

AuxMod Installation Instructions

See video at http://www.sylfex.com/products/AuxMod/

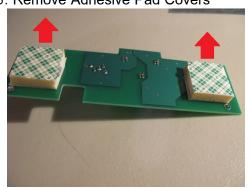
1. Completely Remove Radio from Car



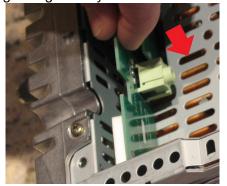
2. Test Fit AuxMod into Black Connector on Bottom of Radio



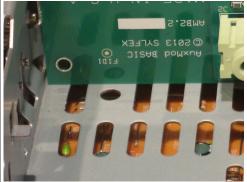
3. Remove Adhesive Pad Covers



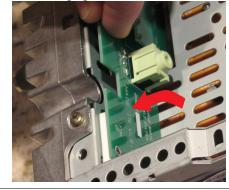
4. Insert AuxMod into Connector at Slight Angle Away from Rear of Radio



5. Ensure Top of AuxMod Board is Flush with Metal of Bottom of Radio



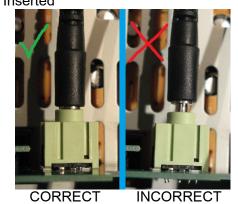
Tilt AuxMod Back Toward Rear of Radio to Engage Adhesive Pads



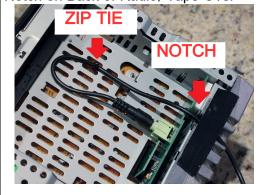
7. Press Board Over Adhesive Pads to Ensure Good Bond



8. Insert Audio Cable into AuxMod Jack and Ensure Plug is Fully Inserted



9. Use Zip Tie to Grating for Audio Cable Strain Relief and Route through Notch on Back of Radio, Tape Over



10. Re-install Radio into Car and Test, Press the TAPE/MD/MEDIA Button and the Radio should Switch to Aux Audio

Troubleshooting:

- 1. Radio doesn't recognize AuxMod or radio doesn't do anything when TAPE/MD/MEDIA button is pressed:
 - Remove radio and check fit of AuxMod from above steps. Ensure AuxMod board is flush to bottom of radio. Inspect contacts of AuxMod boards by looking downward between the two boards, ensuring that they are touching the black radio connector contacts. There are 10 contacts total.
- 2. Audio has noise or distortion that follows the car engine:
 - Use ground loop isolator on audio cable between AuxMod and audio device. Recommended: http://amzn.com/B001EAOTRI
- 3. Audio sounds like it is underwater or only backing vocals heard:
 - Check audio cable and try another if possible. Ensure audio cable plug is fully inserted into AuxMod audio jack. Try another audio device to see if it is specific to a particular audio device.
- 4. Radio or some other function of radio does not work after AuxMod installation:
 - Check vehicle harness and connectors going into radio, ensure that they are fully inserted. Ensure no wires or contacts slipped out of the harness connectors during radio removal or installation. Remove AuxMod and see if function returns.