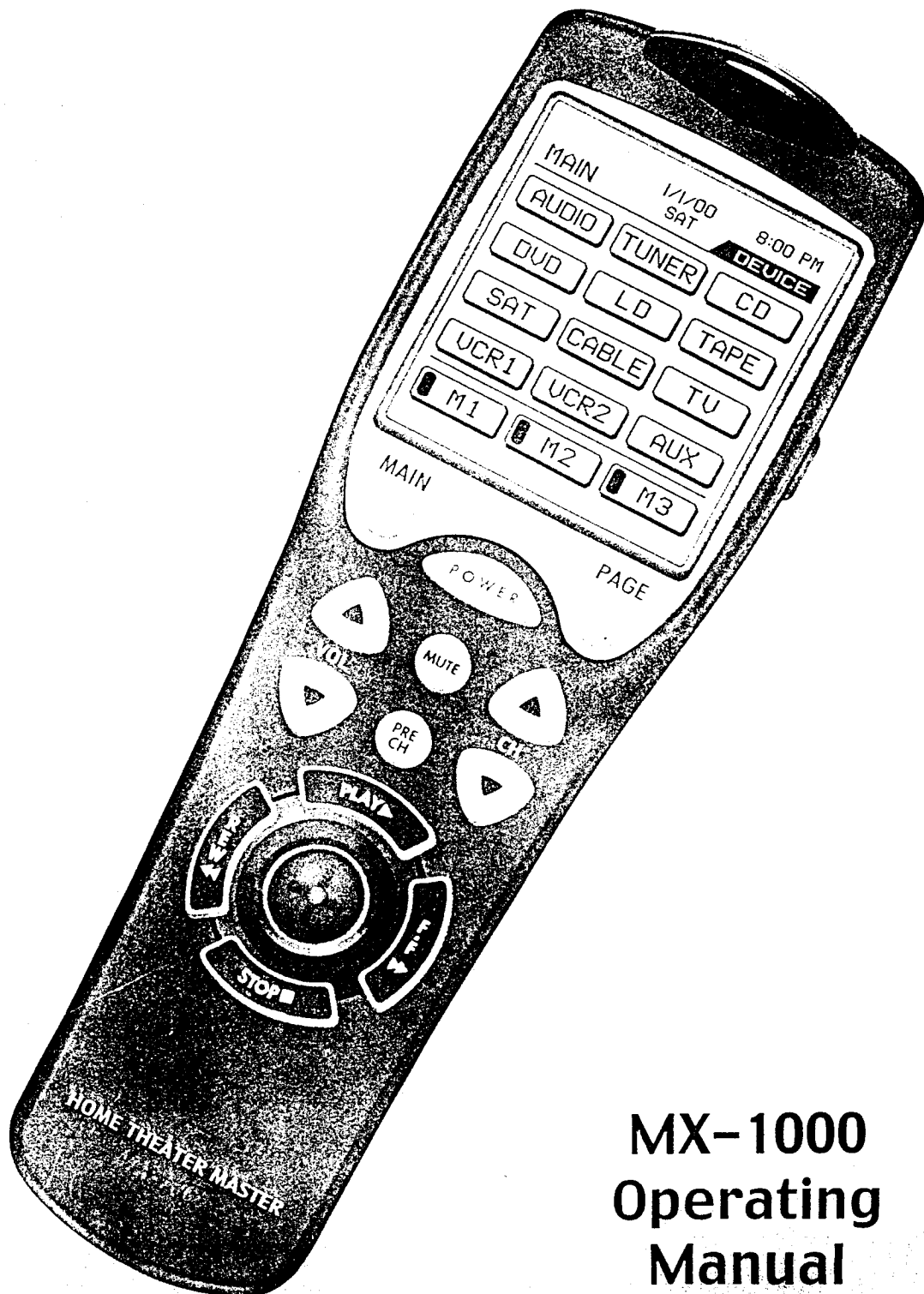


***Home Theater Master
LCD Touch Screen
Preprogrammed and Learning
Remote Control***



**MX-1000
Operating
Manual**

Table of Content

1. Introduction	2
2. Battery Installation	3
3. Summary of Operations	4
A. Description of Devices	
B. Pre-programed codes	
C. Learning	
D. Macro Operation	
E. Punch Through	
F. Editing the buttons on LCD screen	
G. Loading program	
H. All Other Operations	
4. LCD Screen and Button Layout	7
5. Getting Ready with System Setting	8
6. Programming the Remote Control	9
A. Preprogramming Method	9
1) Using a three-digit code number	
2) Auto scan with brand names	
B. Learning method	12
C. To erase the learned buttons	14
1) To erase a single button	
2) To erase all the learned commands in a single device	
3) To erase all the learned commands in all twelve device	
7. System and Operations Set Up	16
A. Setting up the system	16
B. Macro and Punch Through Programming	16
B-1. Macro programming	
B-2. To program Macro Functions	
B-3. To erase Macro Functions	
C. To program Punch Through Functions	19
C-1. Programming	
C-2. To Erase Punch Through Functions	
8. To Edit the Buttons on LCD	20
A. To Move buttons	20
B. To Copy buttons	21
B-1. To Copy- Creating a Favorite Device page(MAIN1)	
C. To Delete buttons	22
D. To Insert buttons	23
E. To Change buttons	24
F. To Edit a text	25
9. Clock Setting	26
10. Loading Programs with PC	26
11. LCD Screen Alignment	27
12. LCD Screen Contrast	27
13. Caution on LCD Screen	28
14. Memory Lock	28
15. Erasing all the Programs	28
16. Warranty	28
17. Specifications	29
18. Appendix	29
A. Set up Function Table	30 ~ 39
B. Set up code Table	40 ~ 53

1. Introduction - General

The MX-1000 is a very powerful and flexible preprogrammed and learning remote control with LCD touch screens.

