannot see anything on the screen after replacing the batteries, try to adjust the screen contrast. (See page 3).

Calibrating the Touch Screen

After you first install the batteries or reset PowerTouch III, you need to calibrate the touch screen so it properly responds to pressure from the included stylus or your finger.

If you are replacing batteries and complete the battery replacement within 3 minutes, you
do not need to calibrate the screen; calibration is stored in memory.

If the screen's performance begins to change, you can recalibrate it without resetting PowerTouch III by pressing $\[\]$ on the Setup menu.

To calibrate the touch screen, use the stylus to touch the center of each of the calibration points displayed on the screen:



When you touch each calibration point, you should hear a beep and see the next point, indicating that area of the screen is now calibrated. If you do not hear a beep, touch the calibration point until you do.

The touch screen is sensitive to pressure, not to movement. Press firmly but gently on any touch screen element. The screen will not respond if you simply brush the stylus or your finger along the surface.

Selecting the Model Type

After calibrating the touch screen, "Selecting the Model Type" appears automatically. The model type selection lets PowerTouch III recognize which model Kenwood receiver you have.

 Once the model type is selected, it does not have to be selected again even after PowerTouch III is reset.

To set the model type:

- 1. Press the receiver's ON STANDBY button to turn it ON.
- 2. Aim PowerTouch III towards the receiver and press the "MODEL 1" button on the display.
- 3. The receiver automatically transmits its type code to PowerTouch III. Once PowerTouch III stores it, the model type selection is complete.

If you made a mistake in the model type selection, restart it as follows.

 While holding the CONFIRM and VOLUME DOWN buttons together, press and release the RESET button under the battery cover (see above diagram). Do not release the CONFIRM and VOLUME DOWN buttons until you hear a short beep indicating the completion of setting.

Note: This resets PowerTouch to its factory default settings, so you will have to re-calibrate the touch screen before re-selecting the model type.

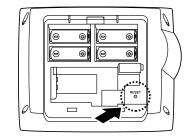
5

Resetting PowerTouch

If you experience a problem and need to reconfigure PowerTouch III, you can reset it..

- 1. Open the cover.
- 2. Use the stylus to press the blue button at the bottom of the battery case:

The items you set up in this chapter will remain in PowerTouch III. If you want to return PowerTouch to its factory default condition, please follow the restart instructions under "Selecting the Model Type", above.

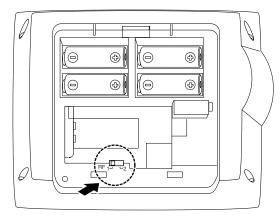


Changing the RF Transmission Frequency

The RF remote function may be affected by radio interference, etc. If this happens, you can change the RF transmission frequency.

To change the RF remote transmission frequency:

- 1. Open the battery cover on PowerTouch's rear.
- 2. Change the RF switch setting.



After changing PowerTouch III's RF transmission frequency, you also must change the receiver's RF reception frequency to match it.

To change the receiver's RF reception frequency:

Press and hold the RF BAND button (TAPE2/CD2 /MONITOR button) behind the receiver's
front panel door for more than 2 seconds. Each time you do this, the RF reception frequency switches between RF Band 1 and RF Band 2. Select the same band as the position number of PowerTouch's RF switch.

Remote Controllable Range

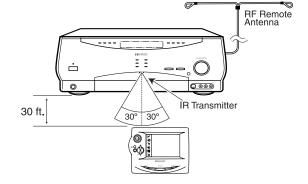
PowerTouch III transmits RF signals to the receiver, and the receiver sends IR signals back to PowerTouch.

6

PowerTouch III's range is about 30 ft provided there are no obstacles (see illustration to right).

PowerTouch III transmits an infrared signal in addition to an RF signal. When RF operation is not possible because of radio wave conditions, you can aim PowerTouch towards the receiver and use it as a conventional infrared remote control.

Since PowerTouch III uses infrared signals to control other A/V components and devices, aim PowerTouch towards the respective unit.

