

QUICK GUIDE

PROGRAMMING KEY FOBBS



I. PROGRAMMING AT THE SUPERBOX HEAD UNIT:

1. Press any top button
2. Select the wrench by pressing the top button
3. Enter the Master code for the box (99999)
4. Scroll down to Menu ID Codes and hit enter.
5. Scroll to the Driver and hit enter
6. Scroll to the driver you would like to set the key fob to erase any code that may be in there, so the curser is on the first box in the field
7. Scan key fob over circle.
8. Key fob is now programmed to this driver
9. We suggest marking key fobs with driver numbers when adding multiple key fobs since they all look the same.



II. PROGRAMMING AT THE WONDERBOX HEAD UNIT:

1. Enter the Master code for the box (99999)
2. Scroll down to Menu ID Codes and hit enter.
3. Scroll to the Driver and hit enter.
4. Scroll to the driver you would like to set the key fob to erase any code that may be in there, so the curser is on the first box in the field.
5. there, so the curser is on the first box in the field.
6. Scan key fob over circle.
7. Key fob is now programmed to this driver.
8. We suggest marking key fobs with driver numbers when adding multiple key fobs since they all look the same.





HD Manager 8

III. PROGRAMMING WITH HD MANAGER DESKTOP

1. Enter into your HD Manager
2. Select the MasterData tab
3. Select driver
4. Under the transponder section enter the transponder id
5. If you purchased a key fob reader insert it into your USB port and place the cursor in the
6. transponder field.
7. Now scan the key fob you would like for that driver over the USB reader and the code should auto populate into that field.



IV. PROGRAMMING WITH MYTECALEMIT CLOUD

1. Login to your Mytecalemmit site.
2. Go to Inventory Data in the navigation panel.
3. Click on Drivers.
4. Click “Add New Driver”
5. Under the transponder section enter the transponder id
6. If you purchased a key fob reader insert it into your USB port and place the cursor in the
7. transponder field.
8. Now scan the key fob you would like for that driver over the USB reader and the code should auto populate into that field.