It is designed to operate up to twelve home entertainment components. You can program it for your components either from the preprogrammed code library in the remote control or you can teach up to 780 buttons into MX-1000 from your original remote controls.

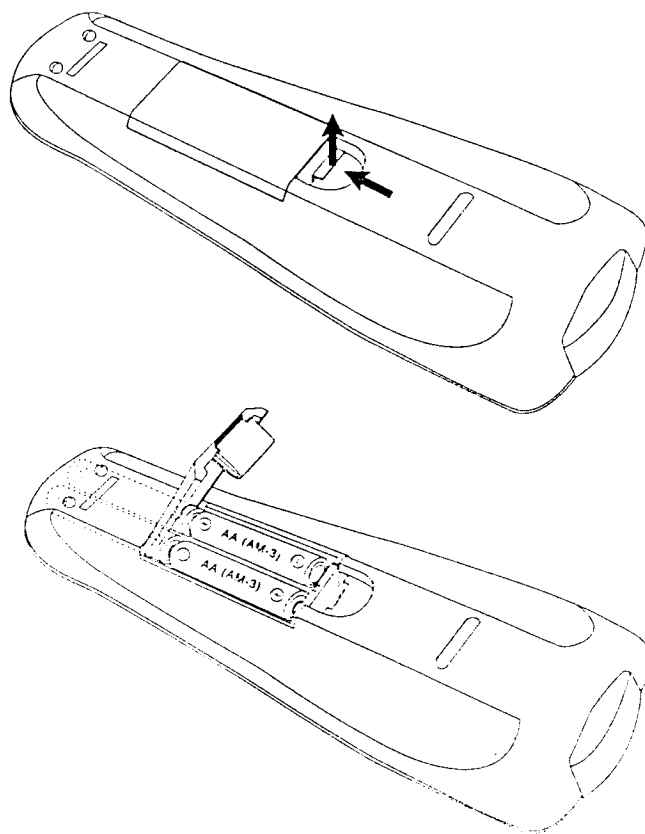
The MX-1000 has many advanced operating features that can add convenience and enjoyment of your home entertainment system. It also allows you to change the button size and shape and edit the text on the button in the LCD. You can also make these changes with the aid of your personal computer.

Setting up the MX-1000 to work with your components is very easy and simple. Please follow the instructions in the manual and retain the manual for future reference.

For any questions or comments about the MX-1000, please contact Universal Remote Control, Inc., 500 Mamaroneck Avenue, Harrison, NY 10528 at 914-835-4484 or e-mail to www.service@urcmx.com. Customer service hours are 9:00 AM to 6:00 PM EST, Monday – Friday.

2. Battery Installation

MX-1000 uses four AA batteries. Please be sure to match the batteries with the (+) and (-) markings inside the battery compartment during installation.



The remote control goes through self-testing for three seconds after the batteries are installed and automatically moves to setting mode for your programming.

NOTE: Please do not mix old batteries with new ones or mix different types of batteries.

3. Summary of Operations

A. Description of Devices:

The MX-1000 is designed to operate up to twelve components. They are **Audio, CATV, Satellite, TV, DVD, VCR1, VCR2, Laser Disc, Tuner, CD, Tape and AUX.** However, the device button name can be changed to meet your exact needs. You can also create a favorite device page and transfer the frequently used devices to the favorite device page in order to change the device button sizes and shapes. Once you create the favorite device page, it will appear as a default device page. Please refer to COPY in EDITING Section on page 21 for details.

There are also four pages of the LCD screen for each device and you can use them to create, delete or edit any functional buttons to customize with your audio/video components. Please refer to EDITING on page 20 for details.

B. Pre-programmed Codes:

The MX-1000 comes with preprogrammed codes for practically all the major audio and video equipment that are on the market. You can operate all of your components with the MX-1000 simply by punching in the three-digit code number that is assigned to your brand. The code numbers for various brands and components are listed in the instruction manual. Please refer to the programming instruction shown on page 9 for details.

C. Learning:

The MX-1000 can also learn practically all the codes from your original remote controls. There are 50 LCD screens in the remote control and all the functional buttons in the LCD can be taught. In addition, there are eleven rubber buttons and a joystick that contains five functions. Each of these buttons and the joystick functions can be taught in each of the twelve devices. As a whole, you can teach up to 780 new functions into the remote control. Please refer to page 12 in the instruction manual for details.

3. Summary of Operations

D. Macro Operation:

The remote control is capable of sending out a series of commands with one button press. There are three types of macro buttons you can use for such macro operations and they are as follows:

1. M1, M2 and M3 buttons on MAIN page.

Each of these three buttons are designed to send out up to 28 series of commands you programmed into the buttons. It is typically used to turn on and turn off all of your A/V components with one button press.

2. Device buttons on Main page.

There are twelve device buttons on the MAIN page and each of these device buttons can send out up to 14 commands you programmed into the device button. It is typically used in sending out audio input codes so that the audio receiver will make an automatic input switch when you press the respective device button in the remote control.

3. Favorite Channel buttons.

You can create up to 60 favorite channel buttons in the remote control by programming the most often watched channel numbers into these buttons. Each of these buttons can send out up to 14 commands. You can also use them for any other purpose. Please refer to page 16 of the manual for programming the macro operations.

E. Punch Through.

This is designed to operate audio equipment volume control buttons (VOLUME UP and DOWN and MUTE) while all the other buttons control video equipment. You can also operate transport functions (PLAY, STOP, REWIND and FAST FORWARD buttons) from VCR, DVD, LD, CD or any other mode to operate while all other buttons in the remote control are operating different components. You can also make punch through on CHANNEL buttons. Please refer to page 19 in the manual for details.