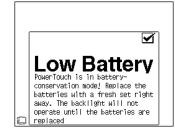


The following factors can maximize the performance of your PowerTouch III:

- 1. Position the receiver's RF antenna to achieve maximum RF range.
- 2. Do not position the receiver near metal (such as heat ducts). Metal can absorb RF signals.
- 3. Do not install the receiver where direct sunlight or high-frequency fluorescent lighting can shine directly into the infrared remote sensor. This can limit PowerTouch III's operating range.
- Make sure that PowerTouch III's range is not being affected by other radio frequency transmissions.
- 5. Do not block the IR transmitter on PowerTouch or on the receiver's front panel. Even a

brief blockage of the transmission (such as someone walking by) can cause the communication and feedback to become temporarily erratic. If this happens, press the CONFIRM button and PowerTouch III will resume normal operation (you might need to reenter the interrupted command).

6. When PowerTouch III's operating range gets shorter or PowerTouch III displays the low battery alarm shown at the right, replace all 4 batteries:



Adjusting PowerTouch's "Sleep Time"

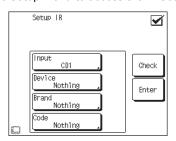
In order to reduce the battery consumption, PowerTouch III has been designed so that the screen shuts off when it is not operated for a given time. This time can be changed.

- 1. Touch (SETUP) to access the SETUP screen.
- 2. Touch $\left[\text{Standby}\atop\text{Time}\right]$ to access the Standby Time setting screen.
- 3. Touch or to set the desired time. The time until the screen shuts off can be changed to any value from 5 to 30 seconds.
- 4. Touch to return to the original screen.

Programming PowerTouch to Control Other Components

PowerTouch III can be programmed to control almost any IR-controllable audio-video source component and television. If the component's code is not already part of PowerTouch III's extensive library, you can use PowerTouch's Learn feature to teach the component's commands to PowerTouch III. You can also use the Learn function to expand the control capabilities of components with existing codes. For more information, see "Programming a Function in a Button (Learning)", on page 13.

- 1. Touch (SETUP) on the Quick Access menu to access the Setup menu.
- 2. Touch on the Setup menu to access the IR Setup menu:



- 3. Touch Input to open the list of receiver input jacks:
- CD1
- CD2/TAPE2
- MD/TAPE1
- CD-R
- VIDEO1 through VIDEO4
- DVD
- AV AUX
- TV1 and TV2 (these allow PowerTouch III to control your TV or cable tuner, even if it isn't connected to one of the receiver's input jack sets).

Select the input jack set that the component you want to set up is connected to.

- 6. Touch Device to select the type of component you have connected to the jack set.
- 7. Touch Brand Nothing to select the component's brand.
- 8. Touch Odd Nothing . You can now choose from a list of all the codes available for the component. Touch the first code on the list.
 - If you are programming to control a Kenwood component that is connected to the receiver with a system control cable, be sure to select the code that is preceded by "Sys-" or "System". This instructs PowerTouch III to send all commands for the component to the receiver, which will control the device via the system control cable.
 - If the component is a Kenwood Dual-Play 200-Disc CD Changer, you will need to set both CD1 and CD2/ TAPE2 to the correct code for this component ("Sys- Mega").
- 9. Touch Check . This instructs PowerTouch III to send a "power" test signal to the device. If your device turns on, the code you entered was correct. If it does not turn on, try the next code in the list. Continue until one of the codes works. If none of the codes work, see "Programming a Function in a Button (Learning)", on page 13.
- If you enter a code preceded by "Sys-" or "System" on step 8, skip this step.
- 10. When you have a code that works, touch Enter

Repeat steps 5 through 10 for each component you want PowerTouch to control.

Replacing a Setup Code with a New One

If you replace an existing component with a new one, you will need to program PowerTouch III to control the new component. After connecting the component, follow the steps under "Programming PowerTouch to Control Other Components" on page 7 for that input. The new code will replace the old code.

Deleting a Setup Code

If you disconnect a component from your system and do not plan to replace it, you may want to delete the setup code from PowerTouch III. To do so:

- Follow the steps under "Programming PowerTouch to Control Other Components" on page
 to select a jack set.
- 2. Touch \lfloor^{Input} $_{\text{CD1}}$. Scroll to the component "Nothing" then touch it. That component is no longer controlled by PowerTouch III.

