A close up of a switch

Description automatically generated

A close up of a car's headlight

Description automatically generated

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) | | |
|  | **Pressed:**  **B0 B1 B2 B3 B4 B5 B6 B7**  IDx02: FF F**D** FD FF 3D FF FE FF  IDx06: CE FD 0D FF 3D FF FE FF  IDx10: 50 FD FD FF 3D FF FE FF  **Released:**  IDx02: FF F**C** FD FF 3D FF FE FF  IDx06: 93 FC 0D FF 3D FF FE FF  IDx10: 50 FC FD FF 3D FF FE FF | Front Fog Lamp - FrntFogLamp  B1.0 |
|  | **Pressed**  IDx02: FF F**E** FD FF 3D FF FE FF  IDx06: 29 FE 0D FF 3D FF FE FF  IDx10: 50 FE FD FF 3D FF FE FF  **Released**  IDx02: FF F**C** FD FF 3D FF FE FF  IDx06: 93 FC 0D FF 3D FF FE FF  IDx10: 50 FC FD FF 3D FF FE FF | Rear Fog Lamp - ReFogLamp  B1.1 |
|  | **Initial pos <0>:**  IDx02: FF FC F**E** FF 3D FF FE FF  IDx06: **59** FC 0**E** FF 3D FF FE FF  IDx10: 50 FC F**E** FF 3D FF FE FF  **Switched to Auto:**  IDx02: FF FC F**D** FF 3D FF FE FF  IDx06: **93** FC 0**D** FF 3D FF FE FF  IDx10: 50 FC F**D** FF 3D FF FE FF | Automatic Headlight Control - AutHdLiCtrlMod  ~B2.1 |
|  | See previous one | Lamps Off - LampOffMod  ~B2.0 |
|  | **Initial pos <0>:**  IDx02: FF FC F**E** FF 3D FF FE FF  IDx06: **59** FC 0**E** FF 3D FF FE FF  IDx10: 50 FC F**E** 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** | | | | | | | |
|  |  |  |  |  | LiSwtFailr  0 – norm.,  1 - failure |  |  |
| **BYTE 5** | | | | | | | |
|  |  |  |  |  |  |  |  |
| **BYTE 6** | | | | | | | |
| **DshbBri** — Instrument Claster 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** | | | | | | | |
|  |  |  |  |  |  |  |  |