Opel Motronic 1.5.5 checksum correction



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Date: November 2010
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Revision: 1

For this guide I'll use the HW 0261206102 file, but all of them look the same.

In Motronic M1.5.5 there are 2 banks of repeated data. First bank goes from 0000h to FFFFh. Second bank goes from 10000h to 1FFFFh.

There are 2 checksums (one for each bank) located at FFF8h and 1FFF8h. Both checksums are 16bit sums followed by their complement. You can find this going to the end of each bank and finding the both 16bit numbers that are complement of each other.

First one:

```
Offset(h) 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D OE OF
        OOOOFFDO .
                                                   777777777777777
        FF FF FF FF FD D7 FF
                             E4 C1 1B 3E D8 2E FF AC
                                                   ÿÿÿÿÿý×ÿäÁ.>Ø.ÿ¬
OOOOFFFO 
                                                   ...Â~2ÿÿ.....2ÿ
00010000
        02 01 19 C2 A8 32 FF FF
                             04 01 02
                                    02 12 00 32 FF
        FF FF FF 02 00 36 FF FF FF FF FF C2 AB C2 8F 32
00010010
                                                   ÿÿÿ..6ÿÿÿÿÿÄ«Â.2
00010020
        FF FF FF 02 01 B0 FF FF FF FF FF 10 C6 05 10 C7
                                                   <del>ΫΫΫ...°ΫΫΫΫΫ.Ε..</del>Ç
00010030
        01 32 32 05 40 32 D2
                          27 43 FA 10 43 F9 01 32 FF
                                                   .22.020'Cú.Cù.2Ÿ
        FF FF FF 02 02 2B FF FF FF FF FF 02 09 1D FF FF
00010040
                                                   ŸŸŸ··+ŸŸŸŸŸ···ŸŸ
        FF FF FF O2 12 10 FF FF FF FF FF O2 OC F9 FF FF
00010050
                                                   yyy...yyyyy..ùyy
00010060
        FF FF FF C2 BC 32 FF FF FF FF FF C2 BD 32 FF FF
                                                   ŸŸŸÂ¼2 ŸŸŸŸŸÂ½2 ŸŸ
                  नन नन नन
00010070
```

Note that E4C1h + 1B3Eh = FFFFh

Second one:

```
Offset(h) 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
0001FF40
     777777777777777
0001FF50
     FF FF
                            FF FF FF
                                  YYYYYYYYYYYYYY
0001FF60
     0001FF70
     FF FF FF FF FF FF FF FF
                       FF FF
                                  YYYYYYYYYYYYYY
     0001FF80
                                  YYYYYYYYYYYYYY
0001FF90
     0001FFA0
     FF FF FF FF FF FF
                  FF
                   FF
                     FF
                       FF
                         FF
                          FF
                            FF FF FF
                                  FF FF FF FF FF FF
                   FF FF
0001FFB0
                       FF FF
                          FF
                            FF FF FF
                                  FF FF FF FF FF FF FF FF FF FF FF FF FF
0001FFC0
                                  YYYYYYYYYYYYYY
     0001FFD0
                                  ŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸ
0001FFE0
     7777777777777777
     FF FF FF FF FD D7 FF E4 C1 1B 3E D8 2E FF AC
                                  ÿÿÿÿÿý×ÿäÁ.>Ø.ÿ¬
OOO1FFFO
```

Again, note that E4C1h + 1B3Eh = FFFFh (both banks are equal).

How to calculate the checksum for a modified file. I'll use HxD editor (http://mh-nexus.de/en/hxd/) but anything similar will do.

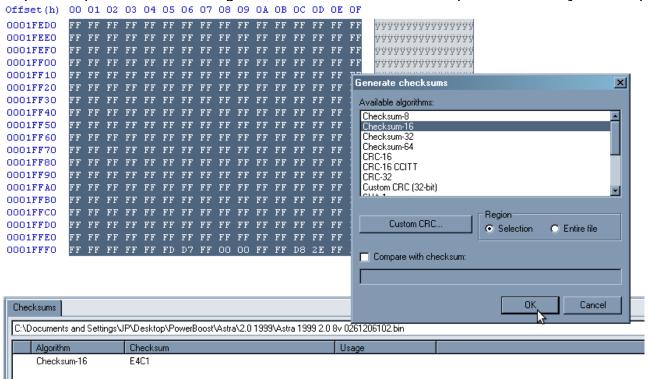
1) Set both checksums to 00 00 FF FF, that way the sum won't change the data checksum.

```
Offset(h) 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
0001FF90
         YYYYYYYYYYY
                      FF
                              FF
                                 FF
                 FF
                         FF
                           FF
                                    FF
                                            FF
                                               FF
                                                  FF
0001FFA0
           FF
              FF
                    FF
                                       FF
                                         FF

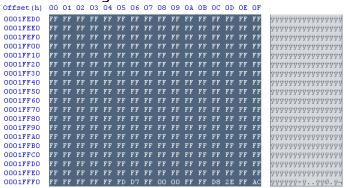
OOO1FFBO
         FF FF
              FF
                 FF
                    FF
                      FF
                         FF
                            FF
                               FF
                                 FF FF FF FF
                                               FF
                                                  FF
                                                      ŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸŸ
0001FFC0
         FF FF
              FF
                 FF
                    FF
                      FF
                         FF FF
                               FF
                                 FF FF
                                       FF

         FF FF
0001FFD0
              FF
                 FF
                    FF
                      FF
                         FF
                            FF
                               FF
                                 FF
                                    FF
                                       FF
                                            FF
                                               FF
                                                  FF
                                          FF
                                                      YYYYYYYYYYYYYY
         FF
           ਜਜ
              ŦТ
                 FF
                    FF
                      FF
                         FF FF
                              FF
                                 FF FF
                                      FF FF FF
                                               FF
                                                 ਜ ਜ
OOO1FFEO
                                                      YYYYYYYYYYYYYY
OOO1FFFO
         FF FF FF FF FF FD D7 FF OO OO FF FF D8 2E FF AC
                                                      ÿÿÿÿÿý×ÿ<mark>..ÿÿ</mark>Ø.ÿ¬
```

2) Sum up all the 128kb using the checksum 16-bit function (under the Analysis menu).



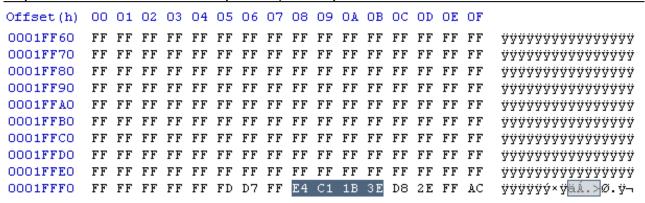
3) Now, that value is the first part of both checksums. Using the calculator do FFFFh – Value to get the second checksum value.







4) Edit both checksums like (Value1, Value2).



5) Recheck everything by calculating again the 16bit sum of everything. That value should still be the same Value1.