8

Customizing PowerTouch's Screens

You can customize your PowerTouch III to suit your own needs. You can change almost everything about the way screens look, as well as the function of almost any button.

1. Name (\square): The name of the selected item can be changed.

2. Size (): The size of the selected item can be changed.

3. Move (): The selected item can be moved.

4. Cut (The selected item can be cut. The cut item can then be pasted

elsewhere.

5. Copy (): The selected item can be copied and pasted in another position.

6. Paste (): Pastes the cut or copied item in the specified position.

7. Delete (The selected item can be deleted.

8. Learn (): A new function can be programmed in an item on the touch

panel or in a hard key.

9. Gallery (): An item stored in the gallery can be pasted in a desired position.

10. Jump ([]): Allows you to access a button's sub-menus (if it has any) so they

can be customized.

For example, if you touch the tion to activate the jump mode during customization, you can access the TUNER screen from the

button.

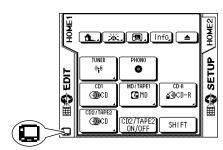
11. Default (): The screen can be reset to its default configuration.

12. Undo (Returns a customized operation to the condition before cus-

tomization.

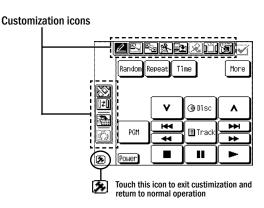
Renaming an Item

1. Go to the screen you want to customize and touch the 🔲 icon:

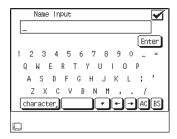


Note: Customization cannot be performed on screens where the \square icon is grayed out.

2. Customization icons are displayed, with the icon highlighted to indicate the Name mode. If the icon is not highlighted, touch it so that it is highlighted:



3. Touch the item you want to rename. The keyboard screen will appear:



The character entry space on the upper part of the keyboard shows the name currently given to the icon. To change the name, delete it with the BS (backspace) button and enter a new name.

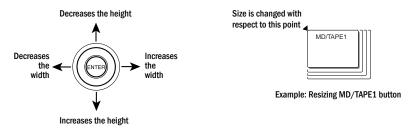
The [character] button displays alternate characters.

- 4. Touch the Enter button to save the name.
- 5. To continue customization, touch another item then proceed to the next operation.

Touch the [3] icon to exit from customization.

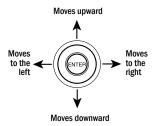
Changing an Item's Size

- 1. Go to the screen you want to customize and touch the icon. (Customization cannot be performed on screens where the icon is grayed out.)
- 2. When the customization icons are displayed, touch the icon so that it is highlighted (Size mode).
- 3. Touch the item you want to resize. The selected item will blink.
- 4. Change the item's size using the joystick:



Moving an Item

- 1. Go to the screen you want to customize and touch the \square icon. (Customization cannot be performed on screens where the \square icon is grayed out.)
- 2. When the customization icons are displayed, touch the icon so that it is highlighted (Move mode).
- 3. Touch the item you want to move. The selected item will blink.



Note: An item cannot be moved to a position where it overlaps another item or is outside the customizable area.

4. To continue customization, touch another item then proceed to the next operation.

Touch the icon to exit from customization.

Cutting an Item

- 1. Go to the screen you want to customize and touch the licon. (Customization cannot be performed on screens where the licon is grayed out.)
- 2. When the customization icons are displayed, touch the icon so that it is highlighted (Cut mode).
- 3. Touch the item you want to cut. The selected item is cut.
 - The cut item can be pasted in another position by using the Paste function (see below).

Copying an Item

- 1. Go to the screen you want to customize and touch the licon. (Customization cannot be performed on screens where the licon is grayed out.)
- 2. When the customization icons are displayed, touch the icon so that it is highlighted (Copy mode).
- 3. Touch the item you want to copy. The selected item will be copied into memory.
- 4. Paste the copied item in the desired position by using the Paste function (see below).

Pasting an Item

- 1. Cut or copy the desired item.
- 2. Touch the ki icon so that it is highlighted (Paste mode).
- 3. Paste the copied item in the desired position by touching the location where you want to paste the item.
 - The copied item cannot be pasted in a position where it overlaps another item or is outside the customizable area.