3. Summary of Operations

F. Editing the buttons on LCD screen.

You can change the size and shape of the buttons on the LCD screen. You can also create, delete, copy and move the buttons from one location to another on the LCD. In addition, you can erase and write your own text with different font sizes on the buttons. This could be done directly on the remote control without a personal computer or with the aid of personal computer. Please refer to page 20 in the manual for details.

G. Loading Program

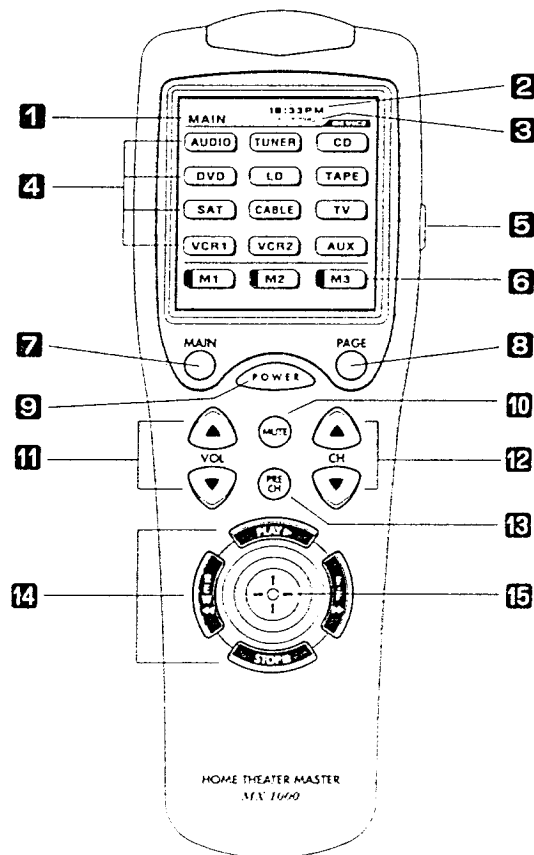
The MX-1000 is capable of receiving software programs and data through the Internet. You can also load programs and data in the remote control to your personal computer and download them to another MX-1000. Please refer to page 26 in the manual for details.

H. All other operations:

You can set the duration of the back light or the LCD display to stay on as well as low battery warning level and the "beep" sound level. Please refer to page 16 in the manual for details.

You can also set the time, date and year that are displayed in the remote control by following the procedures shown on page 26 of the manual.

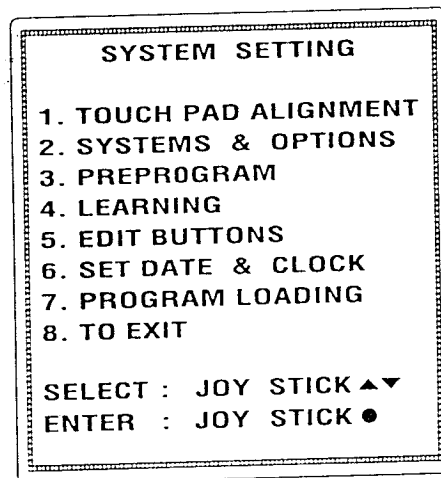
4. LCD Screen and Button Layout



- 1** Displays the name of the device selected.
- 2** Displays the data and clock
- 3** Displays page number.
- 4** Displays the device names
- 5** LIGHT button
- 6** MACRO buttons.
- 7** MAIN DEVICE menu button.
- 8** LCD Page change button.
- 9** POWER
- 10** MUTE
- 11** VOLUME
- 12** CHANNEL
- 13** Previous channel button.
- 14** TRANSPORT functions(PLAY, STOP, REWIND and FF) for VCR, CD and DVD etc.
- 15** JOYSTICK button(UP, DOWN, LEFT, RIGHT and ENTER) to move the cursor and enter the selection by pushing down the joystick.,

5. Getting Ready with System Setting

All the programming is done by first entering the SYSTEM SETTING mode in the remote control. Press both the MAIN and PAGE buttons simultaneously for five seconds to enter the SYSTEM SETTING mode.



Move the cursor on the screen with the joystick to your selection in the list. Enter the selection by pushing down the joystick.

You can exit the setting mode by simply pressing the MAIN button or bring the cursor to **8. TO EXIT** with joystick and push the joystick down

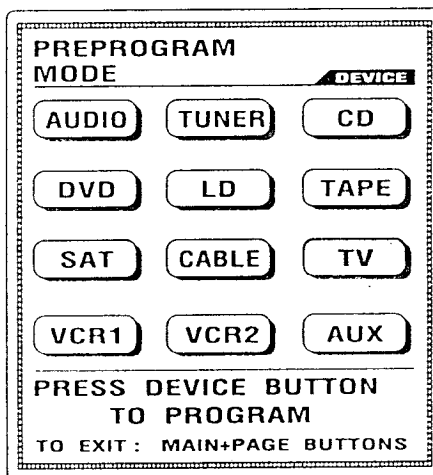
6. Programming the Remote Control

You can program the MX-1000 to make it compatible with all of your components by following either the preprogramming method or teaching it with your original remote controls.

A. Preprogramming Method:

1) Using a three-digit code number.

1. Turn on the component you plan to operate manually.
2. Go to the program setting mode by pressing both the MAIN and PAGE buttons simultaneously for five seconds
3. Using the joystick, move the cursor down in the LCD screen to **3. PREPROGRAM.**
4. Push the joystick down to enter the preprogramming mode.
5. Select the device on the LCD screen that you wish to program.
(E.g. To program TV, press the TV device button.)



