



**SPORTSTER 4**  
Satellite Radio Plug & Play Receiver

**User Guide**



## **Congratulations on the Purchase of your new SIRIUS Sportster 4 Plug-n-Play Receiver**

Your new SIRIUS Sportster™ 4 Plug-n-Play Receiver lets you enjoy SIRIUS® Satellite Radio's digital entertainment anywhere you've installed the SUPH1 SIRIUS Universal Plug and Play Home Kit, SUPV1 SIRIUS Universal Plug and Play Vehicle Kit, or the SUBX1 SIRIUS Plug and Play Universal Boombox (each sold separately). Use this manual to familiarize yourself with all of SIRIUS Sportster's features and capabilities. For the latest information about this and other SIRIUS Sportster products and accessories, visit <http://www.sirius.com>.



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# Warning and Safety Information

## FCC Warning

This equipment may generate or use radio frequency energy. Changes or modifications to this equipment may cause harmful interference unless the modifications are expressly approved in this owners guide. The user could lose the authority to operate this equipment if an unauthorized change or modification is made.

## FCC Compliance

This equipment has been tested and found to comply with Part 15 of the FCC Rules. These rules are designed to provide reasonable protection against harmful interference. This equipment may cause harmful interference to radio communications if it is not installed and used in accordance with these instructions. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one of more of the following measures:

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

# Canadian Compliance

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

## General Precautions

### Liquid Crystal Precautions

If the LCD screen on the SIRIUS Sportster is damaged, do not touch the liquid crystal fluid. If any of the following situations happen, take the action indicated:

1. If the liquid crystal fluid comes in contact with your skin, wipe the skin area with a cloth and then wash the skin thoroughly with soap and running water.
2. If the liquid crystal fluid gets into your eye, flush the eye with clean water for at least 15 minutes. Seek medical care.
3. If the liquid crystal fluid is ingested, flush your mouth thoroughly with water. Drink large quantities of water and induce vomiting. Seek medical care.

### Safety Precautions

Be sure to observe the following warnings. Failure to follow these safety instructions and warnings may result in a serious accident.

- Do not operate the SIRIUS Sportster in a way that might divert your attention from driving safely. As a driver, you alone are responsible for safely operating your vehicle in accordance with traffic safety laws at all times.
- Do not install the unit where it may obstruct your view through the windshield, or of your vehicle's indicator displays.
- Do not install the unit where it may hinder the function of safety devices such as an airbag. Doing so may prevent the airbag from functioning properly in the event of an accident.
- Be sure the unit is installed as described in the installation instructions which accompany each accessory kit. SIRIUS Satellite Radio is not responsible for issues arising from installations which were not installed according to the instructions.

- To avoid short circuits, do not open the unit, and never put or leave any metallic objects (coins, tools, etc.) inside the unit.
- If the unit emits smoke or unusual odors, turn the power off immediately, and disconnect the unit from any power source.
- Do not drop the unit or subject it to strong shocks.
- If the unit doesn't seem to be working properly, turn the unit off, remove the battery from the unit, wait 10 seconds, replace the battery and then turn it on again.
- The installation and use suggestions contained in this manual are subject to any restrictions or limitations that may be imposed by applicable law. The purchaser should check applicable law for any restrictions or limitations before installing and/or operating this unit.

### **Operating Temperature**

The SIRIUS Sportster is designed to operate between  $-20^{\circ}$  to  $+85^{\circ}$  C ( $-4^{\circ}$  to  $+185^{\circ}$  F). Avoid leaving the unit in a vehicle or elsewhere where the temperature may fall outside this range. Extreme temperatures or extreme temperature fluctuations can degrade the performance of the LCD display screen, and possibly damage it.

### **Cleaning and Maintenance**

If the SIRIUS Sportster becomes dirty, turn the power off and wipe it clean with a soft cloth. Do not use hard cloths, strong cleaning fluids, paint thinner, alcohol, or other volatile solvents to clean. These may cause damage to the unit.

# Copyrights & Trademarks

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™ "Sportster" is a trademark of SIRIUS Satellite Radio.

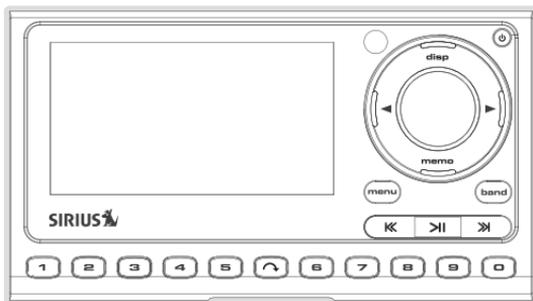
Portions of the software on this receiver are licensed under the eCos License. Distribution of eCos requires that the eCos source code be made available to Sirius Satellite Radio customers. The eCos License and eCos source code are available to the public at <http://www.sirius.com/ecoslicense>.

Sirius Satellite Radio reserves all rights to all receiver software not covered under the eCos license. This includes all portions of receiver software that were not distributed to Sirius as part of the eCos operating system.

Hardware, subscription and activation fee required. For full Terms & Conditions, visit <http://sirius.com>. Prices and programming are subject to change. Not available in HI and AK. Equipment and subscription sold separately. Installation required with some equipment.

# Package Contents

The following items are included with your purchase of the SIRIUS Sportster SP4 receiver:



**Sportster SP4 Receiver**



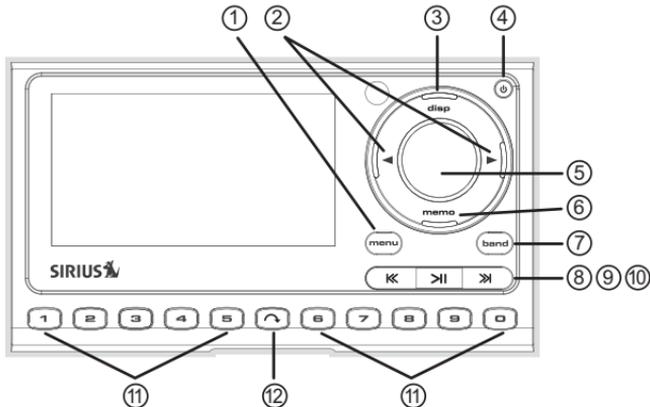
**Remote Control**

Unpack your SIRIUS Sportster receiver carefully and make sure that everything shown is present. If anything is missing or damaged, or if your SIRIUS Sportster receiver fails to operate, notify your dealer immediately. It is recommended that you retain the original carton and packing materials in case you need to ship your receiver in the future.

# Controls

## SIRIUS Sportster Reference Guide

Figure 1 and the section following identify and describe the buttons and controls of the SIRIUS Sportster.



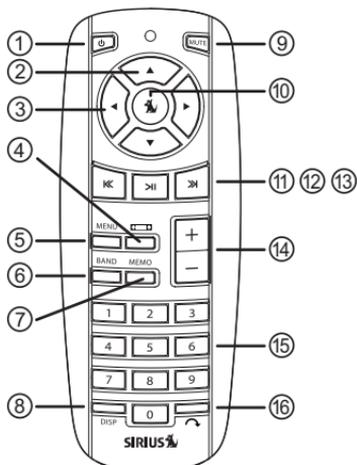
**Figure 1**

- 1. Menu Button:** Used to access the *Menu Options* to make setup and feature changes. Pressing and holding the **MENU** button accesses the *FM Transmitter* setup menu to change the frequency of the FM transmitter.