Deleting an Item

- 1. Go to the screen you want to customize and touch the icon. (Customization cannot be performed on screens where the icon is grayed out.)
- 2. When the customization icons are displayed, touch the icon so that it is highlighted (Delete mode).
- 3. Touch the item you want to delete. The selected item is deleted.

Selecting an Item in the Gallery and Pasting it in the Screen

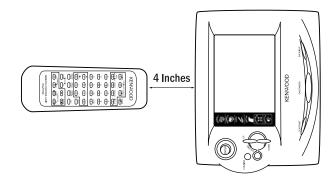
- 1. Go to the screen you want to customize and touch the \square icon. (Customization cannot be performed on screens where the \square icon is grayed out.)
- 2. When the customization icons are displayed, touch the icon to view items in the Gallery.

 Press the Next, button to view more Gallery items.
- Touch the item you want to copy from the Gallery. The previous menu is automatically displayed.
- 4. Touch the position where you want to paste the selected item. The selected item cannot be pasted in a position where it overlaps another item or is outside the customizable area. If the item you select is a selector item (for example, an input selector button such as "Tuner" or "CD"), it can be pasted only on the HOME1 or HOME2 screens.

Programming a Function in a Button (Learning)

PowerTouch III can learn functions from almost any standard IR remote.

- 1. Go to the screen you want to customize and touch the icon. (Customization cannot be performed on screens where the icon is grayed out.)
- 2. When the customization icons are displayed, touch the icon so that it is highlighted (Learn mode).
- 3. Select the button or icon into which you want to program the desired function. The buttons which can learn functions are not only those displayed on the screen but also include the MUTE button, VOLUME UP/DOWN buttons, ON/STANDBY button and the joystick. However, when PowerTouch is displaying the HOME1 and HOME2 screens, the MUTE button, the VOLUME UP/DOWN buttons, and the ON/STANDBY button cannot learn any functions.
- 4. Aim the remote you want to learn from at PowerTouch III and press and hold the button on that remote you want PowerTouch III to learn:



This may take a few seconds; do not move PowerTouch III or the other component's remote until PowerTouch III displays the Function Change menu again.

- PowerTouch's screen displays "Complete" when learning completes successfully.
- PowerTouch's screen displays "Error" when learning fails.

Be sure to use the component's original remote. PowerTouch III will not learn commands from other universal remotes.

Note: Depending on the device's remote control unit, Learning may not be possible.

Restoring a Screen to its Default Configuration

- 1. Go to the screen you want to customize and touch the licon. (Customization cannot be performed on screens where the licon is grayed out.)
- 2. When the customization icons are displayed, touch the icon. The screen is reset to its default configuration.

Accessing a Button's Sub-menus (Jump)

When the jump mode is activated during customization, a button's sub-menus can be accessed for customization.

1. Touch the tion during customization. The icon is highlighted to indicate the Jump mode.

In the Jump mode, the buttons which have sub-menus (such as "Tuner" and "CD") will display a small triangle in the lower right-hand corner.

- 2. Touch the button to display its sub-menu.
- 3. Customize the sub-menu as desired.
- 4. Touch the icon again to exit the Jump mode.

Undoing the Last Operation Performed

Touch the icon immediately after performing the operation that you want to undo. The operation will be canceled.

Locking Customization Results with a Password

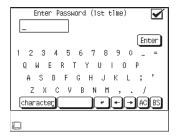
You can activate a password to prevent others from customizing PowerTouch III.

To lock customization:

- 1. Touch (SETUP) on the Quick Access menu to access the Setup menu.
- 2. Touch Misc. . The following screen appears:



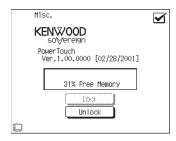
3. Touch Lock . the following screen appears:



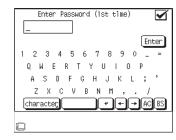
- 4. Enter a password and touch Enter .
- 5. When the Enter Password screen is displayed for the second time, enter the same password as step 4 again and touch [Enter] again.
- 6. Touch **d** to return to the original screen.