6. Select the device from which the three digit code number table will be selected from. (E.g. If it is from the TV code table, press the TV device button.)
7. Point the remote control toward the component and enter the three-digit code number you selected for your component from the code table on page 40 – 53. (Please enter the code number within 20 seconds of programming.) If there is more than one code number assigned to your brand, try the one code number at a time until you find the right code number. (If you entered the right code number, the component will turn off right after you entered the number.) When the right code number is entered, save the code by pressing the SAVE button on LCD.

6. Programming the Remote Control

8. Confirm that you entered the right code number that matches your component by pressing other buttons such as POWER, VOLUME, MUTE and CHANNEL. If any of the buttons do not operate as they should, please repeat from Step 5.
9. Continue to program other components by repeating from the above step 5.
10. Once you completed programming all the devices, exit from the programming mode by pressing both the MAIN and PAGE buttons simultaneously.
11. You will be in the setting mode once again. Move the cursor to **8. TO EXIT** and press the cursor down or simply press the MAIN button to exit to main menu.

2) Auto Scan with brand names.

You can also program your remote control by brand name with the following steps:

1. Manually turn on the component you plan to operate.
2. Go to program setting mode in the remote control by pressing both the MAIN and PAGE buttons simultaneously for five seconds.
3. Using the joystick, move the cursor down in the LCD screen to **3. PREPROGRAM.**
4. Push the joystick down to enter the preprogram mode.
5. Select the device you wish to program in the LCD screen.
(E.g. To program TV, press the TV device button.)
6. Select the device from which the three digit code number will be selected from. (E.g. If it is from the TV code table, press the TV device button.)

6. Programming the Remote Control

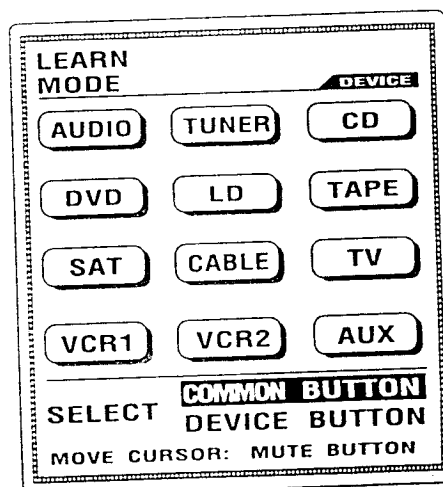
NOTE: Confirm that it is the right code number for your component by pressing other buttons such as POWER, VOLUME, MUTE and CHANNEL, etc. If any of the buttons do not operate as they should, please repeat from Step 5.

10. Continue to program other components by repeating from Step 5.
11. Once you have completed programming all the devices, exit from the programming mode by pressing both the MAIN and PAGE buttons simultaneously.
12. You will be in the setting mode. Move the cursor to **8. TO EXIT** and press the cursor down or simply press the MAIN button to exit to the main menu.

B. Learning Method:

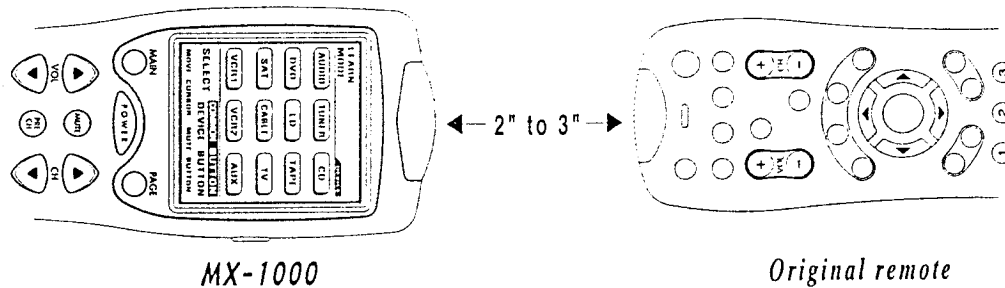
You can also teach any of the buttons in the remote control except the MAIN and PAGE buttons with the following steps.

1. Go to the program setting mode by pressing both the MAIN and PAGE buttons simultaneously for five seconds.
2. Move the cursor to **4. LEARNING** with the joystick and then push the joystick down to enter the learning mode.
3. If you wish to teach any of the functional buttons in the device, keep the cursor to **COMMON BUTTON** and select the device that you wish to enter. If you wish to teach the twelve device buttons shown on the LCD, press the MUTE button to move the cursor to the **DEVICE BUTTON** and select the device on the LCD that you wish to teach into.



6. Programming the Remote Control

- Place your original remote control to the MX-1000 head to head about 2-3 inches apart as shown below.



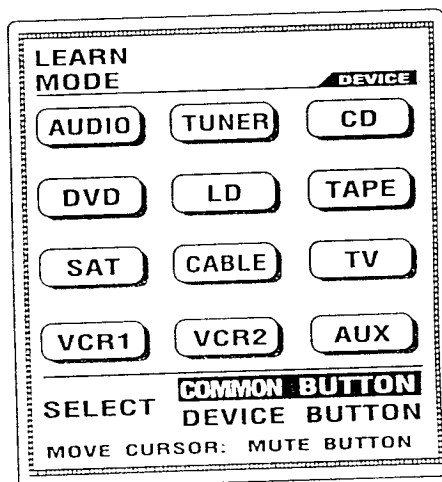
- Press either the device button or functional button, whichever you wish to teach in the MX-1000. It is now ready to learn on the button you selected.
- Press the button on your original remote control that you wish to teach into the MX-1000. The MX-1000 will "beep" indicating that it received the signal and the LCD will show "RETRY".
(Please enter the code signal within 20 seconds of programming.)
- Press the same button on the original remote control a second time to ensure correct learning. The MX-1000 will beep a second time with "GOOD" flashed on the LCD screen, indicating that it learned the code correctly. If it flashes "FAIL", repeat from Step 5 until it learns successfully.
- Move on to the next button (or device) you wish to teach by repeating from Step 5. If you are teaching functional buttons, you can also move on to teach the buttons in the next page by pressing the PAGE button.
- Once you complete the teaching and wish to exit from the leaning mode, press the MAIN button to go back to the main page of the learning mode. Exit from the Main page by pressing both the MAIN and PAGE buttons simultaneously.
- You will be in the setting mode once again. Move the cursor to **8. TO EXIT** and press down the cursor or simply press the MAIN button to exit to the main menu.

