



User Guide

Starmate 6

SIRIUS Radio



Here's your new SIRIUS® Starmate 6 Radio

Your new SIRIUS Starmate 6 Radio comes with everything you need to enjoy SIRIUS® in your car. And with available SIRIUS accessories you can use your Starmate 6 just about anywhere.

Your new Starmate 6 gives you powerful features:

- >> Memo function – Store up to 30 favourite songs and artists plus a favourite sports team or NASCAR® car and get an alert whenever they're playing on any channel.
- >> Easy-to-read wide-angle 5-line display.
- >> *PowerConnect* so you can listen to SIRIUS through your car's FM stereo. An FM Pre-sets button makes transmitter frequency changes quick and easy.

Use this manual to familiarize yourself with all of your SIRIUS Starmate 6's features and capabilities. For the latest information about your Starmate 6 and other SIRIUS products and accessories, visit <http://www.sirius.ca>.

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Warning & Safety Information



Warning

Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment.

Canadian Compliance

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

IC STATEMENT

Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device. For product available in the Canada market, only channel 1-11 can be operated. Selection of other channels is not possible. This device and its antenna(s) must not be co-located or operation in conjunction with any other antenna or transmitter. To reduce potential radio interference to other users, the antenna type and its gain should be so chosen that the equivalent isotropically radiated power (e.i.r.p) is not more than that permitted for successful communication. IC Radiation Exposure Statement: This equipment complies with IC RSS-102 radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with minimum distance 20cm between the radiator & your body.

General Precautions

Liquid Crystal Precautions

If the LCD screen on the radio 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 your Starmate 6 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 radio where it may obstruct your view through the windshield, or of your vehicle's indicator displays.
- Do not install the radio 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 radio and accessories are installed as described in these installation instructions and the 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.
- Before attaching the suction cup mount to your windshield, you should check your state and local laws for regulations regarding mounting this device on your windshield.

- To avoid short circuits, do not open the radio or accessories, and never put or leave any metallic objects (coins, tools, etc.) inside the radio.
- If the radio or accessories emit smoke or unusual odors, turn the power off immediately, and disconnect the radio from any power source.
- Do not drop the radio or subject it to strong shocks.
- If your Starmate 6 doesn't seem to be working properly, turn it off, wait 10 seconds 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.
- Do not install the FM Transmitter Antenna where it will hinder or block your view. In some states it may be illegal to mount it on the windshield of your vehicle. Check applicable law for any restrictions or limitations before installing the FM Extender Antenna on your windshield.
- Do not install the FM Transmitter Antenna 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.



Warnings

Operating Temperature

The radio is designed to operate between -20° to $+85^{\circ}$ C (-4° to $+185^{\circ}$ F). Avoid leaving the radio 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 radio or accessories become 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 radio.

PowerConnect Power Adapter

The Vehicle Dock cannot be powered directly from a vehicle's 12VDC power system. It must be powered from the vehicle's cigarette lighter or similar power port using the included *PowerConnect* Power Adapter or an equivalent DC power adapter (see your local electronics dealer). Connecting the *PowerConnect* Vehicle Dock directly to the vehicle's 12VDC power system may result in damage to the *PowerConnect* Vehicle Dock or SIRIUS radio, or both.

Copyrights & Trademarks

© 2010 SIRIUS Satellite Radio Inc. All Rights Reserved.

® “SIRIUS”, the SIRIUS dog logo, channel names and logos are trademarks of SIRIUS Satellite Radio Inc. All other trademarks, service marks, sports team names, album art, and logos are the property of their respective owners. All Rights Reserved.

™ “Starmate” is a trademark of SIRIUS Satellite Radio.

Portions of the software on this radio 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 radio software not covered under the eCos license. This includes all portions of radio software that were not distributed to SIRIUS as part of the eCos operating system.

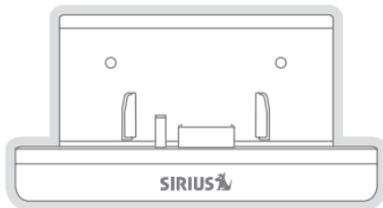
Hardware, subscription and activation fee required. For full Terms & Conditions, visit <http://sirius.ca>. Prices and programming are subject to change. Radio is not for sale or use outside of Canada. Equipment and subscription sold separately. Installation required with some equipment.

Package Contents

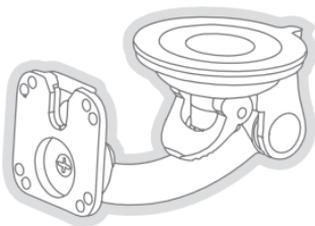
The following items are included with your SIRIUS Starmate 6 radio:



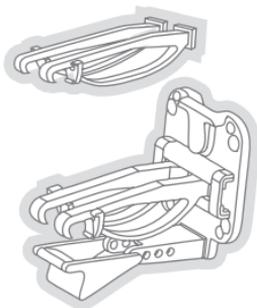
Starmate 6 Radio



PowerConnect Vehicle Dock



Suction Cup Mount



Vent Mount &
Extended Vent Hooks



PowerConnect Power
Adapter



Magnetic Antenna



Antenna
Cover/Tail



Mounting Screws



Alcohol Swab

Unpack your Starmate 6 radio carefully and make sure that everything shown is present. If anything is missing or damaged, or if your Starmate 6 fails to operate, notify your dealer immediately. We recommend that you retain the original carton and packing materials in case you need to ship your radio in the future.

Vehicle Installation

Installing the *PowerConnect* Vehicle Dock

When installing the *PowerConnect* Vehicle Dock in your vehicle, choose a location in your vehicle where it will not block your vision, interfere with the vehicle controls, or obstruct the air bag. The location should be easily accessible and provide good visibility of the display, and should not be located where it will be in direct sunlight which will affect the visibility of the display screen.

The mounting accessories necessary to install the dock in a vehicle are provided. *Figure 1* shows two examples of the SIRIUS radio mounted in a vehicle: **A** is the suction cup mount method, and **B** is the vent mount method using the vent mount clip.

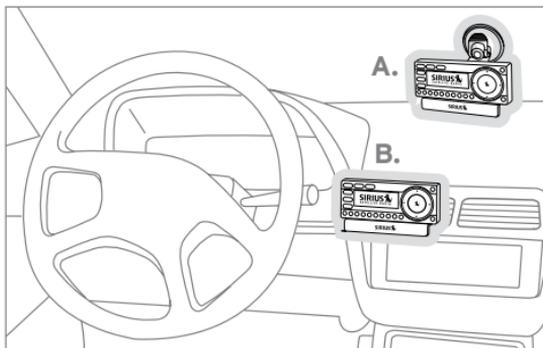
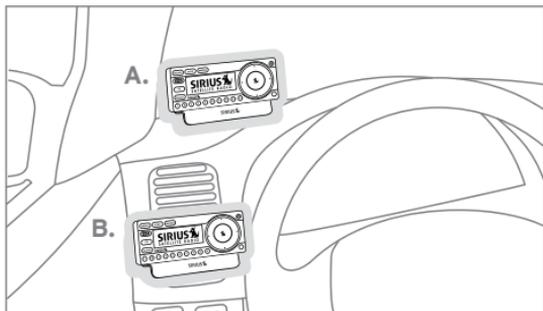


Figure 1

Depending upon the mounting location you select in your vehicle, the mount should be attached to the dock and installed as described in the following sections.

Suction Cup Mount Method (A)

The suction cup mount may be attached to any smooth surface. Before attaching the suction cup mount to your windshield, you should check your state and local laws for regulations regarding mounting this device on your windshield.

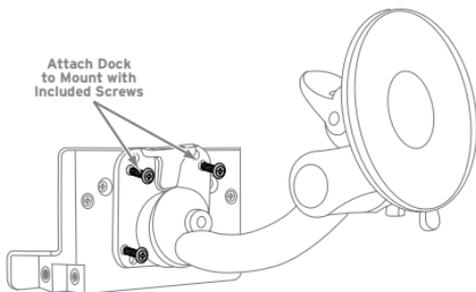


Figure 2

To mount the dock using the suction cup mount, assemble the mount as follows:

1. Attach the dock to the suction cup mount using the provided screws (see *Figure 2*).
2. Clean the area where you are attaching the suction cup with the supplied alcohol wipe.

3. Be sure the cam lever is up (as shown in *Figure 3*) and position the suction cup mount on the windshield or other location you which have chosen. Press the cam lever all the way down towards the base of the mount until it locks to adhere the suction cup. (To unlock the suction cup, lift the lever up.)

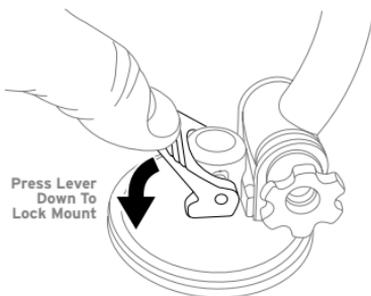


Figure 3

Vent Mount Method (B)

To mount the dock using the vent mount method, install the vent mount as follows:

1. If the vent louvers in your vehicle are recessed, you may need to use the longer vent hooks with the vent mount. Refer to *Figure 4* and install the longer vent hooks into the vent mount. Be sure to observe the orientation of the vent hooks as shown.
2. Attach the vent mount to the dock using the provided screws (see *Figure 5*).

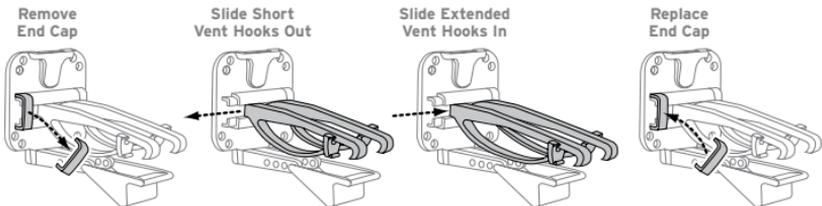


Figure 4

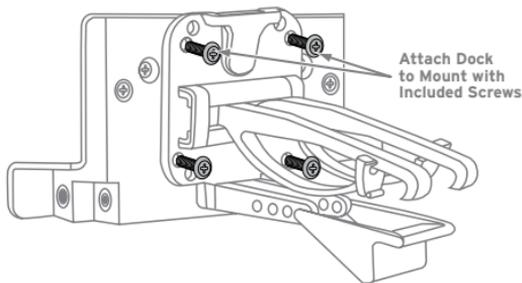


Figure 5

3. Refer to *Figure 6* and attach the vent mount to a heating/air conditioning vent in your vehicle. Position the two tension springs **A** against a vent louver **B**. Then push the vent mount into the vent, far enough so that the hooks **C** drop down and hook the rear of the vent louver (see *Figure 7*). Once you are sure that the hooks have grasped a vent louver, the tension springs **A** will keep the vent mount hooked to the louver.