To unlock customization:

- 1. Touch (SETUP) on the Quick Access menu to access the Setup menu.
- 2. Touch Misc. . The following screen appears:



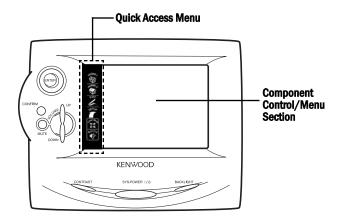
3. Touch Unlock . The following screen appears:



- 4. Enter your password and touch Enter .
- The customization will be unlocked.
- 5. Touch to return to the original screen.

Using Your PowerTouch III

PowerTouch III's LCD display screen is divided into two sections: the Quick Access Menu and the Component Control/Menu Section:



The Quick Access Menu:

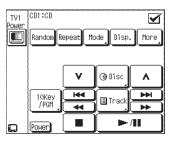
The buttons in the Quick Access menu are always available, regardless of what else is displayed on the touch screen. Touch these buttons for instant access to:

- Home1, Home2: Music and movie source component controls such as CD players, the radio tuner or VCRs.
- Editing (recording) features
- Setup features
- · Listen modes such as stereo, Dolby Digital or DTS
- Sound adjustment controls, such as loudness or "Midnight" mode

The Component Control/Menu Section

The Component Control section provides the same kinds of access as the Quick Access menu, but with more structure. Use the main menu to navigate through the feature menus to exactly the feature or device you want to use.

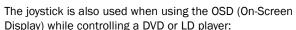
You get all the advantage of an on-screen graphical display, without having to use a TV screen. The example below is PowerTouch III's Component Control/Menu Section display of a typical CD player control screen:



Using the joystick

The joystick makes the following operations possible.

- Customization of the PowerTouch III screen: The buttons on PowerTouch III's screens can be moved or resized. (See page 10 for details)
- Contrast adjustment of the PowerTouch III screen (see page 3).



- Display a menu containing the OSD function.
- Press the OSD button or Menu. The menu is displayed on the TV monitor screen.
- Navigate to an item on the OSD menu by tilting the joystick up/down or to the left/right.
- Press the joystick's ENTER button to select the item.

(With certain models, the selected item may also be established with the other buttons.)

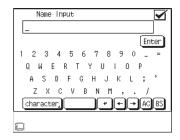
Note: Certain OSD functions may be restricted with some devices.

Entering Text

Many of the control menus allow you to assign your own names to list items (such as radio stations, CD titles, etc.).

To enter text for names:

- 1. Access the control screen with the item name you want to change. You have accessed the appropriate screen if $\left\lceil \frac{Name}{Input} \right\rceil$, $\left\lceil \frac{Title}{Input} \right\rceil$ or $\left\lceil \frac{Title}{Input} \right\rceil$ appears on the screen.
- 2. Touch one of the buttons shown in step 1. The Name Input screen will appear:



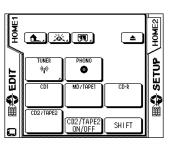
- Use the stylus to select characters from the keyboard.
- Touch [character] to access other characters.
- Touch [+] or [+] to move back and forth between the characters.
- Touch 🔊 to clear the last character you entered. Touch 🙉 to delete all the characters in the line.
- Touch to insert a space.
- Touch 🛨 to feed a line. (The 💽 button may not be provided in certain menus.)

Navigating Your PowerTouch III

PowerTouch III has four basic menus as shown below:

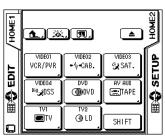
HOME 1

Icons for the system's audio components. Select a component's icon to control and listen to it.



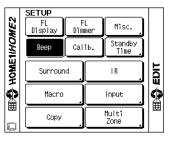
HOME 2

Icons for the system's video components. Select a component's icon to control and listen to it.



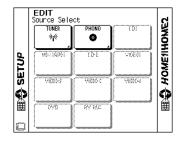
SETUP

Icons for setting up and customizing PowerTouch and the system.



EDIT

Icons for recording from one component to another.



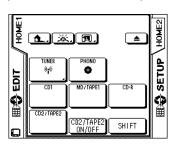
There are two ways to navigate these four basic menus:

- Touch the "HOME1", "HOME2", "SETUP" or "EDIT" icons on the Component Control/Menu Section.
- Touch the desired icon in the Ouick Access menu to the left of the main screen.