2. **Category Buttons:** Navigates through the category list screens which displays the SIRIUS channel categories.
3. **Display (DISP) Button:** Changes text size of artist names and song titles on the display screen. In list mode, it toggles between channel name, artist name and song title. Pressing and holding this button enters the channel list mode, or will exit a list mode.
4. **Power Button:** Turns the receiver On and Off.
5. **Rotary Knob & Select Button:** Navigates through display screens and makes selections of items highlighted on the display screen. Rotating clockwise increases the channel number (down the list), and moves down when in a menu list. Rotating counterclockwise decreases the channel number (up the list), and moves up in when in a menu list. Pressing the **Rotary Knob** selects a highlighted item.
6. **Memory (MEMO) Button (S-Seek Function):** Pressing and releasing this button saves artist names and song titles. You can store up to 30 artist/song title combinations, including favorite teams and traffic channels. Pressing and holding the MEMO button will enter the recall mode, displaying the stored artist/song titles.
7. **Band Button (P.Tune):** Pressing and releasing this button switches between the preset banks A, B, and C, which hold 10 presets each for a total of 30. Pressing and holding this button enables the Preset Tune Mode, which allows for viewing and browsing of stored presets with turn of the **Rotary Knob**.
8. **Rewind Button:** Used to rewind through content saved to Instant Replay. Pressing and releasing this button rewinds to the beginning of the song or program. Pressing and holding rewinds by time through the saved content.
9. **Play/Pause Button:** Pauses and replays live or time-shifted content from the currently tuned channel. Pressing and holding this button displays a list of songs in the saved content.
10. **Fast Forward Button:** Used to fast forward through Instant Replay saved content. Pressing and releasing this button fast-forwards to the beginning of the next song or program. Pressing and holding fast-forwards by time through the saved content.
11. **Preset Number Buttons (0–9):** Sets and selects preset channels.
12. **Jump Button:** Jumps to a preset favorite channel. Pressing the button again returns back to the original channel.

## Remote Control Reference Guide

Figure 2 and the section following identify the buttons of the remote control.



**Figure 2**

1. **Power Button:** Turns the receiver On and Off.
2. **Channel Buttons:** Navigates through channels and display screens.
3. **Category Buttons:** Navigates through categories and display screens.
4. **FM Frequency Button:** Accesses the *FM Transmitter* menu to change the frequency of the FM transmitter.

5. **MENU Button:** Used to access the *Menu Options* to make setup and feature changes. Pressing and holding the **MENU** button accesses the *FM Transmitter* setup menu to change the frequency of the FM transmitter.
6. **BAND Button:** Pressing and releasing this button switches between the preset banks A, B, and C, which hold 10 presets each for a total of 30. Pressing and holding this button enables the Preset Tune Mode, which allows for viewing and browsing of stored presets.
7. **Memory (MEMO) Button (S-Seek Function):** Pressing and releasing this button saves artist names and song titles. You can store up to 30 artist/song title combinations. Pressing and holding will enter the recall mode, displaying the stored artist/song titles.
8. **Display (DISP) Button:** Changes text size of artist names and song titles on the display screen. In list mode, it toggles between channel name, artist name and song title. Pressing and holding the this button enters the channel list mode, or will exit a list mode.
9. **Mute Button:** Mutes the audio of the receiver.
10. **SELECT Button:** Selects items highlighted in a list; hold-down to jump to the previously-received channel. When not in a menu or list, pressing the **SELECT** button selects the channel entered using the number buttons.
11. **Rewind Button:** Used to rewind through content saved to Instant Replay. Pressing and releasing this button rewinds to the beginning of the song or program. Pressing and holding rewinds by time through the saved content.
12. **Play/Pause Button:** Pauses and replays live or time-shifted content from the currently tuned channel. Pressing and holding this button displays a list of songs in the saved content.
13. **Fast Forward Button:** Used to fast forward through Instant Replay saved content. Pressing and releasing this button fast-forwards to the beginning of the next song or program. Pressing and holding fast-forwards by time through the saved content.
14. **VOL+ / VOL- Buttons:** Increases or decreases the audio volume.
15. **Number Buttons (0–9):** Selects channels directly and selects presets.
16. **Jump Button:** Jumps to a preset favorite channel. Pressing the button again returns back to the original channel.

### Remote Control Battery Installation

To install the remote control battery, turn the remote control over and locate the battery cover near the bottom edge. Open the battery compartment and place the battery in the compartment with the + side of the battery facing up. Replace the battery cover on the remote control.

# Getting Started

SIRIUS suggests professional installation of this product in your vehicle. Professional installation provides an experienced technician to install this product in your vehicle, advice for selecting a suitable mounting location, installation of the antenna, and routing all the necessary wires and cables. If the FM reception within your vehicle proves to be poor, an installer will have the necessary accessories to install an optional FM relay switch, or an audio cable to connect the audio output of the SIRIUS Sportster directly to your vehicle's audio system. Ask your SIRIUS retailer if they provide professional installation services, or can recommend a professional installation service.

## Selecting an FM Frequency

To listen to the audio from the SIRIUS Sportster, you will need to tune the FM radio in your vehicle or home and the FM transmitter in the SIRIUS Sportster to the same FM frequency. The FM transmitter in the SIRIUS Sportster defaults to 88.1 MHz, so you can begin by tuning your vehicle or home FM radio to 88.1 MHz. If there is an FM station broadcasting on that frequency, you will have to search for a different FM frequency to use, and then change the FM frequency that the SIRIUS Sportster will use to transmit.

The FM transmitter frequency of the SIRIUS Sportster may be changed using the *Menu Options*, or by pressing and holding the **MENU** button to access the *FM Transmitter* menu option. Details for changing the FM frequency are found in the **FM Transmitter** section.

## Subscribing to the SIRIUS Service

Before you can listen to the SIRIUS service, you need to subscribe to the SIRIUS Satellite Radio service. To subscribe, do the following:

1. Be sure that the SIRIUS Sportster is correctly installed, is in the vehicle or home dock, and that the antenna is oriented to receive the SIRIUS signal.

2. Turn on the SIRIUS Sportster. After the startup sequence, it will update the SIRIUS channel line-up. Wait until the channel updates have completed before pressing any buttons.
3. Once the channels have been updated, the display will change to *Call 1-888-539-SIRIUS to Subscribe* and will tune to channel 184. You will not be able to listen to other channels until you activate your SIRIUS subscription.
4. Use the **Rotary Dial** to tune to channel **0** to display the SIRIUS Sportster's unique 12-digit SIRIUS ID Number (SID). (Figure 1) You can also tune to channel **0** by using the remote control: Press the **Select** button, then the **0** (zero) button, and then the **Select** button again. The SID number is also available on the SIRIUS Sportster's packaging, and may also be accessed by pressing the **MENU** button and selecting *Sirius ID*. Write the SID number down in the space provided near the end of this guide.
5. Have your credit card handy and contact SIRIUS on the Internet at:  
**<https://activate.siriusradio.com/>**  
and follow the prompts to activate your subscription. You can also call SIRIUS toll-free at: **1-888-539-SIRIUS** (1-888-539-7474).
6. When you have successfully subscribed to the SIRIUS service, and the SIRIUS Sportster has been updated with your subscription information, an alert will be displayed. To continue, press the **Rotary Dial**.

You are now ready to begin enjoying SIRIUS Satellite Radio's digital entertainment, and can tune to other channels!

# Operation

## Display Screen Information

The display screen of the SIRIUS Sportster provides information about the operation of the receiver, such as the currently tuned channel, song or show being played, artist name, time and other information. This screen is referred to as the *Default* display screen in this manual. Figure 1 identifies the information displayed when listening to a typical broadcast.



**Figure 1**

## Navigating Menus and Lists

The menu and list structures in the SIRIUS Sportster are navigated by turning the **Rotary Knob** to scroll through a menu or list to highlight your choice, and then pressing the **Rotary Knob** to select the choice. When using the remote control, menus and lists are navigated by pressing the **Channel ▲▼** buttons, and then pressing the **Select** button to select the choice.