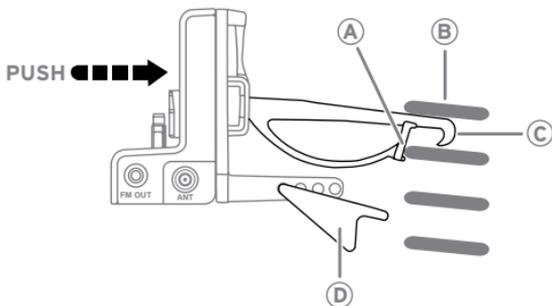


Figure 6

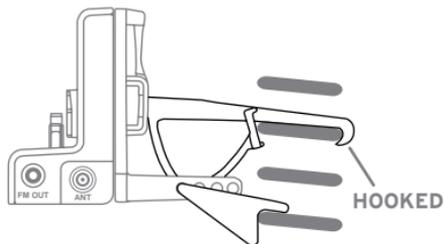


Figure 7

4. You can change the angle of the dock by changing the position of foot **D** on the vent mount to a different adjustment hole (see *Figure 8*).

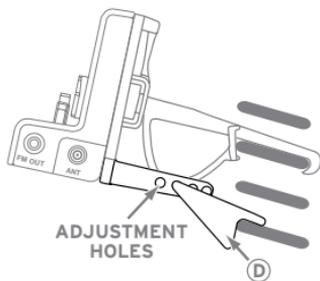


Figure 8

Installing the Magnetic Antenna

Caution

Because adhesive is used in the installation of the Rubber Antenna Cover/Tail, we recommend that you install the antenna at or above room temperature (68° F). The adhesive on the Rubber Cover/Tail may not adhere properly to the vehicle roof at temperatures lower than this. Warmer temperatures will also make it easier to route of the antenna cable through the rubber molding around the windows and in other areas in the vehicle. Maximum adhesion usually occurs within 72 hours at room temperature, so you should avoid car washes as well as other contact with the antenna and Rubber Cover/Tail during this 72-hour period.



Warning

Be sure not to cut, damage, or puncture the external jacket of the antenna cable during the installation procedure. Damage to the antenna cable can degrade the SIRIUS signal or make it unavailable, and can also cause water to intrude via the cable into the antenna causing the antenna to fail.

Do not lengthen or shorten the antenna cable by cutting it. Doing so will cause the antenna to not function properly.

Installation

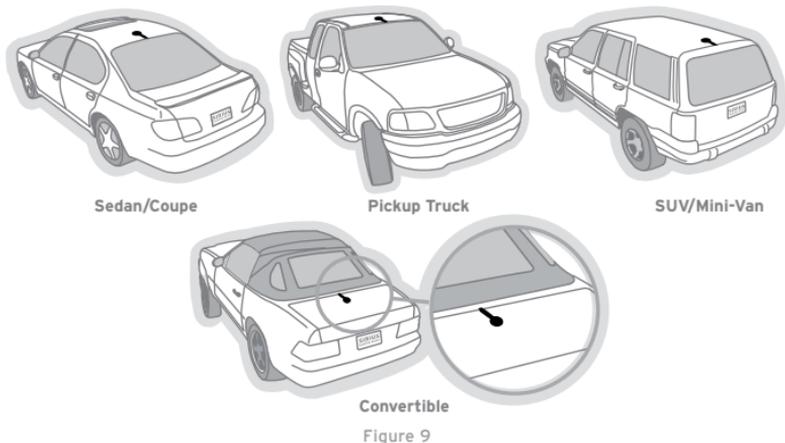
Installing the magnetic antenna consists of two steps:

- Mounting the magnetic antenna and Rubber Antenna Cover/Tail on the vehicle
- Routing the antenna cable through the vehicle to the Vehicle Dock

Antenna Mounting

The SIRIUS Magnetic Mount Vehicle Antenna has a strong magnetic mount designed to hold it in place during normal driving conditions (highway/city). This also makes the antenna easy to remove for transferring it to other vehicles.

Figure 9 shows the optimal mounting location for the antenna on several types of vehicles. These mounting positions should be observed when installing the antenna:



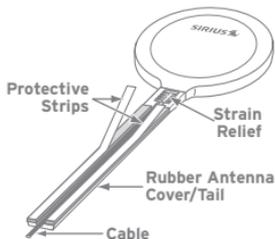
- **Sedan/Coupe/SUV/Mini-Van:** Install the antenna at the rear center of the roof, near the rear window.
- **Pickup Truck:** Install the antenna at the front center of the roof, near the windshield.
- **Convertible:** Install the antenna at the front center of the trunk lid, near the rear window.

The SIRIUS antenna needs to have an unobstructed area of **3 inches by 3 inches around it**. It is important to mount the antenna where no obstructions will block the antenna from receiving the SIRIUS signal. Objects which can obstruct the antenna could be a roof rack, a sunroof, a roof-mounted cargo container, another antenna, etc. If your vehicle has a potential obstruction, be sure that the SIRIUS antenna is mounted at least 3 inches away from it (but no closer than 3 inches from the edge of the roof or trunk lid).

Note: Read the **DO** and **DO NOT** installation tips beginning on page 32 for additional antenna installation information.

Follow this procedure to mount the antenna:

1. Select an appropriate mounting position for your type of vehicle that has an unobstructed area of 3 inches by 3 inches around the antenna.
2. Attach the Rubber Cover/Tail to the antenna, as shown in *Figure 10*, and press the antenna cable into the rubber cover/tail. The Rubber Cover/Tail will help to position the antenna the correct distance from the edge of the roof or trunk lid.
3. Clean the surface area of the vehicle where you will be installing the antenna with the alcohol prep pad.



**Magnetic Antenna
(Upside-Down)**

Figure 10

4. Peel the protective material from the adhesive strips (see *Figure 10*, on page 23) and press the rubber Cover/Tail firmly into place on the vehicle.
5. Double check that the location of the antenna and rubber cover/tail are correct, and continue to press firmly down on the Rubber Cover/Tail for another 30 seconds. At room temperature (68° F), maximum adhesion usually occurs within 72 hours. During this period, avoid car washes and other contact with the antenna and the Rubber Antenna Cover/Tail.

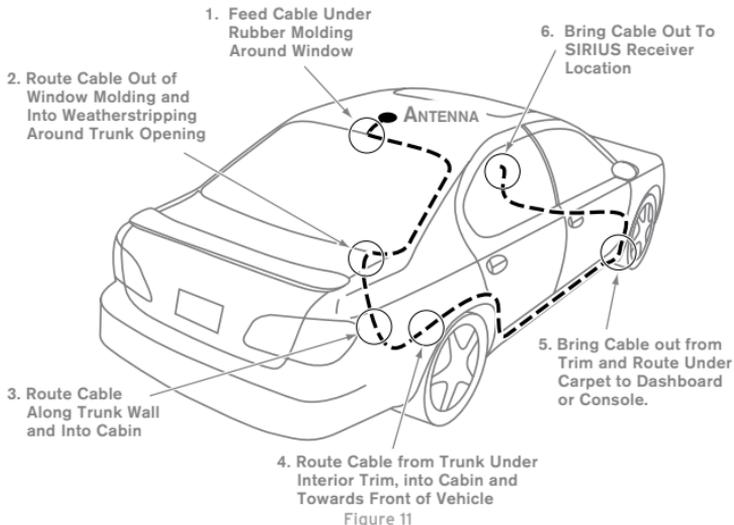
Cable Routing

After you have mounted the antenna you can route the antenna cable to the SIRIUS Vehicle Dock. Separate antenna cable routing procedures are provided for each type of vehicle: Sedan/Coupe, Pickup Truck, SUV/Mini-Van and Convertible.

Note that additional breakout illustrations for each step of the antenna cable routing procedures can be found on the SIRIUS website at <http://www.sirius.ca>. Click on the **Install/Activate** link and then follow the link for the **Car Installation Tips**.

Sedan/Coupe Antenna Cable Routing Procedure

Figure 11 shows how the antenna cable should be routed from the antenna to your Starmate 6 in a sedan/coupe.



Follow these detailed cable installation instructions:

1. Feed the cable from the antenna underneath the rubber molding around the rear window. Use a plastic putty knife or similar object to lift the rubber molding around the rear window and tuck the antenna cable underneath the molding. Route the antenna cable around and down the window to the lowest point. If your rear window does not have rubber molding, SIRIUS recommends consulting with a professional installer.

2. Route the antenna cable out of the window molding and into the rubber weather stripping around the trunk opening. Lift the weather stripping from the opening and tuck the cable inside it, then replace the weather stripping. To avoid sharp bends in the cable, run the cable inside of the weather stripping for a few inches, then remove the cable from the weather stripping inside of the trunk. Keep the cable away from hinges, gears, etc., that could damage it.
3. Route the cable out from the rubber weather stripping and along the trunk wall. Continue routing the cable into the cabin through a conduit or along an existing wiring harness.
4. Route the cable through the main cabin area under the interior trim, towards the front of the vehicle. Use the plastic putty knife to lift the plastic trim just enough to tuck the cable underneath. Avoid side airbag locations on back pillars and above the doors. (Airbag locations are marked with "SRS" logos.) Be careful not to crimp or cut the cable.
5. Bring the cable out from the trim near the firewall and route it under the carpet toward the dashboard or console. Coil any excess cable in a hidden location, such as under the carpet, keeping it away from any vehicle pedals or controls. Secure the excess cable with wire ties.
6. Bring the end of the cable out at the SIRIUS Vehicle Dock location. Leave yourself enough cable so you can easily connect it to the antenna connector on the Vehicle Dock.

Pickup Truck Antenna Cable Routing Procedure

Figure 12 shows how the antenna cable should be routed from the antenna to your Starmate 6 in a pickup truck.

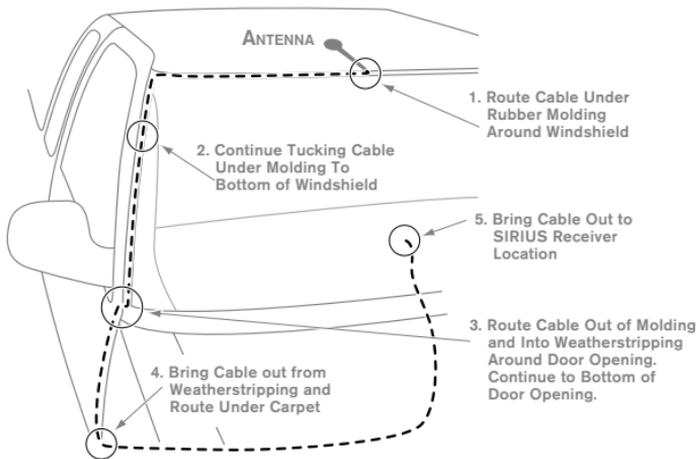


Figure 12

Follow these detailed cable installation instructions:

1. Use a plastic putty knife or similar tool to lift the rubber molding around the windshield and tuck the antenna cable underneath it.
2. Continue tucking the cable underneath the windshield molding around the windshield to the lowest corner.