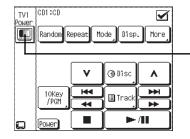
Controlling Components

Your PowerTouch III makes it easy for you to control the different components of your home entertainmemt system. Its easy-to-use LCD screen provides a choice of command buttons similar to those found on the components' own remotes. Use these buttons to control your home entertainment equipment by following these easy steps:

1. Choose the menu containing the device you want to use (HOME1 shown, left below).



2. Touch the icon button for the device you want to operate from PowerTouch III's control screen. (Typical CD player control screen shown, right, below.)



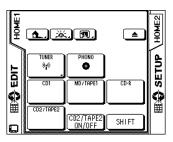
If you have programmed TV1 to control your TV. the TV power icon will be displayed in this position on all component control screens, so you can easily turn the TV on or off while controlling another component.

3. Touch a button on the component's control screen to control the component.

Controlling a Component Without Changing the Input (Using the SHIFT button):

By using the SHIFT button on the HOME1 and HOME2 menus, you can transmit component control signals without changing the receiver's input. This makes it possible, for example, to turn the VCR on and rewind a tape while listening to a CD.

1. Touch (HOME1) or (HOME2) in the Quick Access menu to display the HOME1 or HOME2 menu:



- 2. Touch SHIFT
- 3. Touch the desired operation button within 3 seconds after above.

By touching the SHIFT button and executing an operation, any device can be controlled without sending the command signal to the receiver.

Note: The above operation is not available with Kenwood components connected using a system control cable.

Performing Several Actions at Once (Macros)

PowerTouch III's sophisticated processing power makes it easy for you to perform several actions at once using the Macro menu. Macros specify which components and devices should receive which commands at what intervals, allowing you to lower curtains, dim lights, turn components and devices on and start their operation all with a single touch.

There are six macros automatically associated with each component you program PowerTouch to control. These macros appear on the "More" screen for each component. Although you can assign any set of actions to a macro, the macro's association with the component will not change.

Any device command (including home automation devices such as Lutron, X-10 and Makita) can be included in a macro.

Macros enable you to group multiple actions onto a single button. For example:

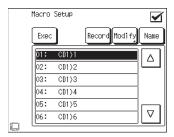
- You could create a macro to accerss a specific TV station (like CNN or your local PBS station)—like setting a preset station on your car radio. To do this you would most likely use a macro associated with the TV, cable or satellite receiver controls. You would then define a macro that entered the channel number for that particular station.
- You could create a macro to change the TV's video input and start playing a tape in your VCR. For this you would most likely use a macro associated with the VCR controls. You would then define a macro that:

- changes the TV to channel 3 (or to the video input the VCR is connected to)
- turns the VCR power on
- delays 2 seconds to allow the VCR to power-up

- switches the TV's video input to VCR
- · puts the VCR into the play mode

Creating a Macro

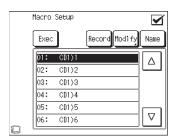
- Think about the sequence of events you want to set up. You may even want to write down
 which components and devices should turn on first and how much time you think should
 pass between each step.
- 2. Touch (SETUP) on the Quick Access menu, then touch screen appears:



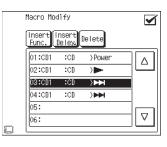
- 3. Determine what component you will be using when you want to run the macro and select a macro line associated with that component.
- 4. Touch Name . Enter a name for the macro. (See "Entering Text" on page 17 for more information on entering names.)
- 5. Touch Enter to save the name.
- 6. Touch Record to record the Macro.
- Perform the control operations of the devices in the order you want the macro to perform them.
- 8. Touch the icon to complete recording the macro.

Modifying a Macro

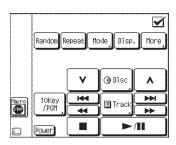
1. Touch (SETUP) on the Quick Access menu, then touch screen appears:



- 2. Select the macro line you want to modify.
- 3. Touch Modify . The Macro Modify screen appears:



- To delete a function:
 - a. Touch the function line you want to delete
 - b. Verify that this is the function you want to delete, then touch Delete
- To insert a function:
 - a. Touch a macro function line where you want to insert a function, then touch The new function line will be inserted before the selected line.
 - b. Touch a device, then touch an available function.