## Display (DISP) Button

Pressing and releasing the **DISP** button from the *Default* display screen toggles between the artist name/song title and large character displayed text. (Figure 2) The large character format will change the character size and cause the field to scroll from right to left. This feature is useful when viewing the display screen from a distance. Note that the displayed text will scroll only if the length of the artist or title cannot be viewed in its entirety.

Pressing and holding the **DISP** button will enter the channel list mode and display the channel names, and allow you to scroll through the channels and select another channel if desired. (Figure 4) If the **DISP** button is pressed again while in the channel list mode, the display will list the song titles/show names for each channel. Pressing the **DISP** button yet again will display the artist names for each channel. To exit the channel list mode, press and hold the **DISP** button.



Figure 2

## Search Modes (Category, Channel, Artist, Song Title)

The SIRIUS Sportster receiver has four ways to search for and select music: by category, by channel, by artist, and by song title. Each search method is discussed in the sections which follow.

### Searching Categories

If you want to browse different entertainment categories, push either Category ◀▶ button to activate the category search screen. (Figure 3)

1. Use the Category ◀▶ buttons to scroll through the music and entertainment categories.
2. When the category you want is displayed (for example, Rock), use the **Rotary Knob** to browse the available channels within the category. Pressing the **DISP** button while in the category search mode will change between Channel Name, Artist Name, and Song Title to enable you to preview what is playing on other channels before making a selection.
3. When the channel you want is highlighted, press the **Rotary Knob**. The channel will be selected and the display will revert to the *Default* screen for the selected channel.
4. To exit the category mode without changing to a new channel, press and hold the **DISP** button for one second.



Figure 3

### Searching Channels (Channel List Mode)

It is possible to search for a different channel while listening to your current channel. Be sure that the display shows the *Default* display screen prior to the following steps:

1. Press and hold the **DISP** button for two seconds to activate the channel list mode. The channel list screen be displayed, showing all available channels regardless of category.

Pressing the **DISP** button while in the channel list mode will change between channel name, artist name, and song title. (Figure 4) You can use this feature to search for a specific artist, song, or show that may be playing at the time.

2. Turn the **Rotary Knob** to locate the channel you want.
3. Press and release the **Rotary Knob** to select the channel. To exit the channel list mode without changing to a new channel, press and hold the **DISP** button for one second.

```
001 Channel Name
002 Channel Name
003 Channel Name
004 Channel Name
005 Channel Name
006 Channel Name
```

Press and hold the **DISP** button to enter the channel list mode

```
001 Artist Name
002 Artist Name
003 Artist Name
004 Artist Name
005 Artist Name
006 Artist Name
```

Press the **DISP** button again to display the artist's names

```
001 Song Title
002 Song Title
003 Song Title
004 Song Title
005 Song Title
006 Song Title
```

Press the **DISP** button again to display the song titles

Press the **DISP** button again to return to the channel list

**Figure 4**

**Note:** If you are in the channel list mode and viewing a sports category channel list (NFL<sup>®</sup> Zone, NHL<sup>®</sup> Zone, NBA<sup>®</sup> Zone), pressing the **DISP** button will toggle between the team names and the current score of any live play-by-play game.

## Direct Tuning

Channels can be directly accessed by pressing and releasing the **Rotary Knob** and then using the **0–9** keys to enter the desired channel number. (Figure 5) Once the desired number has been entered, the channel will change and the display will revert to the default screen for the selected channel. The receiver will tune the channel immediately if three numbers are entered (for example, “0”, “0”, “7”), but if just one or two digits are entered, the receiver will tune to the new channel after three seconds.



Figure 5

## Channel Presets

Channel presets allow you to store up to 30 of your favorite channels as presets for quick access with the press of a button.

### Setting Channel Presets

Presets are stored in three banks, A, B, and C, each containing 10 channel presets.

1. Press the **BAND** button to activate the preset bank you want. The selected bank is shown in the lower right corner of the *Default* display screen.
2. Select the channel you want to preset.
3. Press and hold for two seconds the numbered preset button (**0–9**) in which you want to store the channel.
4. The selected preset number will flash and then remain lit on the display to show that it has been memorized.

If the preset button you selected already has a channel stored in it, the preset will be replaced with the newly stored channel.

### Recalling Channel Presets

The 10 presets in the active bank (A, B, or C) can be selected by pressing the 0 through 9 buttons.

1. Press the **BAND** button to activate the preset bank you want. The selected bank is shown in the lower right corner of the default display screen.
2. Press the desired preset button **0-9** to recall the preset. The channel will change and the display will revert to the default display screen for the new channel, with the preset shown in the lower right corner.

## Jump Button

The SIRIUS Sportster receiver features a special button called **Jump** . This button can be programmed to jump to a channel which is accessed frequently and temporarily such as traffic, weather, news, or sports. This button allows you to quickly tune to a specific channel and then tune back to the original channel by pressing the button again. (Figure 6)

Refer to the **Jump Settings** section in the **Menu Options** section for information on configuring the **Jump**  button.



Figure 6

If the jump button is set to *Traffic*, pressing the **Jump**  button will take you to your stored traffic channel. If your traffic report is not immediately available, the band indicator on the display will change to the jump icon to indicate a jump is active. Once your local traffic report is ready, the receiver will automatically tune to your stored traffic channel. You may have to

wait a few minutes for your desired report.

Pressing the **Jump**  button while the receiver is searching will cancel the search. Pressing the **Jump**  button after the receiver has tuned to your traffic report will return to the channel to which you had been listening immediately prior to pressing the **Jump**  button.

If the jump button is set to *JumpSet*, pressing the **Jump**  button will immediately tune to the programmed channel. Pressing the **Jump**  button again will return to the channel to which you had been listening immediately prior to pressing the **Jump**  button.

**Note:** The jump button setting remains the same regardless of which preset bank is currently selected.

## Channel Presets (P.TUNE Mode)

### Searching for a Channel Preset

It is possible to quickly search through all of your presets using the **Rotary Knob**:

1. Press and hold the **BAND** button to enter the preset tune mode (P.TUNE).
2. The bottom right portion of the display will change to highlight the current preset number. (Figure 7)
3. Turn the **Rotary Knob** in either direction to move through the presets. The selected preset channel will begin to play as soon as you stop turning the **Rotary Knob**.

Only stored presets will be displayed, regardless of what bank they are stored in. Presets will be grouped and displayed by preset bank and number (for example, A-1, A-2...B-1, B-2...C-1, C-2...) and rotate through all the presets and return back to the beginning preset.

To exit the preset tune mode and return to *Default* display screen, press and hold the **BAND** button.

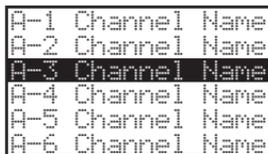


Figure 7

### Preset Tune List Mode

While in the preset tune mode, you can view your list of presets showing channel name, artist name, or song title, just like in the channel list mode:

1. Press and hold the **BAND** button to enter the preset tune mode (P.TUNE).
2. Press the **DISP** button for two seconds which will bring up the preset tune mode displaying up to 6 preset channel names.
3. Pressing the **DISP** button again while in this mode will change between channel name, artist name, and song title list modes. (Figure 8) The name field will scroll only if the length of the artist name or song title cannot be viewed in its entirety.
4. Use the **Rotary Knob** to select the desired preset.
5. Press and release the **Rotary Knob** to select the preset. The channel will change and the display will revert to the P.TUNE display screen.