6. Programming the Remote Control

C. To Erase the Learned Buttons

1) To erase a single button:

1. Go to the program setting mode by pressing both the MAIN and PAGE buttons simultaneously for five seconds.
2. Move the cursor to **4. Learning** with the joystick and then push the joystick down to enter the learning mode.
3. Move the cursor to **COMMON BUTTON** and select the device that contains the functional button you wish to erase. If you wish to erase the function in the device button, move the cursor to **DEVICE BUTTON**.



4. Press the functional button or device button you wish to erase for three seconds or more and it will flash "ERASED". Repeat this step for other buttons you wish to erase.
5. Once you completed erasing and wish to exit from this mode, press the MAIN button to go back to the main page of the learning mode. Exit from the Main page by pressing both the MAIN and PAGE buttons simultaneously.
6. You will be in the setting mode once again. Move the cursor to **8. TO EXIT** and press down the cursor or simply press the MAIN button to exit to the main menu.

2) To erase all the learned commands in a single device:

1. Go to the program setting mode by pressing both the MAIN and PAGE buttons simultaneously for five seconds.
2. Move the cursor to **4. Learning** with the joystick and then push the joystick down to enter the learning mode.

6. Programming Remote Control

3. Press the MUTE button to move the cursor to the DEVICE BUTTON and keep the device button you wish to erase all the learned commands down for five seconds until the LCD shows ERASED. This will erase the function taught in the device button. If you continue to press the device button for another five seconds, it will erase all the functions in the device.
 4. Once you complete the erasing and wish to exit from this mode, press the MAIN button to go back to the main page of the learning mode. Exit from the Main page by pressing the MAIN and PAGE buttons simultaneously.
 5. You will be in the setting mode once again. Move the cursor to **8. TO EXIT** and press down the cursor or simply press the MAIN button to exit to the main menu.
- 3) To erase all the learned commands in all twelve devices:**
1. Go to the program setting mode by pressing both the MAIN and PAGE buttons simultaneously for five seconds.
 2. Move the cursor to **4. LEARNING** with the joystick and then push the joystick down to enter the learning mode.
 3. Press both the POWER and STOP buttons simultaneously for five seconds in the learning mode. The LCD will show ERASED after it erased all the learned commands in the remote control.
 4. Once you complete the erasing and wish to exit from this mode, press both the MAIN and PAGE buttons simultaneously.
 5. You will be in the setting mode once again. Move the cursor to **8. TO EXIT** and press down the cursor or simply press the MAIN button to exit to the main menu.

NOTE:

Preprogrammed code will be automatically restored when learned function is erased.

7. System and Operations Set Up

Go to the program setting mode by pressing both the MAIN and PAGE buttons simultaneously for five seconds. Move the cursor on the LCD screen to **2. SYSTEM & OPTIONS** with the joystick. Enter this mode by pushing the joystick down and the following can be programmed:

A. Setting Up the System.

The LCD screen will list the following choices.

The LCD screen displays the 'SYSTEM OPTIONS' menu. At the top left is an 'EXIT' button. The title 'SYSTEM OPTIONS' is centered at the top. Below the title, there are two columns of buttons. The left column contains: 'BEEP STATUS HIGH', 'LIGHT ON TIME 20 SEC', 'LIGHT ON TIME 30 SEC', 'LOW BATTERY WARNING 10 %', 'MACRO PROG.', and 'PUNCH PROG.'. The right column contains: 'UP', 'DOWN', and 'SAVE'.

	Range	Default
Buzzer Status:	High, Low, Off	High
Back Light On Time:	0 - 120 seconds	20 seconds
LCD on Time:	5 - 120 seconds	30 seconds
Warning of Low Battery:	10% - 50% level	10 %

Select the button you wish to change from the list first. Press the UP or DOWN buttons on the LCD to set them up. Once you set them up, press the SAVE button to store them.

You will be in the setting mode once again. To return to the main menu, move the cursor to **8. TO EXIT** and press the cursor down or simply press the MAIN button to exit to main menu.

B. Macro and Punch Through Programming

The MACRO and PUNCH THROUGH can be also programmed in this mode. Press the button you wish to program and follow procedures shown below:

7. System and Operations Set Up

B-1. Macro Programming:

There are three type of macro functions you can program. They are as follows:

1. M1, M2 and M3 in the Main menu:

Designed to send out up to twenty eight commands from each of the three buttons.

2. Twelve device buttons in the Main menu:

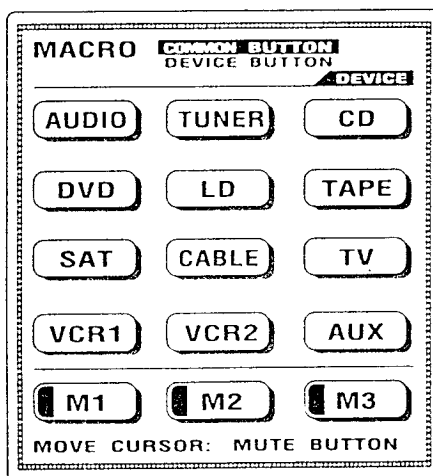
Send out up to fourteen commands from each device button.