3. At the lowest corner of the windshield, route the cable out of the windshield molding and into the rubber weather stripping around the door opening. Lift the weather stripping from the opening and tuck the cable inside it, then replace the weather stripping. Run the cable inside of the weather stripping to the bottom of the door opening.
4. Pull the cable out of the weather stripping at the bottom of the door opening and route it under the carpet toward the dashboard. Coil any excess cable in a hidden location, such as under the carpet, keeping it away from any vehicle pedals or controls. Secure the excess cable with wire ties.
5. Bring the end of the cable out at the SIRIUS Vehicle Dock location. Leave yourself enough cable so you can easily connect it to the antenna connector on the Vehicle Dock.

SUV/Mini-Van Antenna Cable Routing Procedure

Figure 13 (opposite) shows how the antenna cable should be routed from the antenna to your Starmate 6 in an SUV or a Mini-Van.

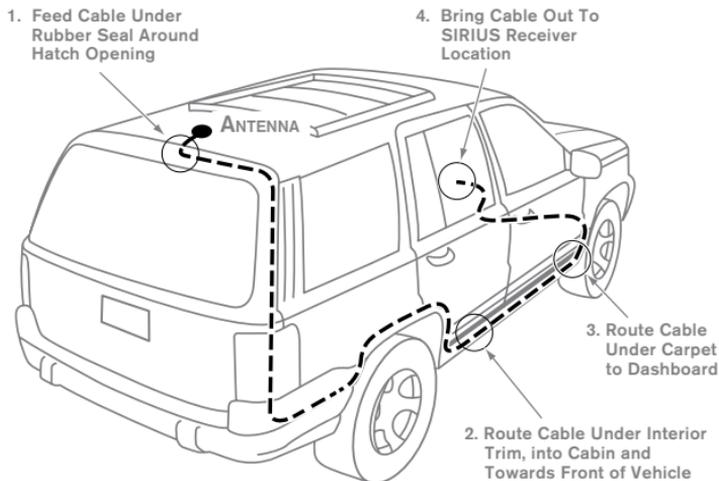


Figure 13

Follow these detailed cable installation instructions:

1. Feed the antenna cable underneath the rubber weather stripping of the rear tailgate window/door and route the cable along the rear hatch. Lift the weather stripping from the opening and tuck the cable inside it, then replace the weather stripping. Pull the cable out from weather stripping and route it into the cabin under the interior trim. Avoid hinges or gears that could crimp or cut the cable.
2. Route the cable through the SUV's main cabin area under the interior trim, towards the front of the vehicle. Use a plastic putty knife to lift the plastic trim just enough to tuck the cable underneath. Avoid side airbag locations on back pillars and above the doors. (Airbag locations are marked with "SRS" logos.) Be careful not to crimp or cut the cable.

3. Bring the cable out from the trim near the firewall and route it under the carpet toward the dashboard or console. Coil any excess cable in a hidden location, such as under the carpet, keeping it away from any vehicle pedals or controls. Secure the excess cable with wire ties.
4. Bring the end of the cable out at the SIRIUS Vehicle Dock location. Leave yourself enough cable so you can easily connect it to the antenna connector on the Vehicle Dock.

Convertible Antenna Cable Routing Procedure

Figure 14 shows how the antenna cable should be routed from the antenna to your Sarmate 6 in a convertible.

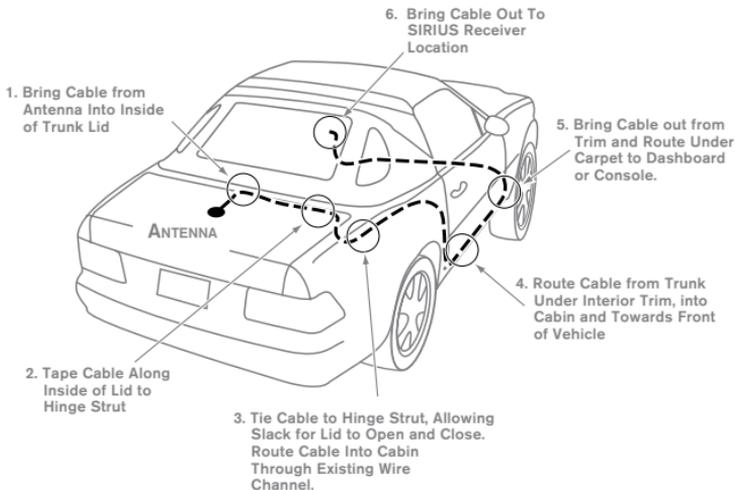


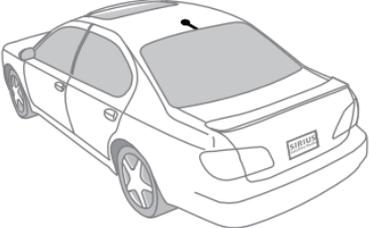
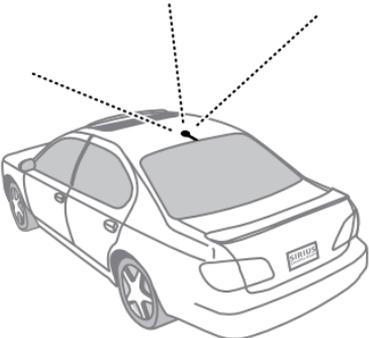
Figure 14

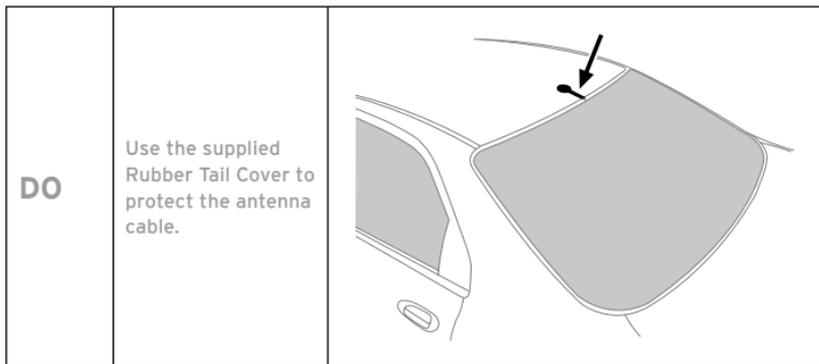
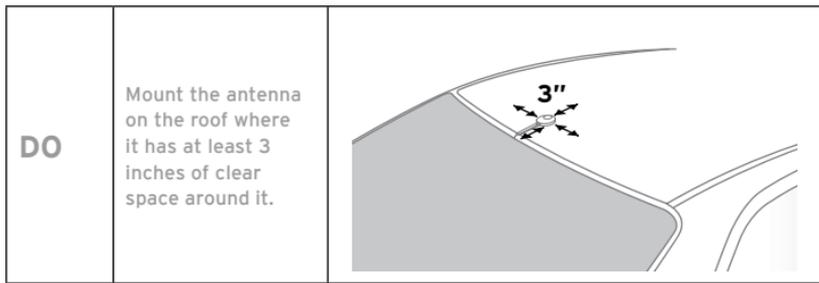
Follow these detailed cable installation instructions:

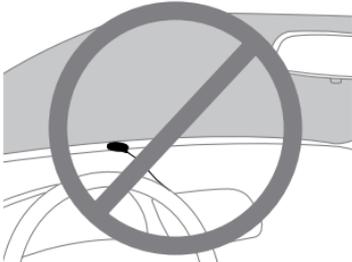
1. Bring the cable from the antenna into the trunk at the front edge of the trunk lid. Keep any bends in the cable loose. Tape or tie the cable along the inside of the trunk lid to the trunk lid hinge strut.
2. Allow enough slack in the cable so the trunk lid can easily open and close and keep the cable away from hinges, gears, etc., that could crimp or cut it. Route the cable along the trunk wall and into the cabin through a conduit or along an existing wiring harness.
3. Route the cable through the main cabin area under the interior trim, towards the front of the vehicle. Use a plastic putty knife to lift the plastic trim just enough to tuck the cable under underneath. Avoid side airbag locations on back pillars and above the doors. (Airbag locations are marked with “SRS” logos.) Be careful not to crimp or cut the cable.
4. Bring the cable out from the trim near the firewall and route it under the carpet toward the dashboard or console. Coil any excess cable in a hidden location, such as under the carpet, keeping it away from any vehicle pedals or controls. Secure the excess cable with wire ties.
5. Bring the end of the cable out at the SIRIUS Vehicle Dock location. Leave yourself enough cable so you can easily connect it to the antenna connector on the Vehicle Dock.

Tip**Antenna Installation Tips**

The following **DO** and **DO NOT** antenna mounting tips illustrate how to install the antenna for optimal performance, and also illustrate where the antenna should not be installed.

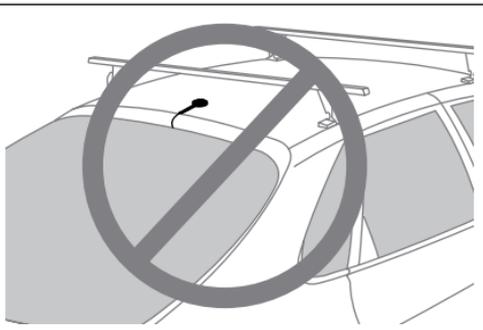
DO	Mount the antenna on the roof, at least 3 inches from the edge.	 A line drawing of a car from a rear three-quarter view. A small antenna is mounted on the roof, positioned towards the rear edge but not directly at it.
DO	Mount the antenna on the roof where it has a clear view of the sky in all directions.	 A line drawing of a car from a rear three-quarter view. An antenna is mounted on the roof. Three dashed lines radiate from the antenna, pointing towards the sky in different directions to indicate a clear view.



<p>DO NOT</p>	<p>Don't mount the antenna inside the vehicle, for example, on the dashboard.</p>	 A line drawing of the interior of a car, showing the dashboard and front seats. A small black dot representing an antenna is placed on the dashboard. A large, thick grey circle with a diagonal slash through it is overlaid on the image, indicating that this installation is prohibited.
<p>DO NOT</p>	<p>Don't mount the antenna on any of the vehicle's front, back or side pillars.</p>	 A line drawing of the exterior of a car, showing the front, back, and side pillars. A small black dot representing an antenna is placed on the side pillar. A large, thick grey circle with a diagonal slash through it is overlaid on the image, indicating that this installation is prohibited.

