# AUDSET-IIR-REQ-276199/B-Logical to Physical CAN signal mapping - Audio Settings

This audio settings deployment table maps the audio settings logical signals to the physical CAN signals.

Note: This is for reference only. If there is a conflict between the name in the CAN signal name column and what is found in the actual CAN dB then the CAN dB takes precedent. Please bring to Ford’s attention if there is a conflict.

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| --- | --- |
| **Logical Signal Name** | **CAN signal name** |
| SetBalance | Nav\_SetBalance\_Rq |
| Balance.St | ACU\_Balance\_St  DSP\_Balance\_St |
| SetBass | Nav\_SetBass\_Rq |
| Bass.St | ACU\_Bass\_St  DSP\_Bass\_St |
| SetMidRange | Nav\_SetMid\_Rq |
| MidRange.St | ACU\_Mid\_St  DSP\_MidRange\_St |
| SetTreble | NAV\_SetTreble\_Rq |
| Treble.St | ACU\_Treble\_St  DSP\_Treble\_St |
| SetFade | Nav\_SetFadar\_Rq |
| Fade.St | ACU\_Fadar\_St  DSP\_Fader\_St |
| SetSpeed\_Comp\_Vol | Nav\_SetAVC\_Rq |
| Speed\_Comp\_Vol.St | ACU\_AVC\_St  DSP\_AVC\_St |
| Vehicle\_Speed.St | Veh\_V\_ActlEng |
| Vehicle\_Speed\_QF | VehVActlEng\_D\_Qf |
| SetOccupancy\_Mode | Nav\_SetDSP\_Rq |
| Occupancy\_Mode.St | ACU\_DSP\_St  AudioOccMode\_D\_Stat – (AAM) |
| Surround\_Sound\_Upmix.Rq | Surround\_Sound\_Upmix |
| Surround\_Sound\_Upmix.St | DSP\_Sur\_Sound\_St |
| Suuround\_Sound\_Upmix2.Rq | SurndSndUpmix2\_D\_Rq |
| Surround\_Sound\_Upmix2.St | SurndSndUpmix2\_D\_Stat |
| AutoConfigOcc\_AllSeats | AHU\_AutoConfigOcc\_AllSeats  AutoConfigOcc\_AllSeats - AAM |
| AutoConfigOcc\_Driver | AHU\_AutoConfigOcc\_Driver  AutoConfigOcc\_Driver - AAM |
| AutoConfigOcc\_Front | AHU\_AutoConfigOcc\_Front  AutoConfigOcc\_Front - AAM |
| AutoConfigOcc\_Rear | AHU\_AutoConfigOcc\_Rear  AutoConfigOcc\_Rear - AAM |
| Audio\_Visualizer.Rq | Audio\_Visualizer |
| AHU\_Audio\_Visualizer\_Data | AHU\_Audio\_Visualizer\_Data |
| Audio\_Demo\_CMND | Audio\_Demo\_Cmnd |
| Audio\_Demo\_Status | Audio\_Demo\_Status |
| SetDSPProgram.Rq | Nav\_SetDSPProgram\_Rq |
| DSPProgram.St | ACU\_DSPProgram\_St  DSP\_DSPProgram\_St |
| CnvtTopPosUp\_St | CnvtTopPos\_Up\_Stat |
| ImmersionLevel\_D\_Rq | SndImmrsnLvl\_D\_Rq |
| ImmersionLevel\_D\_St | SndImmrsnLvl\_D\_Stat |