Example: ID: 0x236, payload: 04 00 4F B1 44 0F FE 42

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Byte 0 | Byte 1 | Byte 2 | Byte 3 | Byte 4 | Byte 5 | Byte 6 | Byte 7 |
| 04 | 00 | 4F | B1 | 44 | 0F | FE | 42 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Byte 0 | | | | | | | |
| 0 | | | | 4 | | | |
| MSB |  |  |  |  |  |  | LSB |
| 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 |

ID: 0x0B6 - DLC: 8 – Engine parameters

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Byte | Bit | Field | Description | Codierung |
| 7 | 7-0 |  | Engine RPM Bits 5-12 | HEX to DEC |
| 6 | 7 |  | Engine RPM Bits 0-4 | HEX to DEC |
| 6 |
| 5 |
| 4 |
| 3 |
| 2 |  |  |  |
| 4 |  |  |  |
| 0 |  |  |  |

ID: 0x236 - DLC: 8 – Door status

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Byte | Bit | Field | Description | Codierung | |
| 7 | 0 |  |  |  | |
| 1 | DOOR\_FR | Doorstatus front right | 0: closed | 1: open |
| 2 |  |  |  | |
| 3 |  |  |  | |
| 4 | DOOR\_RL | Doorstatus rear left | 0: closed | 1: open |
| 5 | DOOR\_RR | Doorstatus rear right | 0: closed | 1: open |
| 6 |  |  |  | |
| 7 |  |  |  | |
| 5 | 0 |  |  |  | |
| 1 |  | Ignition? | 0: OFF | 1: ON |
| 2 |  |  |  | |
| 3 |  |  |  | |
| 4 |  |  |  | |
| 5 |  |  |  | |
| 6 | DOOR\_FL | Doorstatus front left | 0: closed | 1: open |
| 7 | DOOR\_T | Doorstatus trunk | 0: closed | 1: open |

ID: 0x630 - DLC: 8 – Car lock

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Byte | Bit | Field | Description | Codierung | |
| 2 | 0 |  |  |  | |
| 1 |  |  |  | |
| 2 |  |  |  | |
| 3 |  |  |  | |
| 4 |  |  |  | |
| 5 |  |  |  | |
| 6 |  | Door lock | 0: locked | 1: unlocked |
| 7 |  |  |  | |

ID: 0x128 - DLC: 8 – Dashboard lights

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Byte | Bit | Field | Description | Codierung | |
| 3 | 0 |  |  |  | |
| 1 |  | Parking brake | 0: OFF | 1: ON |
| 2 |  |  |  | |
| 3 |  |  |  | |
| 4 |  |  |  | |
| 5 |  |  |  | |
| 6 |  |  |  | |
| 7 |  |  |  | |
| 0 | 0 |  |  |  | |
| 1 |  | Indicator | 00: no indicator  01: left indicator  10: right indicator  11: hazard warning lights | |
| 2 |
| 3 |  | Rear fog light | 0: OFF | 1: ON |
| 4 |  | Front fog light | 0: OFF | 1: ON |
| 5 |  | High beam | 0: OFF | 1: ON |
| 6 |  | Low beam | 0: OFF | 1: ON |
| 7 |  | Sidelights | 0: OFF | 1: ON |

ID: 0x036 - DLC: 8 – ToDo

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Byte | Bit | Field | Description | Codierung | |
| 4 | 0 | PHASE\_VIE | Phase of life | 0b000: monitoring  0b001: normal mode  0b010: standby mode  0b011: wake up  0b100: COM\_OFF  0b101: ---  0b110: ---  0b111: --- | |
| 1 |
| 2 |
| 3 |  |  |  | |
| 4 |  |  |  | |
| 5 |  |  |  | |
| 6 |  |  |  | |
| 7 |  |  |  | |
| 3 | 0 | LSB | Luminance | 0: Dunkel | 15: Hell |
| 1 |  |
| 2 |  |
| 3 | MSB |
| 4 |  | Luminance mode Back panel | 0: | 1: |
| 5 |  | Day/ Night status | 0: Day | 1: Night |
| 6 |  |  |  | |
| 7 |  |  |  | |

ID: 0x236 - DLC: 8 – DUMMY

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Byte | Bit | Field | Description | Codierung |
| 7 | 0 |  |  |  |
| 1 |  |  |  |
| 2 |  |  |  |
| 3 |  |  |  |
| 4 |  |  |  |
| 5 |  |  |  |
| 6 |  |  |  |
| 7 |  |  |  |
|  |  |  |  |  |