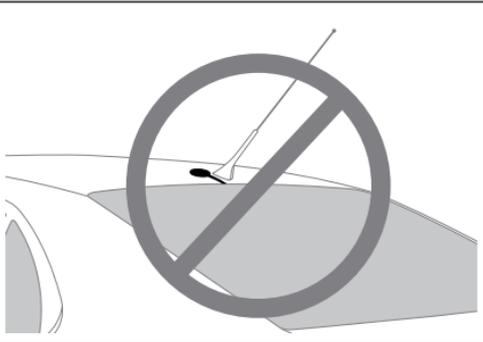
**DO
NOT**

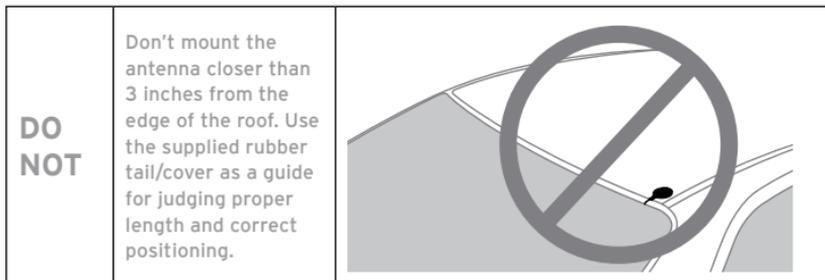
Don't mount the antenna close to a roof rack. Adjust the rack so it's further away from the antenna or move the antenna closer to the center of the roof.



**DO
NOT**

Don't mount the antenna close to another antenna. Mount it at least 3 inches away.





After you've routed the cable to the *PowerConnect Vehicle Dock*, connect the antenna cable to the ANT connection on the left side of the *PowerConnect Vehicle Dock*. (See *Figure 15*.)

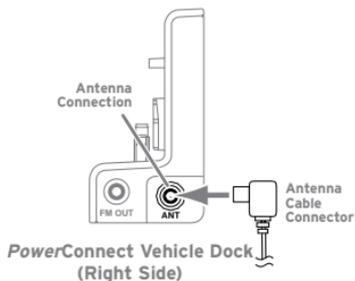


Figure 15

Connecting the *PowerConnect* Power Adapter

Connect the provided *PowerConnect* Power Adapter to the Pwr connector on the right side of the *PowerConnect* Vehicle Dock (see Figure 16).

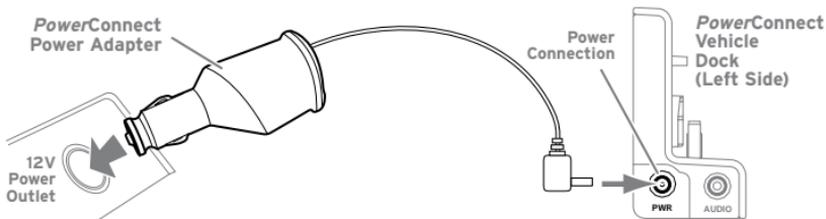


Figure 16



Important: Do not power the *PowerConnect* Vehicle Dock directly from your vehicle's 12VDC power system without using the *PowerConnect* Power Adapter. Doing so could damage the *PowerConnect* Vehicle Dock, your Starmate 6 or both.

Connecting the Audio

To play audio through your vehicle's stereo or FM radio, decide on one of the following audio connection options:

- **Option 1: Best:** Purchase an **Aux In Cable** if your vehicle's stereo system has an auxiliary input connection. Refer to your vehicle's owners manual to find the location of the auxiliary input jack, or consult the vehicle dealer. The Aux In Cable is sold separately and can be purchased from an electronics retailer, or go to shop.sirius.ca.

Tip

The auxiliary input jack may be located on the face plate of the vehicle radio, on the back of the radio, anywhere on the front dash panel, inside the glove compartment, or inside the center console in between the front seats.

- **Option 2: Better:** Use a **Cassette Adapter** if your vehicle has a built-in cassette player. Cassette Adapters are sold separately and can be purchased from an electronics retailer, or go to shop.sirius.ca/accessories.
- **Option 3: Good:** Use the **PowerConnect** feature in the Starmate 6. *PowerConnect* plays the audio through your vehicle's FM radio.
- **Option 4: Best:** Use the **FM Direct Adapter**. If none of the previous three audio connection options will work in your vehicle, then you will need to use the FM Direct Adapter (FMDA) (sold separately). The FMDA needs to be installed by a professional installer and directly connects your radio to your vehicle's FM radio. To learn more, check with the retailer where you bought your radio, or go to sirius.ca/accessories.

Follow the installation instructions in the next several sections for the audio connection option that you have selected.

Option 1: Aux In Cable Installation Instructions

1. Plug one end of the Aux In Cable into the **green AUDIO** connector on the dock.
2. Plug the other end into the auxiliary input jack connection of your vehicle's stereo system (see *Figure 17*).

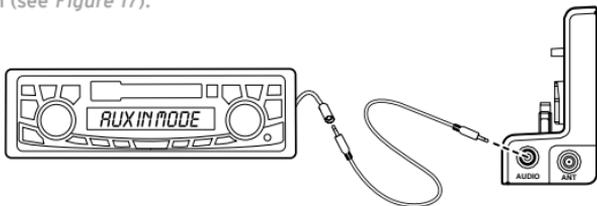


Figure 17

3. Insert your Sarmate 6 into the dock, aligning the radio against the rear of the dock so that the rails on the dock fit into the mounting slots in the back of the radio (see *Figure 18*).

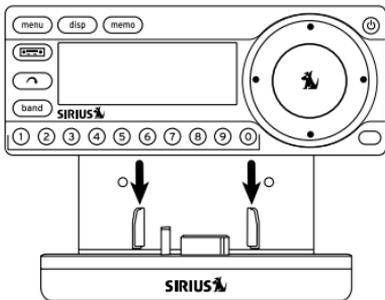


Figure 18

4. Power on your Starmate 6 by pressing the **POWER BUTTON** (see *Figure 19*).
5. Be sure the vehicle is outside and the antenna has a clear view of the sky. Verify that you are receiving the SIRIUS signal. There should at least be one bar on the bottom left corner of the main display screen that denotes antenna signal strength. You can also press **MENU** and then press the **DOWN BUTTON** to scroll and highlight **Signal Indicator**. Press the **SELECT BUTTON**. The Satellite and Terrestrial bars show the strength of the signal being received (see *Figure 20*). If the signal reception is good, press and hold **MENU** to return to the main display screen.



Figure 19

6. Ensure that the Starmate 6 is tuned to channel 184. Upon power up, the Starmate 6 should tune to channel 184 by default, when it's not yet activated. If it's not on channel 184, refer to "Operation" on page 51 to learn about how to tune a channel.
7. Turn on your vehicle's stereo system. Set it to play input from the auxiliary input source.
8. You should hear SIRIUS channel 184 through your vehicle's stereo system. You are now ready to activate your Starmate 6.
9. The audio level output of the Starmate 6 can be increased or decreased as necessary to match the audio levels of other sources in your vehicle. Refer to "Audio Level" on page 76.



Figure 20

If the signal reception is good, but there is no audio when tuned to channel 184, be sure the vehicle's stereo system is set to the correct source, i.e., auxiliary input source (step 7). Also be sure that the audio level is set high enough to be heard (step 9). Refer to "Troubleshooting" on page 88 for additional help.

Option 2: Cassette Adapter Installation Instructions

1. Plug the Cassette Adapter into the **green AUDIO** connector on the dock.
2. Insert the Cassette Adapter in the vehicle's cassette deck (see *Figure 21*). You may need to turn on your vehicle's stereo system in order to do so.

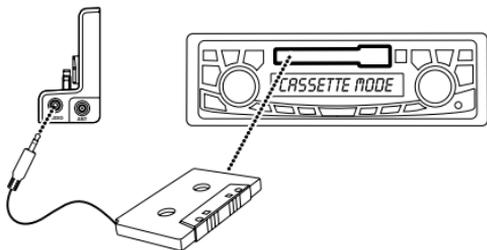


Figure 21

3. Insert your Starmate 6 into the dock, aligning the radio against the rear of the dock so that the rails on the dock fit into the mounting slots in the back of the radio (see *Figure 22*).

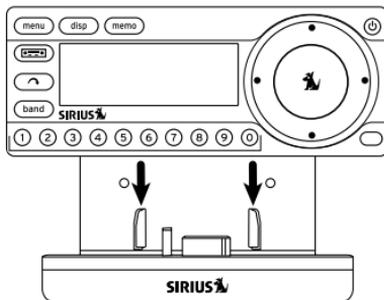


Figure 22

4. Power on your Starmate 6 by pressing the POWER BUTTON (see *Figure 23*).
5. Be sure the vehicle is outside and the antenna has a clear view of the sky. Verify that you are receiving the SIRIUS signal. There should at least be one bar on the bottom left corner of the main display screen that denotes antenna signal strength. You can also press MENU and then press the DOWN BUTTON to scroll and highlight **Signal Indicator**.



Figure 23

Press the SELECT BUTTON. The Satellite and Terrestrial bars show the strength of the signal being received (see *Figure 24*). If the signal reception is good, press and hold MENU to return to the main display screen.

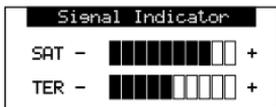


Figure 24

6. Ensure that the Starmate 6 is tuned to channel 184. Upon power up, the Starmate 6 should tune to channel 184 by default, when it's not yet activated. If it's not on channel 184, refer to "Operation" on page 51 to learn about how to tune a channel.
7. If you haven't done so, turn on your vehicle's stereo system. Set it to play input from the cassette source.
8. You should hear SIRIUS channel 184 through your vehicle's stereo system. You are now ready to activate your Starmate 6.
9. The audio level output of the Starmate 6 can be increased or decreased as necessary to match the audio levels of other sources in your vehicle. Refer to "Audio Level" on page 76.

If the signal reception is good, but there is no audio when tuned to channel 184, be sure the vehicle's stereo system is set to the correct source, i.e., cassette source (step 7). Also be sure that the audio level is set high enough to be heard (step 9). Refer to "Troubleshooting" on page 88 for additional help.

Option 3: PowerConnect Installation Instructions

1. Insert your Starmate 6 into the dock, aligning the radio against the rear of the dock so that the rails on the dock fit into the mounting slots in the back of the radio (see *Figure 25*).