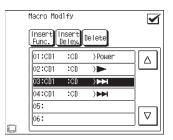


- c. PowerTouch inserts the function, then returns to the Macro Device menu.
- 4. Touch **d** to return to the Macro Function menu.

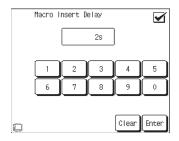
Note: If a function programmed in a macro does not execute, a delay should be inserted in the sequence before the function.

Inserting a Delay in a Macro Sequence

1. Touch the line of the function that did not execute:



2. Touch [Insert Delay screen appears:



3. Use the number buttons to enter a delay time and touch [Enter]. PowerTouch inserts the delay, then returns to the Macro Function menu.

- 4. Repeat steps 1 3 to insert other delays.
- 5. Touch **d** to return to the Setup Macro menu.
- 6. Touch a Quick Access button to return to the Home1 or Home2 menu.

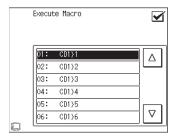
Using Macros

Once you have defined macros, there are two ways to access them:

- From the Macro button on the Home1 and Home2 menus, which displays all available macros
- From the More screen of each component, which displays only the macros you associated with that component

To Run a Macro from the Home1 or Home2 Menu:

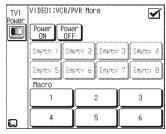
1. Touch (MACRO) on the Home1 or Home2 menu screens. The Execute Macro screen will appear:



- 2. Touch a macro line. If the macro you want is not displayed, use the up and down arrow buttons to scroll through the list until you see it.
- 3. Touch **t** to return to the previous menu.

To Run a Macro from a Component's "More" Screen:

- 1. Access the component's controls from the Home1 or Home2 screen.
- 2. Touch the "More" button on the component control screen. The component's More screen will appear:



3. Select the macro you want from the buttons that appear at the bottom of the screen.

Controlling Home Automation Equipment

Your new PowerTouch III comes pre-programmed with codes to control home automation products manufactured by X-10, Lutron, and Makita. These products enable you to use PowerTouch III to dim lights, close or open drapes, and operate non-audio/video equipment. You can even control home automation equipment as part of a macro. See "Performning Several Actions at Once (Macros)" on page 19 for more information.

PowerTouch III's home automation control feature works using built-in screens specially designed to emulate the operation of X-10, Lutron, and Makita equipment remotes. These features require no setup to work with the compatible products listed.

Simply aim PowerTouch III at the device you want to control, then touch the icon buttons and settings for the tasks you want to perform.

Note: Do not aim PowerTouch III at your Kenwood receiver—none of the home automation devices are connected to it.

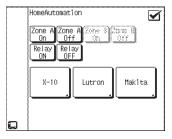
X-10 Home Automation

Using an X-10 Home Automation System, you can operate various items in your home with just a few buttons on your PowerTouch III. Dimming lights and turning any non-audio/video equipment on or off is an easy task with X-10. All that is required is an X-10 IR converter and X-10 lamp control modules, which are sold separately.

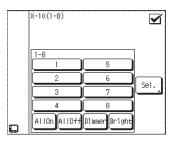
For more information, see the manual for the particular X-10 device you want to control.

To run your X-10 Home Automation System using PowerTouch III:

1. Access either the HOME1 or HOME2 menu and touch to open the Home Automation menu:



2. Touch x-10 to access the X-10 command menu:



- 3. Touch the numbered button that corresponds to the X-10 module you want to control. For more information, see your X-10 manual.
 - Bright brightens lamp modules.
 - Dimmer dims lamp modules.
 - Sel. means Select. Use this button to move back and forth between this group of buttons and the next eight buttons (9-16) on PowerTouch III.
- 4. Touch do to return to the Home Automation menu.
- 5. Touch any Quick Access menu button to change to that menu.

The X-10 IR-543 Converter is compatible with your PowerTouch III. In addition, Radio Shack also sells a compatible converter (product number RSU 10037703).

Contact X-10 at www.x-10.com, or at X10@x10.com.