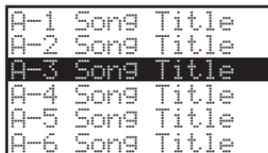
```
A-1 Channel Name
A-2 Channel Name
A-3 Channel Name
A-4 Channel Name
A-5 Channel Name
A-6 Channel Name
```

Press and hold the **DISP** button to enter the preset tune mode



```
A-1 Artist Name
A-2 Artist Name
A-3 Artist Name
A-4 Artist Name
A-5 Artist Name
A-6 Artist Name
```

Press the **DISP** button again to display the artist's names



```
A-1 Song Title
A-2 Song Title
A-3 Song Title
A-4 Song Title
A-5 Song Title
A-6 Song Title
```

Press the **DISP** button again to display the song titles

Press the **DISP** button again to display the channel names

Figure 8

## Memory (MEMO) and Song Seek (S-Seek) Functions

This feature allows you to capture and store information about the programming (artist, song, sports team, or traffic city) on the currently tuned channel, up to a total of 30 items. The receiver then continuously searches all the SIRIUS channels and alerts you when a match to a saved program is being played. When a sports team (or teams) are stored in memory, at the time the receiver is initially powered on, you will be alerted when the sports teams are playing in a game being broadcast. Also, while listening to your SIRIUS receiver, should one of the teams begin to play a game, you will be alerted.

### Storing Artist Names, Song Titles, and Sports Teams to Memory

If you are listening to a song or other entertainment channel, or a sports team, and wish to save the artist, song, or sports team selection to memory for future S-Seek alerts, do the following:

**For Artist Names or Song Titles:** If the currently tuned channel is a music or entertainment channel, momentarily press and release the **MEMO** button. The receiver will display a menu to choose to store the artist name or the song title. (Figure 9)



Figure 9

If either the artist name or song title is not available to save, the choice will be displayed as unavailable. (Figure 10)



Figure 10

Turn the **Rotary Knob** to highlight *Store Artist* or *Store Song* (when available) and press the **Rotary Knob** to save the current selection to memory.

If both the artist and song are available to save, you will be prompted again to save whichever one you haven't yet saved, song title or artist name. If you do not wish to save, press the **MEMO** button to exit. (Figure 11)



Figure 11

**For Sports Games:** If the current tuned channel is an NFL, NBA, NHL, or College play-by-play sports broadcast, momentarily press and release the **MEMO** button. The receiver will display a menu to choose which sports team should be saved to memory. (Figure 12)



Figure 12

If either of the teams is not available to save, that team will be displayed as unavailable. (Figure 13)



**Figure 13**

Turn the **Rotary Knob** to highlight the desired sports team (when available) and press the **Rotary Knob** to save the current selection to memory. The next screen will ask which kind of alert you wish to have. (Figure 14)



**Figure 14**

*Initial Game Alert* will provide an alert when the team you have chosen is playing a game. *All Score Updates* will provide an alert when the team you have chosen is playing a game, and also when the scores are updated for the team.

Turn the **Rotary Knob** to highlight the desired alert and press the **Rotary Knob** to save the selection to memory. (Figure 15)

If both teams are available to save, you will be prompted again to save the other team. (Figure 15) If you wish to save the team, follow the same procedure as when saving the first team. If you do not wish to save, press the **MEMO** button to exit.



Figure 15

The receiver will then revert to the last active display mode.

If the new alert was successfully stored in memory, an *Artist/Song/Game Stored* pop-up screen followed by an *X Used/Y Empty* screen will be displayed for one and two seconds respectively. *X* is the total number of listings stored in memory, and *Y* is the total number of memory listings still available for storage. (Figure 16)



Figure 16

If the **MEMO** button is pressed, and all of the memory spaces are full, an *Memory Full* screen will be displayed for one second. (Figure 17)



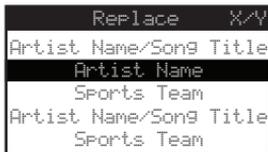
Figure 17

A *Replace-Cancel* screen will then be displayed which will allow you to choose whether to replace an existing alert stored in memory, or to cancel storing the alert to memory. (Figure 18)



**Figure 18**

Turn the **Rotary Knob** to select whether to replace an existing alert or cancel saving the alert to memory. If you choose to cancel saving the alert, the receiver will revert to the last active display mode. If you have chosen to replace an existing alert, a listing of all the alerts stored in memory will be displayed. (Figure 19)



**Figure 19**

Turn the **Rotary Knob** to highlight the alert that you would like to replace and press the **Rotary Knob** to store the new alert. If the new alert was successfully stored in memory, a *Artist/Song/Game Stored* pop-up screen followed by an *X Used/Y Empty* screen will be displayed for one and two seconds respectively. (Figure 17) **X** is the total number of listings stored in memory, and **Y** is the total number of memory listings still available for storage. The receiver will revert to the last active display mode.

### **Viewing Program Information stored in Memory**

To view the program information stored in memory:

1. Press and hold the **MEMO** button for three seconds to enter the S-Seek mode. The program information stored in memory will be displayed in one-at-a-time page format.

- Use the **Rotary Knob** to scroll through the listings. This function allows you to review previously stored program information. The information will be displayed as sports league or college/team name or artist name/song title. (Figure 20)



**Figure 20**

### Deleting a Song Title Stored in Memory

To delete a song title stored in memory:

- Press and release the **Rotary Knob** while in S-Seek mode. A pop-up screen displaying three selectable options, *Song Seek On*, *Song Seek Off* and *Delete* will be displayed. (Figure 21)



**Figure 21**

- Turn the **Rotary Knob** to highlight the *Delete* option.
- Press the **Rotary Knob** and a *Delete* confirmation screen will appear. (Figure 22)



**Figure 22**

4. To permanently delete the program from your list, highlight **Yes** using the **Rotary Knob** and press the **Rotary Knob** to confirm.
5. A *Deleted* popup screen followed by an *X Used/Y Empty* screen will be displayed for one and two seconds respectively. **X** is the total number of listings stored in memory, and **Y** is the total number of memory listings still available for storage. The receiver will revert to the last active display mode.

### Activating the Song (S-Seek) Alert

When S-Seek alerts are enabled, whenever the SIRIUS Sportster receiver is turned on, it automatically searches the channels to determine if a match exists with the program information stored in receiver's memory. If one or more matches are found, a pop-up screen momentarily appears for two seconds which displays *S-Seek Alert* and an audible beep tone will be heard indicating that a match was found. The display then changes to the *S-Seek Alert* screen which displays the current matches. You can select the artist/song, title, or sports game that you wish to listen to. (No stored match alert is provided for the currently tuned channel.) To ensure that no duplicate entries are stored in memory, the receiver will check the stored data to ensure the information about to be stored is not already in memory.

To turn on S-Seek alerts:

1. Press and hold the **MEMO** button for three seconds to enter the S-Seek mode.
2. Press and release the **Rotary Knob**. A pop-up screen displaying three selectable options, *Song Seek On*, *Song Seek Off* and *Delete* are displayed. (Figure 23)



**Figure 23**

3. Use the **Rotary Knob** to highlight the *Seek On* option.
4. Press and release the **Rotary Knob** to turn on S-Seek.

When the S-Seek option is on, when ever the receiver is turned on, it automatically searches the incoming channels to determine if a match exists with the program information stored in the S-Seek memory. If one or more S-Seek matches are found, a list appears. (Figure 24) You

can scroll through the list and select a program using the **Rotary Knob**. Your selection will be tuned and the display will revert to the last active display screen.



Figure 24

If a selection is not made within 10 seconds, the screen will revert to the last active display screen and tuning mode.

## Game Alert

The SIRIUS Sportster receiver can automatically identify when your favorite team is playing. When a game is found, *Game Alert* is displayed and the *My Game Zone* screen is displayed listing the sports games which are currently being played. (Figure 25) Use the **Rotary Knob** to select and tune to the desired game.

