



Present

KD200 SYSTEM



CODE GENERATION FLIP KEY SYSTEM

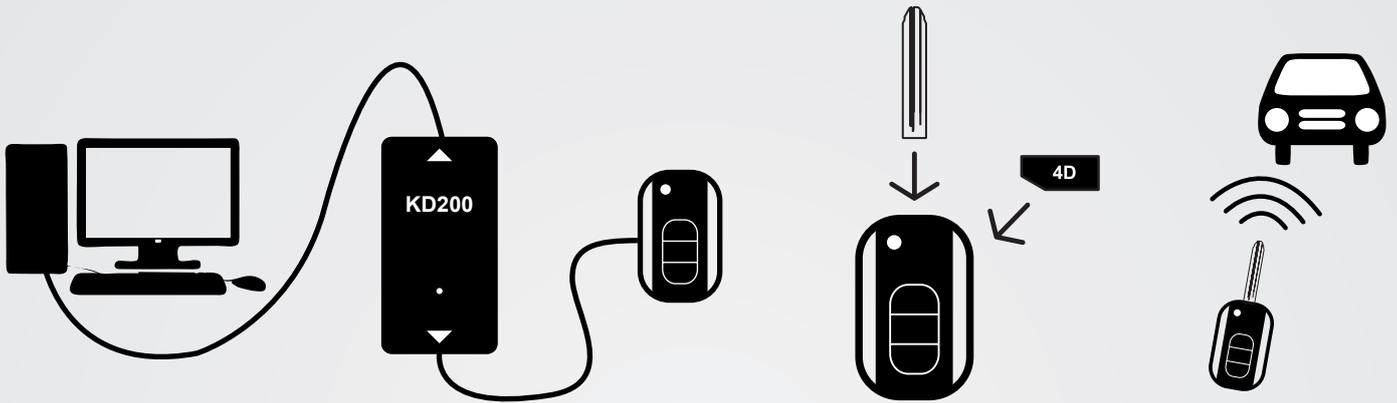
The KD200 System is the newest development in automotive remote programming incorporating remote control generation and interchangeable flip keys. This enables your store to sell integrated keys and remote controls without ever needing an existing flip key. Another added benefit to the KD200 system is its code generation system. Unlike other remote-to-remote copy systems that lose the original remote, code generation ensures it is an entirely new remote control. This allows multiple new remote controls, and many old remote controls to be added to the system at the same time (dependant on how many remotes the system can hold).



COMPATIBILITY

Currently the KD200 System supports selected Toyota, Mazda and Ford models. These vehicles include Ford Falcon, Ford Territory, Mazda 2, Mazda 3, Mazda 6, Toyota Camry, Toyota Avensis and Toyota Tarago. Further on-going development will see more makes and models added to this range.

SIMPLE & EASY TO USE

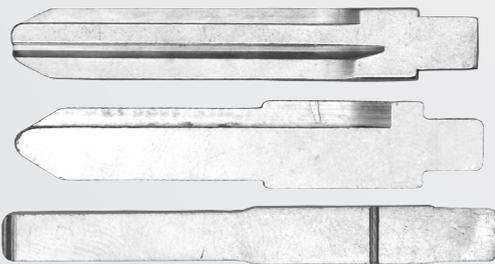


Connect the KD200 unit to your PC or laptop and input the vehicle info using the KD200 software.

Connect the KD200 Unit to the KD200 Remote and write the vehicle information across.

Attach the appropriate key blank and insert the pre-programmed glass or carbon transponder chip.

Program the remote to the vehicle and test the transponder key head.



CHANGE KEYBLADES

The KD200 Remotes have been designed to allow for interchangeable keyblades to attach into its flip key mechanism. With a wide range of keyblades available to suit the most common cars on roads you will be able to provide a programmed, working flip key for any of your customers.

TRANSPONDERS

The unique design of the KD200 remotes allow for either glass or carbon transponder chips to be used in the remotes. Using your desktop transponder copying device, simply copy the customers existing transponder on to a glass or carbon transponder chip and place it inside the remote module bay of the KD200 remote.