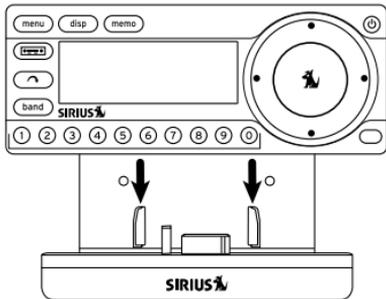


Figure 25

2. Power on Starmate 6 radio by pressing the POWER BUTTON (see *Figure 26*).
3. Be sure the vehicle is outside and the antenna has a clear view of the sky. Verify that you are receiving the SIRIUS signal. There should at least be one bar on the bottom left corner of the main display screen that denotes antenna signal strength. You can also press MENU and then press the DOWN BUTTON to scroll and highlight **Signal Indicator**. Press the SELECT BUTTON. The Satellite and Terrestrial bars show the strength of the signal being received (see *Figure 27*). If the signal reception is good, press and hold MENU to return to the main display screen. You are ready to make the audio connection.



Figure 26

4. You'll first need to find an available FM channel. An available FM channel is one that's not being used by an FM radio station in your area. When you tune your FM radio to an available channel, you should only hear static or silence - not talk or music. We recommend one of the following methods to find an available FM channel:

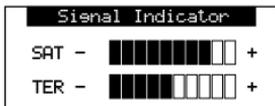


Figure 27

- a. Use the SIRIUS|XM FM Channel Finder at <http://siriuscanada.ca/en/install/frequency.aspx>. Go to the website and enter your zip code. The Channel Finder will suggest a list of available FM channels in your area. For convenience, write down or print out the list.

OR

- b. Manually tune through your local FM channels on your vehicle's FM radio. Locate and create a list of channels that aren't being used by any FM radio station. Write down the list. Once you have created your list of available FM channels, you will need to find the one that provides the best match for your Starmate 6.

Tip

You'll need to use the 'Manual' tune function on your vehicle's FM radio to tune through every FM channel one-by-one. Turn on your vehicle's FM radio. Start at 88.1 and use the 'Manual' tune function on your vehicle's FM radio to tune through each FM channel one-by-one (88.1 followed by 88.3 etc.) to locate channels that aren't being used by a local FM radio station. Write down each FM channel that has only static or silence on it, until you reach 107.9.

5. Ensure that the Starmate 6 is tuned to channel 184. Upon power up, the Starmate 6 should tune to channel 184 by default, when it's not yet activated. If it's not on channel 184, refer to "Operation" on page 51 to learn about how to tune a channel.
6. Pick the first FM channel on your list from step 4. Turn on your vehicle's FM radio (if you have not already done so) and tune it to this FM channel.
7. Set your Starmate 6 to transmit on the same FM channel that you have selected in step 4:

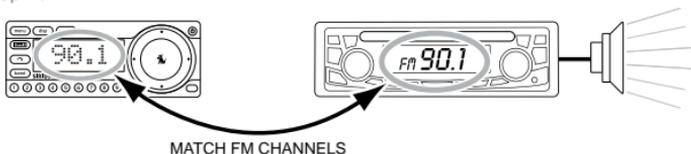


Figure 28

- i. Press MENU.
- ii. Press the DOWN BUTTON to scroll and highlight **FM Transmitter** and press the SELECT BUTTON.
- iii. **FM Presets** will be highlighted. Press the SELECT BUTTON.
- iv. Press the DOWN BUTTON to scroll and highlight the storage location FM2 (see *Figure 29*). Press the SELECT BUTTON.
- v. Tune to the FM channel you found in step 3. Press the UP or DOWN BUTTON to tune in steps of .2, i.e., 99.3 to 99.5. Press the LEFT or RIGHT BUTTON to tune in steps of 1, i.e., 99.3 to 100.3 (see *Figure 30*). When the desired FM channel is displayed on screen, press the SELECT BUTTON to select the FM channel.
- vi. The FM channel you selected will be confirmed on the display screen (see *Figure 31*). The Starmate 6 will tune to the FM channel.

FM Presets	
FM1	88.1 MHz
FM2	<EMPTY>
FM3	<EMPTY>
FM4	<EMPTY>

Figure 29

FM2 Frequency
90.1 MHz

Figure 30

FM Presets	
FM1	88.1 MHz
FM2	90.1 MHz
FM3	<EMPTY>
FM4	<EMPTY>

Figure 31

8. You should hear SIRIUS channel 184 through your vehicle's FM radio. If you are satisfied with the sound quality, you're done! You are now ready to activate your Starmate 6.
9. If the selected FM channel doesn't work well for you, work down the list of FM channels until you find one that allows you to hear SIRIUS clearly. Each time, you will need to tune your vehicle's FM radio to the FM channel and then set your Starmate 6 to transmit on the same FM channel (steps 6 & 7).

If the signal reception is good, but there is no SIRIUS audio when tuned to channel 184, verify that both the radio and your vehicle's FM radio are tuned to the same FM channel

(steps 6 & 7). Also ensure the chosen FM channel is a suitable one to use in your area (step 4). Verify that nothing is plugged into the **AUDIO** connector on the *PowerConnect* Vehicle Dock. Refer to “Troubleshooting” on page 88 for additional help.

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 your Starmate 6 is correctly installed, is properly docked in the Vehicle Dock, and that the antenna is oriented to receive the SIRIUS signal.
2. Turn on the Starmate 6. After the startup sequence, it will update the SIRIUS channel line-up (see *Figure 32*). Wait until the channel updates have completed before pressing any buttons.
3. Once the channels have been updated, the Starmate 6 will automatically tune to channel 184 and the display will change to *To Activate Call 1-888-539-SIRIUS* (see *Figure 33*). You will not be able to listen to any other channels until you activate your SIRIUS subscription.
4. To display your Starmate 6's SIRIUS ID (SID) number, tune to channel 0 by pressing the Select button, then the 0 (zero) button, and then the Select button again (see *Figure 34*). The SID number is also available on your Starmate 6's packaging. Write the SID number down.
5. Have your credit card handy and visit <https://activate.siriuscanada.ca/>. You can also call SIRIUS toll-free at: 1-888-539-SIRIUS.
6. When you have successfully subscribed to the SIRIUS service an alert will be displayed (see *Figure 35*). To continue, press any button on the front panel.

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

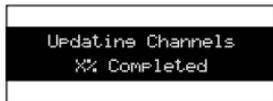


Figure 32

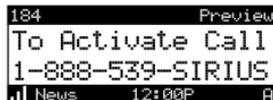


Figure 33

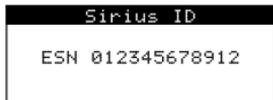


Figure 34



Figure 35

Controls

Starmate 6 Front Panel

Figure 36 and the section following identify and describe your Starmate 6's buttons and controls.

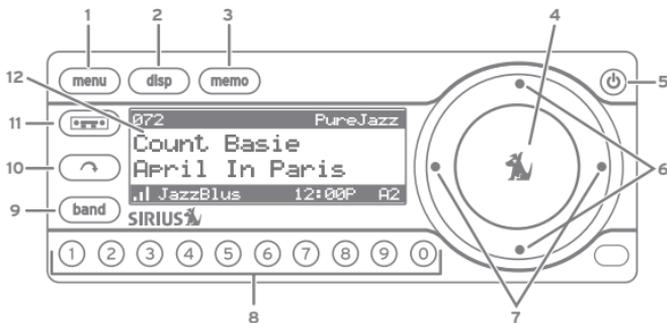


Figure 36

1. **Menu Button:** Accesses Menu options to make setup and feature changes.
2. **Display (DISP) Button:** Toggles the Default display screen between the normal display mode and large text display mode (see page 54). Pressing and holding switches the display to the MY CHANNELS screen (see page 53).
3. **Memory (MEMO) Button (S-Seek Function):** Saves and recalls artist names, song titles, and sports teams. You can store up to 30 artist/song title combinations, including your favourite sports teams/cars and traffic channels. Pressing and hold-

- ing the Memo button will enter the recall mode, displaying the stored information.
4. **Select Button:** Selects items highlighted on the display screen. When the Default screen is displayed, a press-and-release of the Select button will display a prompt to enter a channel number. Pressing and holding will return to the last channel played.
 5. **Power Button:** Turns the Starmate 6 **ON** and **OFF**.
 6. **Channel Up/Down Buttons:** Navigate through channels and display screens, and highlight items on the display.
 7. **Category Left/Right Buttons:** Navigate through the Category List screens, which display SIRIUS channel categories. Pressing and holding the buttons provides a shortcut for adjusting the display's brightness without having to enter the Menu Options (see page 79).
 8. **Preset Number Buttons (0 - 9):** Set and select preset channels. Also used to directly tune channels by entering the channel number.
 9. **Band Button:** Pressing and releasing this button switches between preset banks A, B, and C, which hold 10 presets each for a total of 30. Pressing and holding this button switches to the My PRESETS category, which lets you see what artists and songs are playing on each of your stored presets.
 10. **Jump Button:** Quickly switches between the current channel and a favourite (or frequently-accessed) channel.
 11. **FM Presets Button:** Selects between different preset frequencies used by the built-in wireless FM transmitter.
 12. **LCD Display Screen:** Provides information about the Starmate 6's operation, the program that is playing and other programming that is available.

PowerConnect Vehicle Dock Reference Guide

Figure 37 and the section following identify and describe the controls and connectors of the PowerConnect Vehicle Dock.

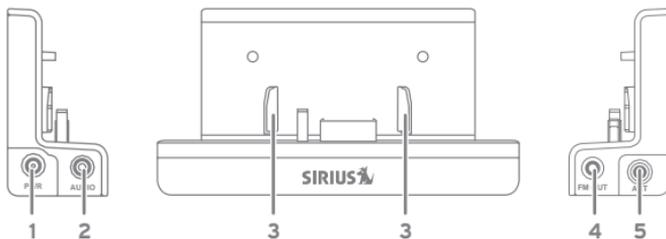


Figure 37

1. **Power (PWR) Connector:** Power connection for the supplied PowerConnect Power Adapter (see page 37).
2. **Audio Out (AUDIO) Connector:** Audio output for directly connecting to your vehicle's audio system (see pages 39 & 41).
3. **Docking Rails:** Fit-into slots in the back of the Starmate 6 to secure it while it is docked (see page 39).
4. **FM Out Connector:** FM output for use with the optional FM Direct Adapter (see page 43).
5. **Antenna (ANT) Connector:** Connection for the supplied magnetic antenna (see page 36).

Operation

Display Screen Information

Your Starmate 6's 5-line LCD display screen provides information about the operation of the radio, 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* screen in this manual. *Figure 38* identifies the information displayed on the Default screen when listening to a typical broadcast.



Figure 38

Whenever you power your Starmate 6 **ON**, the previously-selected channel will automatically begin playing, and the currently-playing artist name and song title will be displayed.