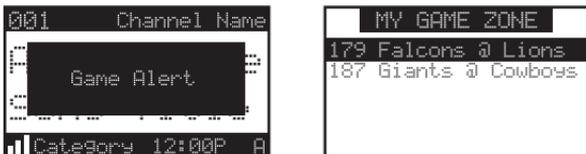


Figure 25

Refer to the **Game Alert** section in the **Menu Options** section for information on setting your favorite sports team. You can also use the S-Seek feature to add game alerts for additional teams. Refer to the **Storing Artist Names, Song Titles, and Sports Teams to Memory** section within the **Memory (MEMO) and Song Seek (S-Seek) Functions** section for more information.

## Instant Replay

The SIRIUS Sportster receiver is capable of storing the audio of the channel to which you are listening for later playback, approximately up to 44 minutes depending upon the channel to which you are tuned. As soon as you tune to a channel, the receiver automatically begins storing the audio, enabling you to rewind at any time to replay the audio again. If you are unable to continue listening to a channel, but do not want to miss the broadcast, pressing the **Play/Pause >II** button will cause the receiver to mute the audio and mark the point in the broadcast so you can resume listening at a later time.

- **Pause/Play >II button.** When pressed, this places the receiver in the Instant Replay pause mode which mutes the audio.  
*Pressing and releasing the **Play/Pause >II** button again causes the receiver to begin playing the stored audio from the point at which the receiver was paused. During playback, the receiver will continue to store the live channel audio.*  
*Pressing and holding the **Play/Pause >II** button changes the display to a listing of the artist's names in the stored audio, from the most recent to the oldest, beginning with an entry called "Live". Pressing the **DISP** button will toggle the display between the artist name list and the song/program title list. (Figure 26) Use the **Rotary Knob** to highlight a song to play and press the **Rotary Knob** to select. *Live* may be chosen which will exit the Instant Replay mode, and the receiver will resume playing the live broadcast.*



Figure 26

- **Fast Forward >>>** button. This fast forwards you through the stored audio.  
*Pressing and releasing the **Fast-Forward >>>** button forwards to the start of the next song or program in the stored audio and playback automatically begins. Repeatedly pressing and releasing the **Fast-Forward >>>** button causes the receiver to continue to move forward in the stored audio to the start of each next song or program until the end of the stored*

audio is reached. When the end of the stored audio is reached, a beep will be heard (if the Confirmation Tone option is enabled), the Instant Replay mode will be exited, and the receiver will resume playing the live broadcast.

*Pressing and holding the **Fast-Forward** ⏩ button for one second advances the playback forward in 10 second intervals, which increases to 15 and then 30 second intervals the longer the **Fast-Forward** ⏩ button remains pressed. Playback begins immediately when the button is released. When the end of the stored audio is reached, a beep will be heard, the Instant Replay mode will be exited, and the receiver will resume playing the live broadcast.*

- **Rewind** ⏮ button. This rewinds (moves you backwards) through the stored audio.

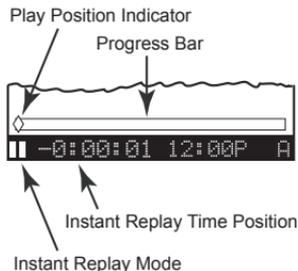
*Pressing and releasing the **Rewind** ⏮ button rewinds to the start of the current song or program in the stored audio, and playback automatically begins. Repeatedly pressing and releasing the **Rewind** ⏮ button causes the receiver to continue to move backwards in the stored audio to the start of each previous song or program until the beginning of the stored audio is reached. If the beginning of the stored audio is reached, a beep will be heard (if the Confirmation Tone option is enabled) and playback will automatically begin.*

**Note:** Depending upon where in a particular broadcast the channel was selected, the start of a song or program may not be available in memory. If this occurs, the playback will start from where the audio began to be stored.

*Pressing and holding the **Rewind** ⏮ button for one second rewinds playback in 10 second intervals, which increase to 15 and then 30 second intervals the longer the **Rewind** ⏮ button remains pressed. Playback begins immediately when the button is released. If the beginning of the stored audio is reached while rewinding, a beep will be heard and playback will automatically begin.*

**Note:** When the receiver is tuned to another channel, all audio stored in the Instant Replay memory is erased and the tuned channel begins to play. Tuning to another channel may automatically occur if another feature of the receiver has been programmed to do so.

- **Progress Bar.** While playing from Instant Replay memory, status information is shown at the bottom of the receiver's display screen. (Figure 27)



**Figure 27**

The Instant Replay mode icon that is displayed at the bottom left of the screen indicates the current mode.

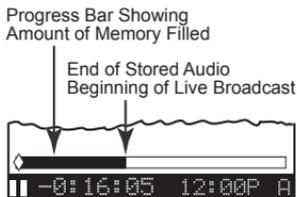
▬ **Pause mode.** This indicates that the receiver is paused and muted.

▶ **Play mode.** This indicates that you are in the playback mode, listening to stored audio.

▶▶ **Fast Forward mode.** This indicates that you are fast forwarding through the stored audio.

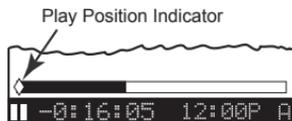
◀◀ **Rewind mode.** This indicates that you are rewinding, or moving backwards, through the stored audio.

The Progress Bar is a visual indicator of the status of the Instant Replay memory. (Figure 28) As the memory fills, the Progress Bar begins to fill from the left side providing a visual indication of how much of the Instant Replay memory is filled. The end of the bar indicates the end of the stored audio, where the live broadcast begins. When all available memory has been used, the bar will be completely filled.



**Figure 28**

A diamond-shaped Play Position indicator is superimposed over the Progress Bar which provides a visual indicator of the current playback position in the Instant Replay memory. (Figure 29)



**Figure 29**

The Play Position indicator shows your current listening position in the stored audio. When you press the **Play/Pause >II** button to begin playback of the stored audio, this indicator will begin to move to the right showing the progression of the playback through the Instant Replay memory, provided that the memory is not full. (Figure 30)



**Figure 30**

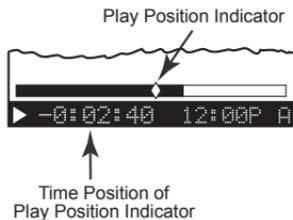
The portion of the Progress Bar behind the Play Position indicator shows how much you can rewind in the Instant Replay memory, while the filled portion ahead of the Play Position indicator shows how much you can fast-forward in the memory.

While you are in the playback mode, the receiver continues to store the audio from the channel. Obviously, you will be unable to “catch up” to the live broadcast during playback, as new audio is being stored at the same rate at which you are playing back the stored audio. You can use the **Fast-Forward** >>> button to skip ahead or exit the Instant Replay mode, and begin listening to the live broadcast again.

Should you press the **Play/Pause** || button to pause the playback, the play position indicator will stop moving and continue to provide a visual indication of your current position in the Instant Replay memory.

When paused, and the Instant Replay memory is 10 seconds from becoming full, two beeps will be heard (if the confirmation tone option is enabled). When the memory is full, the receiver will automatically begin playback, and will continue to store the channel audio, overwriting the oldest portion of the audio previously stored.

The Instant Replay Time Position provides the exact amount of time the Play Position indicator is behind the live broadcast, expressed as Hours:Minutes:Seconds, and displayed as a negative number. (Figure 31)

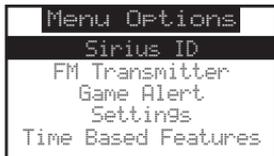


**Figure 31**

For example, if -02:40 is displayed, this would indicate that the Play Position indicator is 2 minutes and 40 seconds behind the live broadcast.