3. Favorite Channel Buttons:

You can create and design up to 60 buttons as your Favorite Button in video modes. Each favorite channel button can send out up to fourteen commands with one button press.

B-2. To Program Macro Functions:

Press MACRO PROGRAM button in 2. SYSTEM & OPTIONS



Move the cursor on the LCD either to the COMMON BUTTON to program M1 – M3 and favorite channel buttons or to the DEVICE BUTTON to program the device buttons by using MUTE button.

1) For M1 – M3 Button:

1. Press one of the three macro buttons, M1 – M3, with the cursor on DEVICE BUTTON.
2. Select functional buttons you wish to store in the macro button.
You can store up to 28 commands.
3. Store the commands you selected to the macro button by pressing CH (UP) button. To cancel the macro commands, press CH (DOWN).

7. System Functions Set Up

2) For Device Buttons:

1. Press one of the twelve device buttons you wish to store macro functions with the cursor on **DEVICE BUTTON**.
2. Move the cursor to **COMMON BUTTON** and select again either the same or another device button whose functional buttons you wish to store in the device macro button you selected first. You can store up to 14 commands into the device macro buttons.
3. Store the commands you selected to the macro button by pressing **CH (UP)** button. To cancel the macro commands, press **CH (DOWN)**.

3) For Favorite Channel Button:

1. Press the device you wish to program favorite channels with cursor on **COMMON BUTTON**.
2. Press one of the favorite channel buttons and enter the channel number you wish to store in the **FAVORITE** channel button. You can store up to 14 commands.
3. Store the commands you selected in the Favorite channel button by pressing **Channel UP** button. To cancel the macro commands, press **CH (DOWN)**.

Once you complete the macro programming and wish to exit, press both the **MAIN** and **PAGE** buttons simultaneously. This will take you to the setting mode. Move the cursor to **8. TO EXIT** in setting mode and press the cursor down to exit or simply press the **MAIN** button to exit to main menu.

NOTE:

Pressing the **Volume Up** button during the macro programming will add a time delay of 0.5 seconds between the commands. E.g. Pressing the **Volume Up** button twice will cause a pause of 1 second between the commands where the delay was inserted.

B-3. To Erase Macro Functions.

To erase the functions you stored in any of the macro buttons, press the **Channel UP** button without entering any commands during the macro programming mode.

7. System and Operations Set Up

C. To Program Punch Through Functions.

You can use audio receiver volume control in a different mode (eg. Audio receiver Volume Up and Volume Down and Mute in Satellite mode) using a volume punch through feature. You can also have four VCR (or DVD) transport buttons, Play, Stop, Fast Forward and Rewind, operate in another mode such as in Satellite, Cable and Audio modes. You can also make CHANNEL punch through.

C-1 Programming:

1. Press PUNCH THROUGH in the LCD screen in **2. SYSTEMS & OPTIONS** mode.
2. Press VOLUME UP button for Volume Punch Through or press the PLAY button for Transport Punch Through. or CHANNEL up button for Channel Punch Through.
3. Select the device you wish to punch through to (1st device).
4. Select the device you wish to punch through from (2nd device).
5. Repeat from Step 2 to program Punch Through to other devices.

Once you complete the Punch Through programming and wish to exit, press both the MAIN and PAGE buttons simultaneously. This will take you to the setting mode. Move the cursor to **8. TO EXIT** in the setting mode and press down the cursor to exit or simply press the MAIN button to exit to main menu.

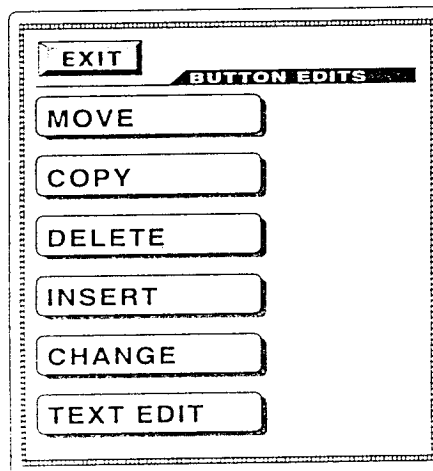
C-2. To Erase Punch Through Functions.

Press the same device button in the PUNCH THROUGH TO? and PUNCH THROUGH FROM? during the Punch Through programming.

8. To Edit the buttons on LCD

You can add or delete buttons, change the button size and shape, move the button locations and edit the text on the buttons on LCD screen in the EDITING Mode.

1. Go into setting mode by pressing both the MAIN and PAGE buttons simultaneously for five seconds.
2. Move down the cursor in the LCD screen to **5. EDIT BUTTONS** using joystick.
3. Push down the joystick to enter the EDITING mode. The LCD will list the following six choices to choose from and select the button you wish to enter.



A. To Move Buttons:

This operation moves functional buttons to any location on the LCD screen. It also moves the button from one page to another within the selected device.

1. Set the cursor to COMMON BUTTON and select the device you wish to enter. Select the functional button you wish to move in the device page and move them with the joystick within the same page or move to the next page by pressing the PAGE button. Once you position the button at the location or page you desire, push the joystick down to save it.
2. Repeat the above step to continue to move other buttons in the same device.
3. If you wish to move buttons in another device, return to the main menu by pressing the MAIN button and repeat from STEP 1.
4. Once the operation is completed and you wish to exit from this mode, return to the main menu by pressing the MAIN button and then

8. To Edit the buttons on LCD

exit from the main menu by pressing both the MAIN and PAGE buttons, simultaneously.