Changing Channels and Categories

Pressing the Channel UP or DOWN button will immediately tune to the next or previous subscribed channel.

Pressing the Category LEFT or RIGHT button once will display a list of the subscribed channels in the current category, highlighting the currently-tuned channel (see *Figure 39*). This is the *Category List* mode.

Pop	
005	Sirius Gold
006	'60's Vibrations
007	Totally '70s
008	Bie '80s

Figure 39

Pressing the Category LEFT or RIGHT button again will display a listing of the previous or next channel category.

If you repeatedly press the Disp button while in the Category List mode, the display will sequence between listings of currently-playing artist names, song titles, and back to channel names within the current category (see *Figure 40*).

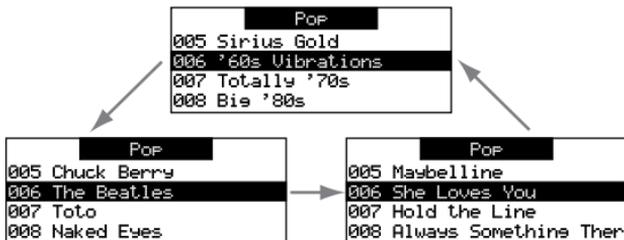


Figure 40

Use the Channel UP/DOWN buttons to highlight a channel within a category and press the Select button to tune to the highlighted channel. When you tune to a new channel, the display will revert to the Default screen for the new channel.

To exit the Category List mode without changing to a different channel, press-and-hold the Disp button for at least 1 second until the Default screen is displayed.

My Channels Category

The first category displayed in the Category List mode is a My Channels category (see *Figure 41*) that will show all of the channels contained in your SIRIUS subscription plan. The category heading bar will show the total number of channels your Starmate 6 is subscribed to.



Figure 41

Use the Channel UP/DOWN buttons to highlight a channel and press the Select button to listen to the highlighted channel.

- Channels that have been locked using the Parental Control feature (see page 87) will be displayed with a padlock icon next to the channel name.
- If you try to tune to an unsubscribed channel the Starmate 6 will display a “Channel Unsubscribed” message.
- The Starmate 6 will not display channel information for any unsubscribed or locked channels.
- The Memory and Song Seek functions (see page 58) will only occur on subscribed channels.
- All of the Category List screens and Channel List screens (see page 52) will only display subscribed channels that have not been locked using Parental Control.

For information about your SIRIUS subscription, go to home.sirius.ca.

Display (DISP) Button

Pressing and holding the Disp button for 1½ seconds will also activate the MY CHANNELS screen (see page 53). The MY CHANNELS screen makes it easy to quickly search for and locate music on any of your subscribed channels by channel, by artist, and by song title.

When the MY CHANNELS screen is active, the Starmate 6 displays a listing of all your subscribed channel numbers and names. Repeated momentary pressing and releasing of the Disp button will sequence the display between listings of artist names, song titles, and back to channel names (see *Figure 42*). For sports channels, pressing the Disp button will toggle between the team/driver names and the current score of any live play-by-play game or the standings in a race being run.

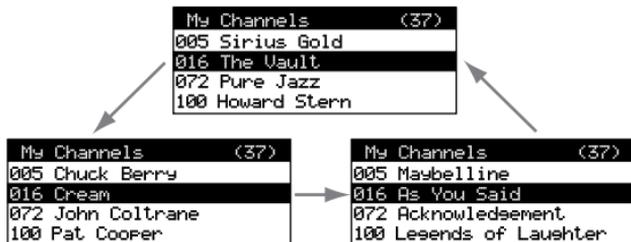


Figure 42

Use the Channel UP/DOWN buttons to scroll through the available subscribed channels. Press the Select button to tune to the highlighted channel. The new channel will begin playing and the display will revert to the Default screen for the new channel.

To exit the MY CHANNELS screen without changing to a different channel, press and hold the DISP button for 1+ seconds, until the Default screen is displayed.

Changing the Display

Momentarily pressing the Disp button while the Default screen is displayed changes the artist name and song title to a scrolling, single-line, large-format display for easier viewing from a distance (see *Figure 43*).



Figure 43

Selecting Channels Directly

You can directly tune to any channel by entering the channel number using the 0 - 9 Number buttons. To enter a channel number, momentarily press and release the Select button. At the display prompt (*Figure 44*) enter the three-digit channel number.



Figure 44

Channel Presets (BAND Button)

You can store up to 30 of your favourite channels as presets for quick access with the press of a button.

Storing Channel Presets

Presets are stored in three banks (A, B and C), each containing ten channel presets:

1. Momentarily press and release the Band button until the desired preset bank, A, B, or C, is displayed in the lower right corner of the default display screen.
2. Tune to the channel you wish to store as a preset (see *Changing Channels and Categories*, on page 52).
3. Press and hold the Number button in which you wish to store your favourite channel for 1+ seconds until you hear a beep. The screen will confirm that the channel has been stored (*Figure 45*), and the band and preset number will then be displayed in the lower-right corner of the display screen.



Figure 45

Note: If the Number button already has a preset channel stored in it, the preset will be replaced by 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 - 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. The Starmate 6 will tune to the last-tuned preset in the selected bank.
2. Press the desired preset button 0 - 9 to tune to a different preset in the bank. The channel will change and the display will revert to the Default screen for the new channel, with the preset bank and number shown in the lower-right corner.

Pressing and holding the Band button displays the My Presets screen (see below).

My Presets Screen

You can use the Channel UP/DOWN buttons to quickly see what's playing on all of your presets:

1. Press and hold the Band button to activate the My Presets screen (see *Figure 46*).



Figure 46

2. Use the Channel UP/DOWN buttons to scroll through the presets. When the preset you want to listen-to is highlighted, press the Select button to listen to it. Pressing the Channel UP/DOWN buttons will cycle through all of the stored presets by preset bank and number (for example, A1, A2...B1, B2...C1, C2...). Pressing the Channel UP/DOWN buttons after the last stored preset is displayed will return back to the first stored preset.

While the My Presets screen is active, pressing the Disp button will cycle the channel information on the screen between channel names, artist names, composer names (if available) and song title (see *Figure 47*).

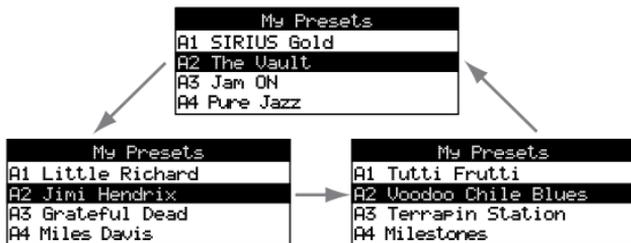


Figure 47

To exit the My Presets screen and return to Default display screen, press and hold the Band button for 1½ seconds.

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

This feature allows you to capture and store information in the Starmate 65's memory about the currently tuned programming – artist, song, or sports team/NASCAR car. The Starmate 6 then continuously searches all subscribed SIRIUS channels and alerts you when a program currently being played matches one stored in memory (see *Figure 48*). A total of 30 artists and songs, plus one sports team/car may be stored in memory.



Figure 48

If you have saved a sports team or car in memory, when you initially power your Starmate 6 on you will be alerted if your sports team/car are playing/racing in a game/race being broadcast. Also, you will be alerted should your team/car begin playing/racing while you're listening to your Starmate 6.

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

If you are listening to a song, 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:

- 1. 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 Starmate 6 will display a menu to choose to store either the artist name or the song title (see *Figure 49*).



Figure 49

If either the artist name or song title is not available to save, the choice will be displayed as unavailable (see *Figure 50*).



Figure 50

Using the Channel UP/DOWN buttons, choose Store ARTIST or Store Song (when available) and press the Select button to save the 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 (see *Figure 51*).



Figure 51

- 2. For Sports Teams:** If the currently-tuned channel is a sports broadcast, momentarily press and release the Memo button. The Starmate 6 will display a menu to choose which sports team or NASCAR car should be saved to memory (see *Figure 52*).



Figure 52

If any of the teams/cars is not available to save, that team/car will be displayed as unavailable (see *Figure 53*).



Figure 53

Using the Channel UP/DOWN buttons, choose the desired sports team (when available) and press the Select button to save the current selection to memory.

3. To ensure that no duplicate entries are stored in memory, the Starmate 6 will check the stored memory list to ensure that the alert about to be stored is not already stored in memory. If a duplicate entry is found, an Unable to Store screen will be displayed for 1 second. The screen will then revert to the last active display mode.
4. If the new alert was successfully stored in memory, an Artist/Song Stored pop-up screen followed by an X Used/Y Empty screen will be displayed for 1 and 2 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 (see *Figure 54*).



Figure 54

5. If all of the memory spaces are full when you press the Memo button, a Memory Full screen will be displayed for 1 second (see *Figure 55*).

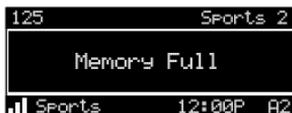


Figure 55

The Starmate 6 will then display a Replace - Cancel screen, which will allow you to choose whether to replace an existing alert stored in memory, or to cancel storing the alert to memory (see *Figure 56*).



Figure 56

Use the Channel UP/DOWN buttons to choose whether to replace an existing alert or cancel saving the alert to memory. If you cancel saving the alert, the radio 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 (see *Figure 57*).



Figure 57

Use the Channel UP/DOWN buttons to highlight the alert that you would like to overwrite and press the Select button to store the new alert. If the new alert was successfully saved in memory, an Artist/Song Stored pop-up screen followed by an X Used/Y Empty screen will be displayed for 1 and 2 seconds respectively (see *Figure 58*).



Figure 58

X is the total number of listings stored in memory, and Y is the total number of memory listings still available for storage. The screen will then revert to the last active display mode.

Viewing Stored Alerts Stored in Memory

To view all the alerts you have saved to memory, press and hold the Memo button for 1+ seconds to enter the S-Seek mode. The alerts stored in memory will be displayed one-at-a-time in page format (see *Figure 59*). Use the Channel UP/DOWN buttons to scroll through the listings. This function allows you to review previously stored program information.

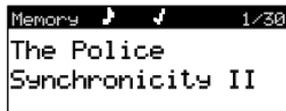


Figure 59

To Activate, Cancel or Delete an Alert:

1. Press and hold the Memo button for 1+ seconds to enter the S-Seek mode, then use the Channel UP/DOWN buttons to find the alert which you wish to activate, cancel or delete.
2. Press the Select button. The Memory Recall screen will appear (see *Figure 60*).



Figure 60

3. Use the Channel UP/DOWN buttons to highlight the option you want for that particular alert, and press the Select button. If you select Delete, a Delete Confirmation screen will appear. To permanently delete the alert from the memory list, highlight and select Yes.

