

# ActiveKEY® Battery Tips

Please read the following tips to get the most out of your ActiveKEY's battery and make sure your ActiveKEY is ready to go whenever you need it.

The ActiveKEY doesn't need a cradle to update — it updates automatically through a cell signal — but the ActiveKEY still needs to be plugged in to power to keep its battery charged.

- When you first receive your ActiveKEY, take it home and plug it in using the provided wall charger overnight to give it a full charge.
- If the battery becomes completely drained, a full charge takes approximately 8 hours.
- When you turn on your ActiveKEY, the battery level in your key is displayed on the screen. Keep an eye on the battery level when using your ActiveKEY and charge it when it gets low. The ActiveKEY will give you a low battery warning and buzz tones when the battery gets low.
- An ActiveKEY with a full charge should work without having to charge it for about 3 days.
- You can conserve battery in your ActiveKEY by turning off showing notifications.
- Consider a car charger. Busy real estate professionals should consider a car charger so you can charge your ActiveKEY while driving to your next showing.
- Use only the provided wall charger or optional car charger. Using any other charger will void the warranty on your ActiveKEY and may damage your ActiveKEY. Note: Connecting your ActiveKEY to your computer with the USB cable will not adequately charge your key. Most computers do not pass enough charge through the USB cable to offset a cellular radio's consumption.
- Your ActiveKEY is designed to operate in temperatures between -4° and 131°F (-20° and 55°C). Low- or high-temperature conditions may shorten battery life or cause the ActiveKEY to malfunction.
- DO NOT leave an ActiveKEY in hot environments, including a car, because temperatures in parked cars can exceed this range.
- If the ActiveKEY is below 32°F (0°C) or above 113°F (45°C), the battery will not charge.
- For maximum battery life, store your ActiveKEY at room temperature.