NOTE: You may first relocate or delete the buttons that are currently at the position you plan to locate the new button. However, you can also relocate or delete the buttons after you superimpose the new button above them.

The device buttons in favorite device page can be moved. Please refer to **"B -1. To Copy - Create a Favorite Device Page"**

B. To Copy Buttons:

You can copy any functional button and move them anywhere in the LCD screen or to any other 3 pages within the same device mode.

1. Move the cursor either to COMMON BUTTON or DEVICE BUTTON with the MUTE button.
2. Select the device you wish to enter.
3. Select the functional button you wish to copy and move it with the joystick within the same page or move to the next page by pressing the PAGE button. Once you position the copied button at the location or page you desire, push the joystick down to save it.
4. Repeat from Step 2 to continue to copy other buttons in the same device.
5. If you wish to copy buttons in another device, return to the main menu by pressing MAIN button and repeat from Step 1.
6. Once the operation is completed and you wish to exit from this mode, return to the main menu by pressing the MAIN button and then exit from main menu by pressing both the MAIN and PAGE buttons simultaneously.

B-1. To Copy - Creating a Favorite Device Page (MAIN 1)

You can also create your favorite device page and transfer the device buttons you use most often to this page with the following steps:

1. Move the cursor to DEVICE BUTTON with the MUTE button.
2. Select the device you wish to store in your favorite device page.
3. Press the MAIN button. The device you selected will appear in a favorite page you just created. You can also move the device button to a different location in the LCD page with the joystick in this step.
4. Press the joystick down to save the device button you copied.

8. To Edit the buttons on LCD

5. Repeat Step 2 to Step 4 to copy other device buttons you wish to store to your favorite device page.
6. Once you completed it, exit by pressing both the MAIN and PAGE button simultaneously.

Note: You may also want to change the size and text of the buttons in the favorite device page using CHANGE and TEXT EDIT in EDIT mode. However, the text on the button should be written on the main device page before the device button is stored in favorite device.

C. To Delete Buttons

You can delete any button on the LCD screen except the twelve device buttons in the MAIN page with the following steps:

This operation can delete both device buttons in favorite page and functional buttons with the following steps.

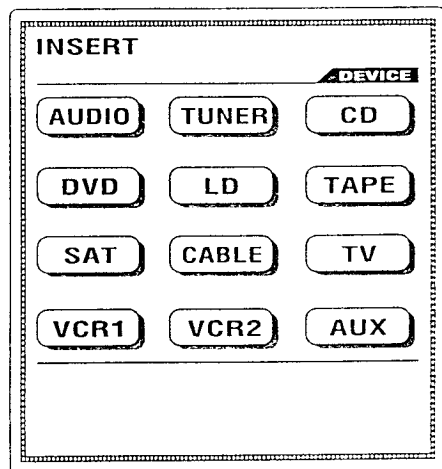
1. Select the functional button you wish to delete in the device page and push the joystick down for three seconds to delete the button. If you wish to delete the device button in favorite page, press the MAIN button and select the device button you wish to delete. Press down the joystick for three seconds to delete the button.
2. Repeat the above step to continue to delete other buttons in the same device.
3. If you wish to delete functional buttons in another device, return to the main menu by pressing the MAIN button and repeat from Step 1.
4. Once the operation is completed and you wish to exit from the delete mode, return to the main menu by pressing the MAIN button and then exit from the main menu by pressing both the MAIN and PAGE buttons simultaneously.

WARNING: The preprogrammed command of the deleted button can be restored only by creating a button at exactly the same location it was originally assigned. It can also be restored by clearing the entire memory in the remote control and a new program is loaded to the remote control. The learned functions will be lost permanently with the deletion of the button. Please use caution in deleting the button.

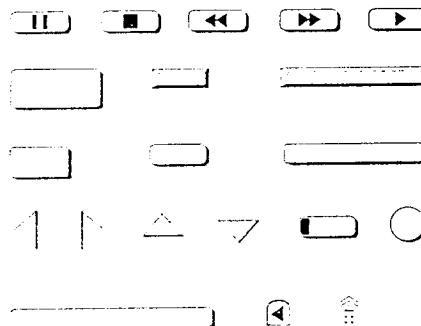
8. To Edit the buttons on LCD

D. To Insert Buttons

This is designed to create new functional buttons in any of the twelve devices.



The following choices of button sizes and shapes are available:

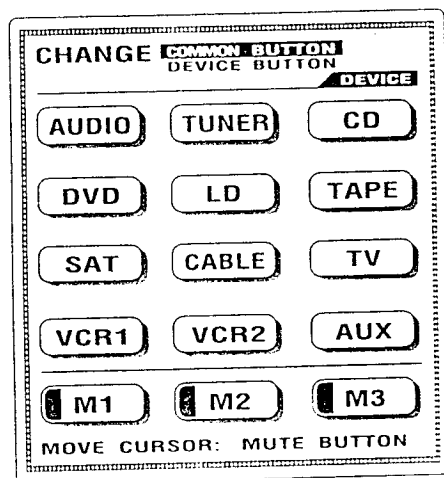


1. Select INSERT button in EDITING mode.
2. Select the device you wish to create as a new button.
3. Move to the page you wish to create a new button by pressing the PAGE button. Press the CHANNEL UP or DOWN buttons and various sizes and shapes of buttons will appear on the top left side of the LCD screen.
4. Continue to press the Channel button until you find the button you wish to use.
5. Move the button you created to the location you wish to position with the joystick and press the joystick down to save it in that location.
6. Repeat from Step 3 to continue to create new buttons in the same device.
7. If you wish to create new buttons in another device, return to the main menu by pressing the MAIN button and repeat from STEP 2.
8. Once the operation is completed and you wish to exit from this mode, return to the main menu by pressing the MAIN button and exit from the main menu by pressing both the MAIN and PAGE buttons simultaneously.