- An Artist Deleted pop-up screen followed by an X Used/Y Empty screen will be displayed for 1 and 2 seconds respectively (see *Figure 61*) X is the total number of listings saved in memory, and Y is the total number of memory listings still available for storage. The screen will then revert to the last active display mode.



Figure 61

When the S-Seek option is enabled, whenever the Starmate 6 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 matches are found, a pop-up screen momentarily appears for 2 seconds and displays S-Seek Alert (see *Figure 62*). You will also hear an audible beep tone, indicating that a match was found.



Figure 62

The Starmate 6 then displays the Sirius Seek List screen, which displays a list of the current matches (see *Figure 63*). No alert is provided for the currently-tuned channel.

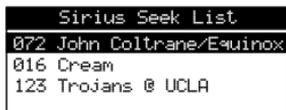


Figure 63

Use the Channel UP/DOWN buttons to highlight the artist, song, or sports event that you wish to listen to, and then press the Select button to tune to it. If you don't make a selection within 10 seconds, the Starmate 6 will revert to the last active display mode. Note that the currently-tuned channel will continue to play until you make a new selection from the S-Seek list.

Jump Button

Your Starmate 6 has a special preset button called the *Jump* button that lets you quickly tune to a channel that you want to access frequently, such as a music channel or a sports channel. Pressing the Jump button 'jumps' to the specific channel you have programmed into the Jump button; pressing the Jump button again 'jumps' back to your original channel. (Refer to *Jump Settings*, on page 73 for instructions for configuring the Jump button.)

Other channel: If you've set the Jump button to the JumpSet option, pressing the Jump button will immediately tune to the channel you preset into the JumpSet. The Jump icon will be displayed in the lower right corner of the display screen to indicate that the Jump preset channel is currently tuned (see *Figure 64*).



Figure 64

Pressing the Jump button again will return to the previous channel.

Note: The channel preset for the Jump button remains the same regardless of which preset memory bank is currently selected.

FM Presets Button

If you are using a wireless connection between your Starmate 6 and your vehicle's audio system (see page 43), the FM Presets button makes it easy for you to select between the five different FM transmitter preset frequencies. It also makes it easy for you to select new FM transmitter preset frequencies without having to go through the Menu Options (see page 70).

If the FM transmitter is set to OFF when you press the FM Presets button, the FM Transmitter On screen will be displayed (see *Figure 65*). Select Yes to turn the transmitter ON.

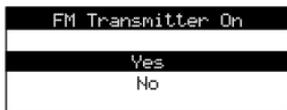


Figure 65

After you select Yes, the FM Presets list will be displayed (see *Figure 66*, left). If you haven't set any of the FM preset frequencies, FM1 is factory-set to 88.1MHz; FM2 - FM5 will be Empty.

FM Presets	
FM1	88.1 MHz
FM2	(EMPTY)
FM3	(EMPTY)
FM4	(EMPTY)

<EMPTY>
88.1 MHz
88.3 MHz
88.5 MHz
88.7 MHz

Figure 66

Use the Channel UP/DOWN buttons to highlight the preset you wish to change, and press the Select button to choose the preset. The FM frequency screen will appear (see *Figure 66*, right).

Use the Channel UP/DOWN buttons to highlight the frequency you wish to select for the preset and press the Select button. The FM frequency will then be stored in the preset. To select that preset and exit, press the Menu button.

Tip

If you frequently travel to different areas, you can set the five FM presets to frequencies that are not being used by broadcasters in those areas.

Note: You can display the FM Preset list at any time by pressing and holding the FM Presets button.

If the FM transmitter is already set to ON when you press the FM Presets button, the Frequency screen will be displayed for 3 seconds showing the currently-selected FM frequency and preset (see *Figure 67*).



Figure 67

Pressing the FM Presets button again while the Frequency screen is displayed will change to the next FM preset frequency.

Menu Options

Menu Options allows you to set and/or change the various features and settings of your Starmate 6. Press and release the Menu button to display the Menu Options (see *Figure 68*).

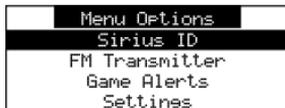


Figure 68

Use the Channel UP/DOWN buttons to highlight selections in the menu lists and press the Select button to select them. To exit a menu, press the Menu button. If you don't make a selection within 10 seconds the Starmate 6 will exit the Menu Options screen and revert to the last active display mode. You can exit any Menu Options screen by pressing the Menu button.

Sirius ID

This displays your Starmate 6's 12-digit SIRIUS ID (SID) number (see *Figure 69*).

The SID is unique to each SIRIUS radio, and is required to activate your SIRIUS service. We recommend that you write this number in the space provided near the end of this user guide. No adjustments are allowed in this mode.

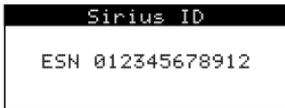


Figure 69

FM Transmitter

The FM Transmitter menu option allows you to enable or disable the Starmate 6's built-in FM transmitter, and select up to 5 different preset FM transmitter frequencies (see *Figure 70*).



Figure 70

FM PRESETS

You can set up to 5 preset FM transmitter frequencies:

1. On the FM Transmitter screen (*Figure 70*), highlight and select FM Presets. The FM Presets screen will appear (see *Figure 71*, left). Note: You may also enter this list by pressing and holding the FM Transmitter button.



Figure 71

2. Highlight the FM preset you wish to set (or change) and press the Select button. A list of FM frequencies will be displayed, beginning with the currently selected FM frequency for the preset (see *Figure 71*, right)
3. Use your vehicle's FM radio to locate FM frequencies that aren't being used by local broadcasters, and where there is no interference from adjacent FM stations. These are the frequencies you should add to the FM Presets list.
4. Highlight the frequency you wish to select for the preset and press the Select button. The FM frequency will then be stored in the preset. (If you do not want a frequency for the preset, choose Empty from the menu.)

5. Select FM frequencies for other presets using the same steps. To exit the FM Presets menu, press the Menu button.

FM ON/OFF

To turn the Starmate 6's FM transmitter On or Off, highlight and select FM On/Off on the FM Transmitter screen (see *Figure 70*, on page 70). The FM On/Off screen will appear (see *Figure 72*).



Figure 72

To turn the FM transmitter ON, highlight and select FM On; to turn the FM transmitter OFF, highlight and select FM Off.

Settings

The Settings menu lets you access the Display Options, Jump Settings, Memory Options, Audio Level, Confirmation Tone and Parental Control menu options (see *Figure*



Figure 73

73).

Display Options

You can adjust the brightness and contrast of the Starmate 6's LCD display screen to improve its visibility in different lighting conditions (see *Figure 74*).



Figure 74

Brightness adjusts the overall intensity of the LCD display to help with viewing in different lighting conditions. Contrast adjusts the relationship between the background and the text on the LCD display.

Use the Channel UP/DOWN buttons to adjust the brightness and contrast. The bar graphs will indicate the change (see *Figure 75*).



Figure 75

Note: You can change the screen brightness without entering the menu system by pressing and holding the category Left or Right buttons (see page 52).

Jump Settings

Jump Settings controls the actions of the Jump button (see Figure 76). You can also access the Jump Settings screen by pressing and holding the Jump button.



Figure 76

Two Jump setting options are available, Traffic and Jump Set. The Jump icon indicates the currently-selected option.

The Traffic option sets the Jump button to provide a traffic report for a selected city, while the JumpSet option assigns any channel to the Jump button.

TRAFFIC

Please Note: Traffic is currently not available in Canada.

JumpSet

1. On the Jump Settings screen (see Figure 76), highlight and select JUMPSET. The JumpSet screen will appear (see Figure 77).



Figure 77

2. Tune to the channel you want assigned to the Jump button (you can use the Channel UP/DOWN buttons, your presets or enter the channel number directly). When the channel is tuned, press and hold the Jump button for 2 seconds until the screen in Figure 78 is displayed.

The selected channel is now assigned to the Jump button.

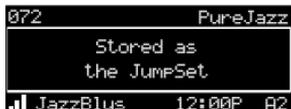


Figure 78

Note: While listening to any channel, you can assign that channel to the Jump button by simply pressing and holding the Jump button for 2 seconds.

Memory Options

Memory Options lets you turn the automatic S-Seek feature **ON** or **OFF**, and also provides a way to clear (erase) all the stored S-Seek alerts from memory (see *Figure 79*).

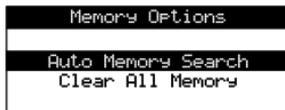


Figure 79

Auto Memory Search

This lets you turn the S-Seek function **ON** or **OFF**.

On the Memory Options screen (see *Figure 79*), highlight and select Auto Memory Search. The Auto Memory Search screen will appear (see *Figure 80*). Highlight and select either **ON** or **OFF**.



Figure 80

Clear All Memory

This clears all S-Seek memory entries.

On the Memory Options screen (see *Figure 79*), highlight and select Clear All Memory. The Clear All Memory? screen will appear (see *Figure 81*). Highlight and select either Yes or No.

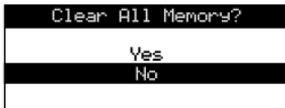


Figure 81

Audio Level

Use the Channel UP/DOWN buttons to adjust the Starmate 6's audio output level (see *Figure 82*). The bar graph will indicate the change.



Figure 82

Confirmation Tone

The Starmate 6 will sound an audio alert tone when you power it **ON** or **OFF**, as well as when an S-Seek alert or other alert is activated. The default setting is **ON**. To change the Confirmation Tone setting, use the Channel UP/DOWN buttons to highlight On or Off, and press the Select button (see *Figure 83*).



Figure 83

Parental Control

Your Starmate 6 has the ability to lock channels you do not want others (such as children) to access without your permission. Locked channels will not appear on the Channel List screen, the Category List screen or when browsing channels with the Channel UP/DOWN buttons. When the anyone tries to access a locked channel using the Direct Tuning function (see page 55), an Enter Code screen will be displayed and the channel won't be accessed until the correct code is entered.

Note: Locked channels will appear on the My Channels screen. See page 53.

Locking and Unlocking Channels

1. Select the Parental Control menu option. The Parental Control screen will appear (see *Figure 84*, left).

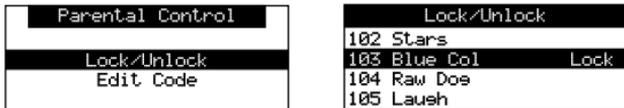


Figure 84

2. Select Lock/Unlock. You will need to enter the lock code to proceed. Refer to *Changing the Lock/Unlock Code*, on page 78 for information on how to set the lock code.
3. Once you enter the lock code the Lock/Unlock screen will appear (see *Figure 84*, right). Highlight the channel you wish to lock or unlock from the channel list. Pressing the Select button will either add the word Lock next to the channel name to indicate that the channel will be locked, or unlock a locked channel by removing the word Lock.