# Menu Options

Menu options allows you to set and/or change the various features and settings of the SIRIUS Sportster. To enter the menu options, press and release the **MENU** button. The *Menu Options* screen will be displayed. (Figure 1)



**Figure 1**

The menu options are navigated by turning the **Rotary Knob** to highlight a selection in the menu list and then press in the **Rotary Knob** to select the highlighted menu option. To exit a menu, press the **MENU** button.

The following selections (shown in bold text) are available from the *Menu Options* screen, and allow you to change the parameters for the items listed under the heading:

<b>Sirius ID</b>	<b>Time Based Features</b>
<b>FM Transmitter</b>	Clock
<b>Game Alert</b>	Alarm
<b>Settings</b>	Program Alert
Jump Settings	Auto Shutdown
Display Options	Sleep Mode
Memory Options	<b>Signal Indicator</b>
Audio Level	<b>Factory Default</b>
Confirmation Tone	
Parental Control	

Each of these menu options are explained in the sections which follow. Note that if a selection is not made within 10 seconds, the receiver will exit the *Menu Options* screen and revert back to the *Default* display screen.

## Sirius ID

This menu option displays your 12 digit SIRIUS ID (SID) number. (Figure 2) The SID is unique to each SIRIUS Sportster receiver, and is required to activate your service. It is recommended that you write this number in the space provided near the end of this user guide. No adjustments are allowed in this mode. To exit, press the **Rotary Knob** or press the Menu button.



**Figure 2**

## FM Transmitter Options

The FM Transmitter menu option allows you to enable or disable the receiver's built-in FM transmitter, and select an FM frequency.

### Turning the FM Transmitter On/Off

To turn the FM transmitter on or off:

1. Select the *FM Transmitter* menu option.
2. Select the *FM On/Off* menu option.
3. Select *On* to enable the FM Transmitter, or *Off* to disable the FM transmitter.

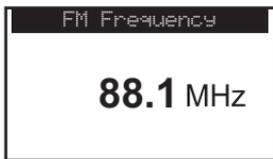
Press the **MENU** button to return to the previous menu.

### Selecting an FM Frequency

To select an FM frequency for the FM transmitter:

1. Select the *FM Transmitter* menu option.
2. Select the *FM Frequency* menu option.
3. Use the **Rotary Knob** and **Category** ◀▶ buttons to adjust the FM frequency. The

**Rotary Knob** adjusts in 0.1 MHz increments and the **Category** ◀▶ buttons adjust in 1 MHz increments. (Figure 3)



**Figure 3**

4. Press the **Rotary Knob** to set the selected FM frequency.  
To exit *FM Transmitter*, press the **MENU** button.

Note that the *FM Frequency* screen can be accessed directly by pressing and holding the **MENU** button, or by pressing the **FM Frequency**  button on the remote control.

## Game Alert

Game Alert allows you to store your favorite sports teams in memory. The SIRIUS Sportster receiver will constantly scan the channels and will sound an alert when a sports team you stored in memory is playing a game, or when there is a score update for a team, depending upon which option you have chosen for the sports team.

Sports teams which you have selected and are currently playing will be displayed in a category called *My Game Zone*.

You may select one team from each sports league and the college category, however, more teams may be chosen by using the MEMORY (MEMO) function. Refer to the *Memory (MEMO) and Song Seek (S-Seek) Functions* section for more information to add additional teams.

To choose teams to add to your stored game alerts:

1. Select *Game Alert* from the menu options.
2. Select the sports league or college category of the team you wish to add. (Figure 4)



Figure 4

3. Select the league team name or college team name you wish to add. (Figure 5)



Figure 5

Note that for college teams, you will receive an alert for all teams playing for that college. There are 30 college teams currently licensed for broadcast by SIRIUS.

4. Select the type of alert you want for that team. (Figure 6)



Figure 6

*Initial Game Alert:* This option will sound an alert when the receiver is powered on and the sports team is playing, and when the sports team begins playing a game.

*All Score Updates:* This option does the same but in addition sounds an alert when the scores are updated for the sports team.

To exit the *Game Alert* menu, press the **MENU** button.

# Settings

The *Settings* menu allows you access the *Jump Settings*, *Display Options*, *Memory Options*, *Audio Level*, *Confirmation Tone*, and *Parental Control* menu options, which are described in the sections following.

## JUMP SETTINGS

You can access the *Jump Settings* menu by pressing and holding the **Jump** button for two seconds or by pressing the **MENU** button to enter *Menu Options*, selecting *Settings*, and then selecting *Jump Settings*.

There are two options available for jump button settings: *Traffic* and *JumpSet*. (Figure 7) The currently selected option is indicated by the jump  icon.



Figure 7

### Setting the Jump Button to Traffic

To set the jump button to jump to traffic reports:

1. Select the *Traffic* menu option. (Figure 8)
2. Select the city for which you would like to hear traffic reports. (Figure 7) (Use the **MENU** button to exit this menu without changing your current city selection, if desired).



**Figure 8**

**Note:** If the channel list has not yet been downloaded from the SIRIUS data stream, an *Updating City List* notification screen will be displayed. Wait 10 minutes and then try selecting a city again.

### **Setting the Jump Button to a Channel**

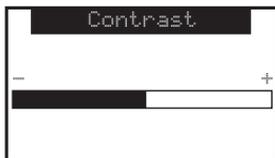
To set the jump button to any channel other than a traffic channel:

1. Select the *JumpSet* menu option. (Figure 7)
2. Press the **MENU** button to exit the menu options and return to the *Default* display screen. The jump button can now be programmed by tuning to your desired channel and pressing and holding the **Jump** button for two seconds, as described in the *Setting Channel Presets* section.

### **DISPLAY OPTIONS**

The brightness and contrast of the receiver's display screen may be adjusted. To adjust these settings:

1. Select the *Display Options* menu option.
2. Select one of the following two options:
  - Brightness:* You can set the brightness for the LCD backlight and keypad. Use the **Rotary Knob** to adjust the brightness up or down. The bar graph at the bottom of the display screen will move to indicate the change.
  - Contrast:* This setting adjusts the relationship between the background and the text on the LCD display screen. Use the **Rotary Knob** to adjust the contrast up or down. The bar graph at the bottom of the display screen will move to indicate the change. (Figure 9) Press the **Rotary Knob** to select the setting.



**Figure 9**

To exit *Display Options*, press the **MENU** button.

### **CONFIRM TONE**

The SIRIUS Sportster receiver can sound an audio tone alert when the receiver powers On and Off, as well as when an S-Seek Alert is activated. The default setting is On. To change the tone options:

1. Select the *Confirm Tone* menu option.
2. Select *On* to enable the confirmation tone, or *Off* to disable the confirmation tone.

To exit *Confirm Tone*, press the **MENU** button.

### **MEMORY OPTIONS**

*Memory Options* provides for turning the memory search function (S-Seek) On or Off. In addition, all 30 presets can be cleared.

To change the memory options:

1. Select the *Memory Options* menu option.
2. Select one of the following menu options:
  - Auto Memory Search*: When this option is selected, you will be prompted to select *On* or *Off* to turn the S-Seek function on or off.
  - Clear All Memory*: Select this menu option to clear all presets. When selected, a *Clear All Memory* confirmation screen will be displayed. Select *Yes* to clear all S-Seek presets or *No* cancel.

To exit, press the **MENU** button.

## AUDIO LEVEL

The audio output level of the SIRIUS Sportster receiver can be adjusted to fine tune the audio level for best performance. This is important when using either the optional Home Docking Station or the optional Mobile Docking Station. The audio level setting affects both the line output and FM transmitter output audio levels.

