

## **FREELADER 2 Key Programming:**

- This procedure will require the user to have new and old keys preset as they will need to be inserted into the starter unit.
- If the key is a disabled key (old) or not programmed it will be ejected from the control unit but it will still be programmed when the procedure is finished.
- The key programming can only be started with a working key, already programmed keys to other vehicles will fail to program, if valid but disabled key detected the app will ask to change the key
- Please follow the on screen prompts exactly as they are, to start you will need to remove the inserted key
- If valid working key is inserted and the process started this same key will be not be disabled but all other keys that were previously programmed will be disabled (they can be re-enabled at any keyprogramming session)
- Keys that are programmed or re-enabled will need to be inserted 2<sup>nd</sup> time for validation as per the on screen instruction
- On insertion of new key the key will be ejected however the app will program it and it should be accepted on the second insertion.