Changing the Lock/Unlock Code

The first time you access the Lock/Unlock menu, you must enter the default lock code. The default lock code is **0 0 0 0**. You can keep this code or change it. To change the lock code:

4. Select the Parental Control menu option. The Parental Control screen will appear (see *Figure 84*, left, on page 77)
5. Select the Edit Code menu option. The Enter Code screen will appear (see *Figure 85*).

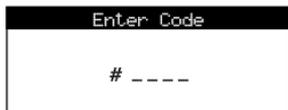


Figure 85

6. Enter the default lock code (**0 0 0 0**) or the current lock code if you have changed it from the default code. (If you enter the wrong code, a message will be displayed indicating that the wrong code has been entered.)
7. The New Code prompt will be displayed. 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.
8. When the new lock code is confirmed, the lock code is changed.

You can use this same procedure to change the lock code again after you have changed it from the default code.

Note: If you have forgotten your Parental Control code, call SIRIUS Customer Service for help.

Time Based Features

The Time Based Features screen (*Figure 86*) lets you adjust the following features:



Figure 86

Clock - Sets the clock format, time zone, and daylight savings time function.

Alarm - Sets an alarm for a specific time.

Program Alert - Sets the radio to tune to a specific channel at a specified time.

Auto Shutdown - Sets the radio to turn off at a specified time.

Sleep Mode - Sets the radio to turn off after a designated period of time.

Use the Channel UP/DOWN buttons to highlight the option you wish to adjust, and press the Select button.

Clock

The **CLOCK** screen (see *Figure 87*) allows you to setup the clock that appears on the Default 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 your Starmate 6.



Figure 87

Format: Displays the time in either 12-hour (default) or 24-hour format (see *Figure 88*).



Figure 88

Time Zone: Since the clock adjusts the time automatically, it is important to specify your time zone. Select your time zone from the list of the available time zones (see *Figure 89*).



Figure 89

Daylight Savings Time: Select On if your area observes Daylight Savings Time; select Off if your area does not (see *Figure 90*).

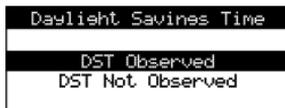


Figure 90

Alarm

The Alarm screen (see *Figure 91*) lets you to set your Starmate 6 to turn **ON** at a specific time. The last selected channel prior to shutdown will play when the Starmate 6 powers **ON**.



Figure 91

Set Alarm: This turns the alarm **ON** and **OFF**.

Alarm Time: This lets you set the alarm time (see *Figure 92*). Use the Category **LEFT** and **RIGHT** buttons to set the hours and use the Channel **UP/DOWN** buttons to set the minutes when you want the Starmate 6 to power on. (The default time is 12:00.)

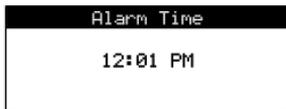


Figure 92

Program Alert

The Program Alert screen (see *Figure 93*) lets you program the radio to automatically tune to a specific channel at a specific time. The radio must be powered on in order for this feature to function.

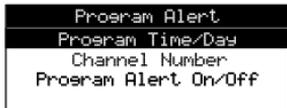


Figure 93

Program Time/Day: Program the day and time you want the Starmate 6 to tune to the specific channel.

1. Highlight and select Program Time/Day. The Program Time/Day screen will appear (see *Figure 94*).



Figure 94

2. Highlight and select Time. The Program Time screen will appear (see *Figure 95*). To select the time you wish to tune to the specified channel, use the Category LEFT and RIGHT buttons to change the hours, and the Channel UP/DOWN buttons to set the minutes. When you have selected the desired time, press the Select button to set the time and exit.

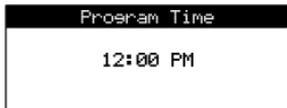


Figure 95

3. On the Program Time/Day screen, highlight and select Day. The Program Day screen will appear (see *Figure 96*).



Figure 96

4. Using the channel up and down buttons, select the day of the week you wish to tune to the selected channel, i.e., Monday, Tuesday, etc., and press the Select button. To exit the Program Time/Day menu, press the Menu button.

Channel Number: Set the channel to which the radio will tune when Program Alert is **ON**:

1. On the Program Alert screen, highlight and select Channel Number. A channel list screen will appear (see *Figure 97*).

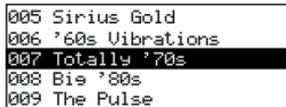


Figure 97

2. Use the Channel UP/DOWN buttons to highlight the channel you want the Starmate 6 to play when Program Alert turns it **ON**, then press the Select button to set the channel.

Program Alert On/Off: Turn Program Alert **ON** or **OFF**:

1. On the Program Alert screen (see *Figure 93*, on page 82), highlight and select Program Alert On/Off. The Program Alert On/Off screen will appear.
2. Highlight and select On or Off.

To exit the Program Alert On/Off menu, press the Menu button.

Auto Shutdown

Auto Shutdown lets you program the Starmate 6 to automatically shut **OFF** after a one-hour period of inactivity (no button presses or other user intervention). After selecting Auto Shutdown on the Time Based Features screen (see *Figure 86*, on page 79) the Auto Shutdown screen will appear (see *Figure 98*).

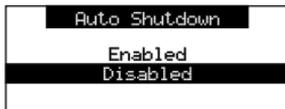


Figure 98

Select Enable to activate the auto shutdown; select Disable to cancel an auto shutdown. 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. Pressing the Select button will reset the Auto Shutdown for another 1-hour period.

Sleep Mode

The Sleep Mode screen (see *Figure 99*) lets you program the Starmate 6 to automatically shut **OFF** after a selected period of time.

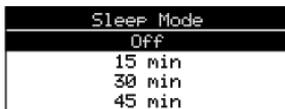


Figure 99

Highlight and select the amount of time you want the Starmate 6 to remain **ON** before it shuts **OFF**.

Signal Indicator

When using your Starmate 6 indoors with the optional SIRIUS Home Docking Station or Boombox, it is important to aim the antenna for maximum signal reception. The Signal Indicator screen (see *Figure 100*) visually shows the strength of the satellite and terrestrial signals being received by the Starmate 6. (Refer to the Home Docking Station installation guide for more information about properly orienting the antenna.)

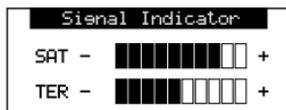


Figure 100

The SAT bar graph indicates the strength of the satellite signal strength; the TER bar graph indicates the strength of the terrestrial signal strength (if available).

Factory Default

The Factory Default option will restore almost every feature of the Starmate 6 to its original factory settings. The following is a list of all features affected by the Factory Default option:

- All Presets are cleared
- All S-Seek Memory entries are cleared
- Display brightness set to 50%
- Display Contrast set to 50%
- FM Transmitter set to ON
- FM Frequency set to 88.1 MHz
- Clock set to 12-Hour Format
- Time Zone set to Eastern Standard Time
- Daylight Savings Time set to Observed
- Auto Shutdown set to Off
- Sleep Mode set to Off
- Auto Select set to Off
- Program Alert cleared

Note that the Parental Control feature is not affected by the Factory Default option. If a code has been set for the Parental Control feature, the code will not be reset by the Factory Default feature, preventing someone from circumventing the Parental Control feature. Channels which have been locked will remain locked.

To activate the Factory Default feature, and restore the above features to their factory defaults, do the following:

1. Highlight and select Factory Default from the Menu Options screen. The Restore Settings? screen will appear (see *Figure 101*).



Figure 101

2. Highlight and select Yes to restore the above settings to the their factory default settings, or select No to leave them as-is and return to the Menu Options screen.
3. If you select Yes, a confirmation screen appears (see *Figure 102*). Use the Channel UP/DOWN buttons to select Yes to restore all settings to the settings from the factory, or select No to leave them as-is and return to the Menu Options menu.

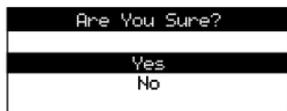


Figure 102

4. If you select Yes, the Starmate 6 will revert to the original factory settings (see *Figure 103*).

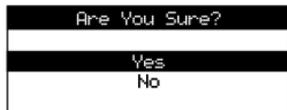


Figure 103

5. When the Factory Default is complete, the Starmate 6 will automatically tune to Channel 184 (the SIRIUS preview channel) and display Call 1-888-539-SIRIUS to Subscribe. Your Starmate 6 is still subscribed to the SIRIUS service, and you can tune to any channel that hasn't been locked using the Parental Control feature.

Troubleshooting

Symptom	Solution
Radio does not power ON	Blown fuse, or the power cable is not properly connected. Check for a bad fuse and check power cable connection
Radio displays: Antenna Not Detected	The satellite antenna is not connected to the vehicle dock. Check the satellite antenna connection to the vehicle dock.
Radio displays: Acquiring Signal	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, trees, buildings, etc.).
Audio static or loss of clarity	The vehicle radio's FM frequency contains static. Locate a quiet FM frequency on your vehicle radio and set the Starmate 6's FM transmitter frequency to match. If using your vehicle's 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 SIRIUS Vehicle Dock and the radio. Tune the FM radio to the same FM frequency the Starmate 6's FM Transmitter is tuned.

Specifications

System

Power Requirements:	9-16 V DC, 500 mA (max)
Operating Temperature:	-4°F to +140°F (-20°C to +60°C)
Audio Output:	1.0 V _{rms} (max)

Starmate 6 Radio

Dimensions:	4.9 in (width) x 1.9 in (height) x 0.6 in (depth) 124 mm (width) x 49mm (height) x 16 mm (depth)
Weight:	2.5 oz (71 g)

PowerConnect Vehicle Dock

Dimensions:	4.0 in (width) x 2.0 in (height) x 1.1 in (depth) 102 mm (width) x 52 mm (height) x 28 mm (depth)
Weight:	1.3 oz (37 g)
Audio Connector:	1/8 in (3.5 mm) female
Antenna Connector:	SMB male

PowerConnect Power Adapter

Dimensions:	3.7 in (width) x 1.7 in (height) x 1.3 in (depth) 94 mm (width) x 43 mm (height) x 34 mm (depth)
Weight:	2.4 oz (69 g)
Input / Output:	9-16 V DC / 5 V DC, 1.5 A
Cable Length:	4 ft 7 in (1.4 m)

Vehicle Antenna

Type:	SIRIUS Magnetic Mount
Connector:	SMB female, right angle
Cable Length:	21 ft (6.4 m)

SIRIUS ID

Write down your Starmate 6's SIRIUS ID (SID) number in the space provided below.

SID: _____



SIRIUS Customer Service: 1-888-539-7474
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