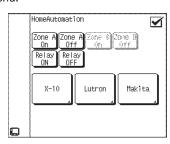
Lutron

Your PowerTouch III can dim or brighten indoor lighting using the Lutron Spacer System or Lutron GRAFIK Eye devices, which are sold separately.

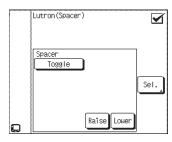
For more information, see your Lutron manual.

To operate your Lutron controls using PowerTouch III:

1. Access either the HOME1 or HOME2 menu and touch to open the Home Automation menu:



2. Touch to access Lutron commands. Touch sel. to access either the Spacer (shown) or Grafik Eye control screens, depending on which system you use.



Use PowerTouch III's screen as your Lutron remote. Refer to your Lutron manual for more information on these commands.

- 4. Touch **to** return to the Home Automation menu.
- 5. Touch any Quick Access menu to change to that menu.

Lutron models SP-HT-WH, GRX-IT, and GRX-8IT are compatible with your PowerTouch III. Contact Lutron at:

Lutron Electronics Co., Inc. 7200 Suter Road Coopersburg, PA 18036-1299 800-523-9466 www.lutron.com

Makita

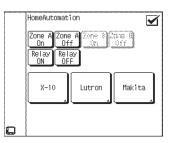
You can use your PowerTouch III to open drapes or blinds in your home. Your PowerTouch III completely replaces these Makita Automatic Drapery Opener System remotes:

- ZZRC10
- ZZRC20
- ZZRC30
- ZZRC60

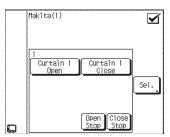
For more information, see your Makita manual for the particular device you want to control.

To operate your Makita device using PowerTouch III:

1. Access either the HOME1 or HOME2 menu and touch to open the Home Automation menu:



2. Touch Makita to access the Makita controls:



3. Use this screen as your Makita remote. If you want to control more than 1 Makita device, touch sel. to cycle through the additional screens. You can control up to 6 Makita

devices. Refer to your Makita manual for more information on these commands.

- 4. Touch **d** to return to the Home Automation menu.
- 5. Touch any Quick Access menu to change to that menu.

To include a new curtain device (up to 6) touch.

For more information, contact Makita at:

Makita USA Inc.

14930 Northam Street

La Mirada, CA, 90638-5753

800-851-0537 (telephone)

714-522-8194 (facsimile)

Makitaapd@aol.com

Note: The products and companies listed previously are not owned by or affiliated with Kenwood in any way. Please contact these companies directly for further information or to find a retailer near you.

Accessories Control

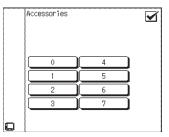
PowerTouch III includes 8 additional buttons for controlling virtually any device that accepts IR codes. You can use these buttons to control these devices in two possible ways:

- You can teach the device's IR code to PowerTouch III.
- If the device is learning-capable, you can teach one of PowerTouch III's accessory IR codes to the device.

Regardless of whether you teach the accessory PowerTouch III's code or teach PowerTouch III the accessory's code, these commands can also be included in PowerTouch III's Macros. See "Performing Several Actions at Once (Macros)" on page 19 for more information.

To teach a device's IR code to one of PowerTouch III's Accessory buttons:

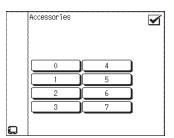
1. Access either the HOME1 or HOME2 menu and touch to open the Accessories menu:



2. Beginning with step 2, follow the instructions under "Programming a Function in a Button (Learning)", on page 13.

To teach one of PowerTouch III's preset IR codes to a device:

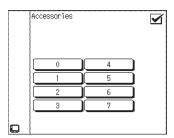
1. Access either the HOME1 or HOME2 menu and touch to open the Accessories menu:



- 2. See the device's manual for specific information about programming it with PowerTouch III's accessory codes.
- 3. Touch a button. This button will control the accessory once you are done. If the button is already assigned to another accessory, the new assignment will overwrite the old one.

To operate devices assigned to the accessory codes:

1. Access either the HOME1 or HOME2 menu and touch to open the Accessories menu:



- 2. Touch the button corresponding to the code that you taught PowerTouch III for the device you want to control.
- 3. Touch a Quick Access menu button to return to the HOME1 or HOME2 menu.