To change the audio level:

1. Select the *Audio Level* menu option.
2. A horizontal bar graph is displayed with a - sign to the left and a + sign to the right. (Figure 10) Use the **Rotary Knob** to adjust to the desired audio output level.
3. To select the new setting and exit, press the **Rotary Knob**.



**Figure 10**

## PARENTAL CONTROL

The SIRIUS Sportster receiver has the ability to lock a channel (or channels) you do not want others to access without your permission. Like the Skip channel feature, the locked channel will not appear when browsing channels with the **Rotary Knob**. In addition, when the anyone tries to access the locked channel using the Direct Tuning function, an *Enter Code* screen will be displayed and the channel cannot be accessed until the correct code is entered.

### Locking or Unlocking a Channel

To lock or unlock a channel:

1. Select the *Lock Options* menu option.
2. Select the *Lock/Unlock* menu option. (Figure 11) You will need to enter the lock code to proceed. Refer to the following section for information on how to set the lock code.



Figure 11

3. Select the channel you wish to lock or unlock from the channel list. (Figure 12) Pressing the **Rotary Knob** will either add the text *Lock* next to the channel name to indicate that the channel will be locked, or unlock a locked channel by removing the text *Lock*.

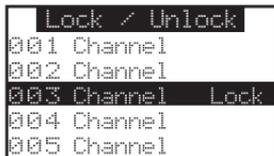


Figure 12

### Changing the Lock/Unlock Code

The first time the *Lock/Unlock* menu is accessed, you must enter the default lock code. The default lock code is **0000**. This code can be kept or changed. To change the lock code:

1. Select the *Lock Options* menu option.
2. Select the *Edit Code* menu option.
3. Enter the default lock code (**0000**) or the current lock code if you have changed it from the default code.
4. The *Enter Code* prompt will be displayed. (Figure 13) Enter your new four digit code using the **0–9** number buttons. You will then be prompted to enter the new code again to confirm.



**Figure 13**

5. When the new lock code is confirmed, the lock code is changed.

**Note:** You can use this same method to edit the lock code again once it has been changed from the default code.

## Time-Based Features

The *Time-Based Features* menu allows you access the *Clock*, *Alarm*, *Program Alert*, *Auto Shutdown*, and *Sleep Mode* menu options, which are described in the sections following.

### **CLOCK**

The *Clock* menu option allows you to setup the clock shown on the *Default* display screen, based on the format desired and the time zone in which you reside. The actual time is provided via the SIRIUS satellite signal, and will automatically update based on the received signal. When the *Clock* menu option is selected, the following menu options are displayed:

*Format*: The clock format menu option allows for either 12-hour (default) or 24-hour display. Select the desired clock format.

*Time Zone*: Since the clock adjusts the time automatically, it is important to specify your specific time zone. The following is a list of available time zones:

- (GMT-9:00) Alaska Time Zone
- (GMT-8:00) Pacific Time Zone
- (GMT-7:00) Mountain Time Zone
- (GMT-6:00) Central Time Zone
- (GMT-5:00) Eastern Time Zone
- (GMT-4:00) Atlantic Time Zone
- (GMT-3:30) Newfoundland Time Zone

Select your particular time zone.

*Daylight Savings Time*: You can activate this function if your area observes Daylight Savings Time. Select *DST Observed* (default) or *DST Not Observed*.

### **ALARM**

The *Alarm* menu option allows you to set the receiver to turn on at a specific time. The last selected channel prior to shutdown will be played when the receiver powers on.

When the *Alarm* menu option is selected, the following menu options are displayed:

*Set Alarm*: This menu option allows you to turn the alarm feature on or off. Select *On* to enable the alarm clock, or *Off* to disable the alarm clock feature.

*Alarm Time:* This menu option allows you to set the alarm time. Use the **Category** ◀▶ buttons and the **Rotary Knob** to select the time when you want the receiver to power on. (Default time is 12:00 PM). When the desired time is displayed, press the **Rotary Knob**.

## PROGRAM ALERT

The *Program Alert* menu option allows you to program the receiver to switch to a selected channel at a specific time. When this menu option is selected, the following menu options are displayed:

*Program Time/Day:* This menu option allows you to choose the time and day for the program alert feature.

If *Time* is selected, use the **Category** ◀▶ buttons and **Rotary Knob** to set the hours and minutes. AM or PM will change automatically when the AM or PM threshold has been exceeded. When the desired time is displayed, press the **Rotary Knob**.

If *Day* is selected, the screen displays a default day of Monday, with choices of Monday through Sunday. Select the desired day.

*Channel:* This menu option selects the channel to be played. Select the channel desired.

*Program Alert On/Off* (Default is Off): Select *Program Alert On* to enable the Program Alert feature or *Program Alert Off* to disable the Program Alert feature.

## AUTO SHUTDOWN

The *Auto Shutdown* menu option allows you to program the receiver to automatically shut off after a one hour period without any user intervention. After 59 minutes of inactivity, a beep tone will sound and a *Cancel Auto Shutdown* display prompt appears on the screen to allow you to delay the automatic shutdown. When the *Auto Shutdown* menu option is selected, select *Enable* to activate the auto shutdown, or *Disable* to cancel an auto shutdown.

When the *Cancel Auto Shutdown* screen is displayed after 59 seconds and the beep is heard, if you want to reset the auto shutdown feature press the **Rotary Knob**. The auto shutdown sequence will then reset to 1 hour.

## SLEEP MODE

The *Sleep Mode* menu option allows you to program the receiver to shutdown after a selected period of time. When the *Sleep Mode* menu option is selected, the following menu options are displayed:

- Off
- 15 Minutes
- 30 Minutes
- 45 Minutes
- 60 Minutes

Select the desired sleep time, or select *Off* to cancel a previously selected sleep time.

## Signal Indicator

When using the optional Home Docking Station or Boombox indoors, it is important to aim the antenna for maximum signal reception. The *Signal Indicator* display screen visually shows the strength of the signals being received. (Refer to the individual accessory installation guides for more information.)

To view the SIRIUS signal strength:

1. Select the *Signal Strength* menu option.
2. Two 10 segment horizontal bar graphs will be displayed (SAT and TER) with a – sign to the left and a + sign to the right. (Figure 14) SAT indicates satellite signal strength and TER indicates terrestrial signal strength, if available.
3. Adjust the antenna for maximum signal strength as described in the appropriate accessory manual.

To exit, press the **Rotary Knob** or press the **MENU** button.

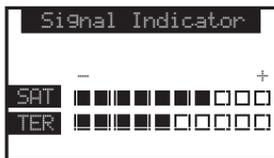


Figure 14

## Factory Default

The *Factory Default* option will restore all original factory settings in your SIRIUS Sportster receiver. Note that factory default will not reset the lock code if you have changed it from the default lock code.

