

- 1** Rear fog lamps
- 2** Front fog lamps
- 3** Automatic headlamp control, Adaptive Light Control, High-beam Assistant, Welcome lamps, Daytime running lights
- 4** Lamps off, daytime running lights
- 5** Parking lamps, daytime running lights
- 6** Low beams, welcome lamps, High-beam Assistant
- 7** Instrument lighting

See Owner's manual pp 89-92

Initial state 0x00, 0x40, 0x80.






Full id range (instrument backlite max, auto) - RX:






IDx00: FC 7F

IDx02: FF FC FD FF 3D FF FE FF

IDx06: 93 FC 0D FF 3D FF FE FF








IDx10: 50 FC FD FF 3D FF FE FF

RX (19200 baud)		
	<p>Pressed:</p> <p>B0 B1 B2 B3 B4 B5 B6 B7</p> <p>IDx02: FF FD D FD FF 3D FF FE FF</p> <p>IDx06: CE FD 0D FF 3D FF FE FF</p> <p>IDx10: 50 FD FD FF 3D FF FE FF</p> <p>Released:</p> <p>IDx02: FF FC C FD FF 3D FF FE FF</p> <p>IDx06: 93 FC 0D FF 3D FF FE FF</p> <p>IDx10: 50 FC FD FF 3D FF FE FF</p>	Front Fog Lamp - FrntFogLamp B1.0
	<p>Pressed</p> <p>IDx02: FF FE FD FF 3D FF FE FF</p> <p>IDx06: 29 FE 0D FF 3D FF FE FF</p> <p>IDx10: 50 FE FD FF 3D FF FE FF</p> <p>Released</p> <p>IDx02: FF FC FD FF 3D FF FE FF</p> <p>IDx06: 93 FC 0D FF 3D FF FE FF</p> <p>IDx10: 50 FC FD FF 3D FF FE FF</p>	Rear Fog Lamp - ReFogLamp B1.1
	<p>Initial pos <0>:</p> <p>IDx02: FF FC FE FF 3D FF FE FF</p> <p>IDx06: 59 FC 0E FF 3D FF FE FF</p> <p>IDx10: 50 FC FE FF 3D FF FE FF</p> <p>Switched to Auto:</p> <p>IDx02: FF FC FD FF 3D FF FE FF</p> <p>IDx06: 93 FC 0D FF 3D FF FE FF</p> <p>IDx10: 50 FC FD FF 3D FF FE FF</p>	Automatic Headlight Control - AutHdLiCtrlMod ~B2.1

	See previous one	Lamps Off - LampOffMod ~B2.0
	Initial pos <0>: IDx02: FF FC FE FF 3D FF FE FF IDx06: 59 FC 0E FF 3D FF FE FF IDx10: 50 FC FE FF 3D FF FE FF Switched to Parking Lamps IDx02: FF 7C FF FF 3D FF FE FF IDx06: BE 7C 0F FF 3D FF FE FF IDx10: 50 7C FF FF 3D FF FE FF	Parking lamps - PrkgLiMod ~B1.7
	Initial pos <Parking Lamps>: IDx02: FF 7C FF FF 3D FF FE FF IDx06: BE 7C 0F FF 3D FF FE FF IDx10: 50 7C FF FF 3D FF FE FF Switched to Low Beam position: IDx02: FF BC FF FF 3D FF FE FF IDx06: C1 BC 0F FF 3D FF FE FF IDx10: 50 BC FF FF 3D FF FE FF	Low Beam - LoBeamMod ~B1.6
Switch failure (after disconnection of the top panel)	IDx02: FF BC FF FF 7D FF FE FF IDx10: 50 BC FF FF 7D FF FE FF IDx06: 55 BC 0F FF 7D FF FE FF	Switch Failure B4.2 (0 – normal, 1 – failure)
	Top position: IDx02: FF BC FF FF 7D FF FE FF IDx06: 55 BC 0F FF 7D FF FE FF IDx10: 50 BC FF FF 7D FF FE FF Bottom position: IDx02: FF BC FF FF 7D FF 00 FF IDx06: 58 BC 0F FF 7D FF 00 FF IDx10: 50 BC FF FF 7D FF 00 FF	Instrument Lighting B6: 0 = 0% ... 254 = 100% 255 = failure
Pot failure (short to ground)	IDx02: FF BC FF FF 7D FF FF FF IDx06: 55 BC 0F FF 7D FF FE FF IDx10: 50 BC FF FF 7D FF FE FF	
TX (19200 baud)		
	IDx2B: 00 xx 00 00	Backlite B1: 0 = 0% ... 254 = 100% 255 = off (no valid data)

Summary

RX BR=19200, ID = 0x0A, length = 8, Enhanced Checksum – SWITCHES state - SwtSt

D7	D6	D5	D4	D3	D2	D1	D0
BYTE 0							
BYTE 1							
PrkgLiMod 1 – off, 0 – on 	LoBeamMod 1 – off, 0 – on 					FrntFogLamp 0 – off 1 - on 	ReFogLamp 0 – off 1 - on 
BYTE 2							
						AutHdLiCtrlMod 1 – off, 0 – on 	LampOffMod 1 – off, 0 – on 
BYTE 3							
BYTE 4							
					LiSwfFailr 0 – norm., 1 - failure		
BYTE 5							
BYTE 6							
DshbBri — Instrument Cluster Brightness (0-254 = 0-100%, 255 – not valid data/off)							
BYTE 7							

TX BR=19200, ID = 0x2B, length = 4, Enhanced CS – BACKLITE control - BackliteCtrl

D7	D6	D5	D4	D3	D2	D1	D0
BYTE 0							
BYTE 1							
BackliteBri — Backlite Brightness (0-254 = 0-100%, 255 – not valid data/off)							
BYTE 2							
BYTE 3							