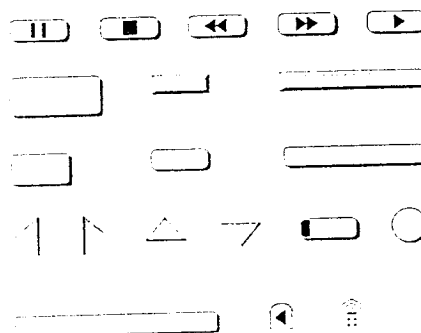
8. To Edit the buttons on LCD

E. To Change Buttons

This is designed to change the size and shape of any functional buttons and device buttons (in favorite device page) with the steps shown below:



The following choices of buttons are available:

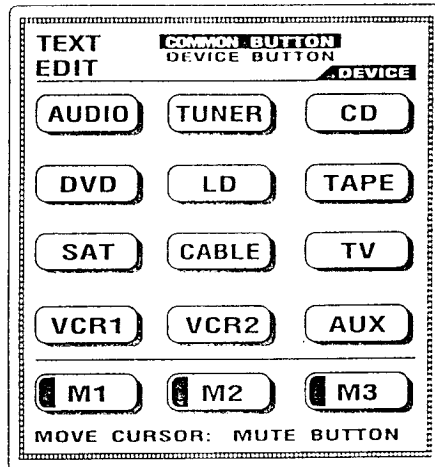


1. Press CHANGE button in EDITING MODE.
2. If you wish to change the functional buttons, press the device that contains the functional button you wish to change and then select the functional button. If you wish to change the device buttons in the favorite device page, press the MAIN button in main menu and then select the device button you wish to change.
3. After selecting the button you wish to change size and shape, press the CHANNEL UP or CHANNEL DOWN button and various sizes and shapes of buttons will appear on the button you selected.
4. Continue to press the Channel button until you find the button you wish to use and press the joystick down to save the shape of the button.
5. Repeat from Step 3 to continue to change buttons in the same device.
6. If you wish to change button sizes and shapes in another device, return to the main menu by pressing the MAIN button and repeat from Step 2.
7. If you wish to exit from this mode, return to the main menu by pressing the MAIN button and then exit from the main menu by pressing both the MAIN and PAGE buttons simultaneously.

8. To Edit the buttons on LCD

F. To Edit a Text

This is designed to write a new text on any of the buttons in the LCD screen with the following steps:



The following choices of fonts are available in two sizes for text editing:

ABCDEFGHIJKLMNOPQRSTUVWXYZ
 RSTUVWXYZ[▲]▼_!# %
 &'()*+,-./0123456789
 :;<=>?@

1. Select TEXT EDIT button in EDITING MODE.
2. If you wish to write on the functional buttons, move the cursor to COMMON BUTTON with the MUTE button and select the device you wish to enter. Select the functional button you wish to write text. If you wish to write on the device buttons or on the M1 – M3 buttons, move the cursor to DEVICE BUTTON and select the device button.
3. After the selection of the button you wish to write, move the cursor to the location with joystick to write a text in the button, press the Volume UP or Down button to select the characters you wish to use, press the Channel UP or Channel Down button to move on to next or move back to the previous characters, press the PRE CH button to move to the second line of the text and the POWER button for different font sizes. You can select font sizes by pressing the POWER button either before you start to write the characters or after you write the text. For a space between the characters, press the PLAY button.
4. Press the joystick down to save the new text on the button you selected.
5. Repeat from Step 3 to continue to change the text on other buttons in the same device.
6. If you wish to change the text in another device, return to the main menu by pressing the MAIN button and then repeat from Step 2.
7. If you wish to exit from this mode, return to the main menu first by pressing the MAIN button and exit from the main menu by pressing both the MAIN and PAGE buttons simultaneously.

9. Clock Setting

Enter the Setting mode by pressing both the MAIN and PAGE button simultaneously for five seconds. Move the cursor on the LCD screen to **6. SET DATE & CLOCK** by using the joystick. Enter this mode by pushing the joystick down.

EXIT		SET DATE & CLOCK	
YEAR : 2000		UP	
MONTH: 1			
DAY : 4		DOWN	
WEEK : MON			
HOUR : 4 PM		SAVE	
MIN : 27		SEC : 00	

Press the selection you wish to change from the LCD screen and change them using the UP and DOWN buttons.

Once you complete the setting, store them by pressing the SAVE button.

10. Loading Program with PC

This program enable you to both up load the program to PC as well as down load from PC using the cable that are provided.

Move the cursor in the setting mode to **7. PROGRAM LOADING** using the joystick and press it down to enter the mode.

Please visit our website
www.hometheatermaster.com for the further instruction.

11. LCD Screen Alignment

You may need to align the LCD screen after you download the program to the MX-1000.

Enter the Setting mode by pressing both the MAIN and PAGE button simultaneously for five seconds. Move the cursor on the LCD screen to **1. TOUCH PAD ALIGNMENT** with joystick. Press the joystick down to enter the mode. Align the screen by pressing the three points that appears on LCD one point at a time.

@ - Press Here (1)

To Align LCD Screen:
Press the three points
using pencil tip.

@ - Press here (2)

To Cancel:
Press Main button.
Press Here (3) - @

12. LCD Screen Contrast

The contrast of the LCD screen can be adjusted by pressing either the CHANNEL UP or DOWN button while holding down the MAIN button. Release the buttons when you reached the optimal level of contrast.