To perform a factory default reset:

1. Select the *Factory Default* menu option.
2. Select *Yes* to restore all factory settings or select *No* to cancel and return to the *Menu Options* screen. (Figure 15)



Figure 15

If Yes is chosen, the receiver reverts to the original factory settings for the following parameters:

- All presets revert to empty
- Reset to Normal Tuning Mode
- Reset to default screen (with 2-line PDT display)
- Reset previous power state setting to: Off
- FM Frequency Setting: 88.1MHz
- FM Transmitter: On
- Game Alert: Clear all favorite teams
- Jump Settings: Clear jump setting
- Display Brightness: 80%
- Display Contrast: 50%
- Auto Memory Search: On
- Clear all S-Seek stored entries
- Audio Level: -3dB
- Confirmation Tone: On
- Clock Format: 12 Hour
- Clock Time Zone: Eastern Time Zone
- Clock Daylight Savings Time: Observed
- Alarm: Off
- Alarm Time: Cleared (12:00pm)
- Program Alert: Off
- Program Alert Time: Cleared (12:00pm)
- Program Alert Day: Cleared (Monday)
- Program Alert Channel: Cleared (184)
- Auto Shutdown: Disabled
- Sleep Mode: Off

# Troubleshooting

<b>Symptom</b>	<b>Solution</b>
SIRIUS Sportster does not power on	Blown fuse, or the power cable is not properly connected. Check for a bad fuse and check power cable connection
SIRIUS Sportster displays: <i>Antenna Not Detected</i>	The satellite antenna is not connected to the receiver dock. Check the satellite antenna connection to the dock.
SIRIUS Sportster displays: <i>Acquiring Signal</i>	No satellite signal is being received. Check for obstacles over or around the satellite antenna. Change the vehicle location to eliminate nearby obstacles (bridges, overpasses, tress, buildings, etc.).
Audio static or loss of clarity	The FM frequency contains static. Locate a quiet FM frequency on your vehicle radio and set the FM transmitter frequency of the SIRIUS Sportster to match. If using the AUX audio connector, check the cable connections.
No sound	The audio cables are not connected, or the FM radio is set to the wrong frequency. Check the audio cables at the receiver and the radio. Tune the FM radio to the same FM frequency the receiver is tuned.

# Optional Accessories

The following optional accessories are available for purchase from your SIRIUS retailer to maximize your SIRIUS experience:

## **SUBX1 SIRIUS Plug and Play Universal Boombox**

The SUBX1 SIRIUS Plug and Play Universal Boombox is a portable docking station and audio system for use with the SIRIUS Sportster receiver. With the built-in amplifier and speakers, the boombox delivers rich powerful sound indoors or outdoors, and features an auxiliary input for other audio devices.

Included with the boombox is an adjustable indoor/outdoor windowsill antenna with 20' of cable and an AC adapter.

## **SUPH1 SIRIUS Universal Plug and Play Home Kit**

The SUPH1 SIRIUS Universal Plug and Play Home Kit is a compact docking cradle that positions the receiver for easy viewing and operation. Designed for quick and easy self-installation, it includes all necessary cabling to connect your SIRIUS receiver to your home audio system.

The kit includes a compact tabletop/desktop docking cradle with FM output for wireless connectivity, an audio cable for connection to any stereo bookshelf system, an adjustable indoor/outdoor windowsill antenna with 20' of cable, and an AC Adapter.

## **SUPV1 SIRIUS Universal Plug and Play Vehicle Kit**

The SUPV1 SIRIUS Universal Plug and Play Vehicle Kit is a compact docking cradle that positions the receiver for easy wiring, viewing, and operation in a vehicle. Designed for quick and easy self-installation, it provides several mounting options and includes all necessary cabling to connect your SIRIUS receiver to your car audio system.

The SUPV1 SIRIUS Universal Plug and Play Vehicle Kit will work with the Sportster 4 and most new SIRIUS plug and play receivers.

The kit includes a mobile docking cradle, a suction cup vehicle mount, a vent mount, a cigarette lighter adapter, and a magnetic antenna with 21' of cable.

**FM Relay Switch**

The FM Relay Switch accessory redirects your vehicle's FM antenna signal when listening to your SIRIUS receiver using your vehicle's AM/FM radio. When the SIRIUS receiver is powered on the FM Relay Switch automatically redirects the vehicle's FM antenna signal away from the vehicle's AM/FM radio, reducing any interference which might be present from FM radio station broadcasts. When the SIRIUS receiver is turned off, the FM antenna signal is automatically redirected back to the vehicle's AM/FM radio. (Product number 14100.)

# Specifications

Audio Output	1V (Peak-to-Peak)
Total Harmonic Distortion (THD)	<0.3%
Signal-to-noise (S/N)	Greater than 75dB
Power Requirements	4.9-5.6 Volts, Negative Ground, DC
Operation Temperature	-20° to +85° C (-4° to +185° F)
Receiver Dimensions	114.2mm(W) x 62.5mm(H) x 16.9mm(D) (4.5" W x 2.5" H x 0.6" D)
Receiver Weight	121g (4.2 oz.)
Remote Control Dimensions (Height x Width x Depth)	.41mm(W) x 105mm(H) x 18mm(D) (1.6"W x 4.1"H x 0.7"D)
Remote Control Battery Requirements	CR2025

# Warranty

## **12 Month Warranty**

SIRIUS Satellite Radio Inc. (the "Company") warrants to the original retail purchaser of this product that should this product or any part thereof, under normal use and conditions, be proven defective in material or workmanship within 12 months from the date of original purchase, such defect(s) will be repaired or replaced with new or reconditioned product (at the Company's option) without charge for parts and repair labor. To obtain repair or replacement within the terms of this Warranty, the product is to be delivered with proof of warranty coverage (e.g. dated bill of sale), specification of defect(s), transportation prepaid, to the location shown below under WARRANTY RETURN.

This Warranty does not extend to the elimination of externally generated static or noise, to correction of antenna problems, to costs incurred for installation, removal or reinstallation of the product, or to damage to tapes, compact discs, speakers, accessories, or vehicle electrical systems.

This Warranty does not apply to any product or part thereof which, in the opinion of the Company, has suffered or been damaged through alteration, improper installation, mishandling, misuse, neglect, accident, or by removal or defacement of the factory serial number/bar code label(s). THE EXTENT OF THE COMPANY'S LIABILITY UNDER THIS WARRANTY IS LIMITED TO THE REPAIR OR REPLACEMENT PROVIDED ABOVE AND, IN NO EVENT, SHALL THE COMPANY'S LIABILITY EXCEED THE PURCHASE PRICE PAID BY PURCHASER FOR THE PRODUCT.

This Warranty is in lieu of all other express warranties or liabilities. ANY IMPLIED WARRANTIES, INCLUDING ANY IMPLIED WARRANTY OF MERCHANTABILITY, SHALL BE LIMITED TO THE DURATION OF THIS WRITTEN WARRANTY. ANY ACTION FOR BREACH OF ANY WARRANTY HEREUNDER INCLUDING ANY IMPLIED WARRANTY OF MERCHANTABILITY MUST BE BROUGHT WITHIN A PERIOD OF 48 MONTHS FROM DATE OF ORIGINAL PURCHASE. IN NO CASE SHALL THE COMPANY BE LIABLE FOR ANY CONSEQUENTIAL OR INCIDENTAL DAMAGES FOR BREACH OF THIS OR ANY OTHER WARRANTY, EXPRESS OR IMPLIED, WHATSOEVER. No person or representative is authorized to assume for the Company any liability other than expressed herein in connection with the sale of this product. Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damage so the above limitations or exclusions may not apply to you. This Warranty gives you specific legal rights and you may also have other rights which vary from state to state.

**WARRANTY RETURN:** To obtain repair or replacement within the terms of this Warranty, please return product to an authorized retailer or call Customer Service at 1-800-869-5187; proof of purchase and description of defect are required. Products to be returned to an approved warranty station must be shipped freight prepaid.

# SIRIUS ID

Write down the SIRIUS ID (SID) of your SIRIUS Sportster in the space provided below.

SID: \_\_\_\_\_



**SIRIUS Customer Service:** 1-888-539-7474  
customer care@sirius-radio.com

**SIRIUS Satellite Radio Inc.**  
1221 Avenue of the Americas  
New York, NY 10020  
1-888-539-7474  
<http://www.sirius.com>



**SIRIUS Satellite Radio Inc.**

1221 Avenue of the Americas

New York, NY 10020

(800) 869-5590

<http://sirius.com>