### 1.1.1 Day Night status

Function description

The brightness of the ambient light varies between day and night.

Signal description:

Bus input signal as follows:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Signal Name** | **Signal Desc** | **Signal Len** | **Signal Value Desc** | **note** |
| Aux\_Day\_Night\_Status | Day Night Status | 2 | 0:NULL 1:Day 2:Night 3:NotUsed | BCM |
| Aux\_ALM\_Set | open | 2 | 0:invalid  1:close  2:open | IVI |
| Aux\_AmbLghtDrvMde\_D\_Rq | manual | 1 | 0x0: manual  0x1：auto | IVI |
| Aux\_Color\_Mode | 1,2,3,4, | 3 | 0:invalid  1:static  2:dynamic  3:customize  4:music | IVI |
| Aux\_Static\_Intensity\_Value | 0-100 | 7 | 0-100(%) | IVI |

Function description

1. Enabling conditions：（**A＆B＆C&D**）

A. Power supply voltage within normal operating range.

B. LIN communication normal.

C. LED function normal.

D. Temperature within normal range

2. Trigger conditions：（A&B&C&D&E）

A. Aux\_WelcomeFarewell\_State = run\_start

B. Aux\_ALM\_Set = open

C. Aux\_AmbLghtDrvMde\_D\_Rq = manual

D. Aux\_Color\_Mode =1-4

E. Aux\_Day\_Night\_Status=0-3

3.Execute output:

1. When Day\_Night\_Status=1 Day, IVI sends the actual brightness percentage to the ambient light, and the ambient light is the actual brightness value
2. When the Day\_Night\_Status value jumps from 1 to 2, IVI will automatically change the current brightness value to 20% brightness value for the ambient light for the first time immediately.
3. If the customer adjusts the ambient light when Day\_Night\_Status=2, IVI should save the brightness selected by the customer as the brightness of night ambient light. Next time the status switches from day to night, IVI should automatically send the saved brightness value to the ambient light
4. If the Day\_Night\_Status signal value is 0,3, the command is executed when the Day\_Night\_Status signal value is 2
5. When the Day\_Night\_Status signal value jumps from 0,2,3 to 1, IVI should send the previously saved daytime ambient light value to the ambient light
6. Ambient light is displayed in real time according to the brightness value sent by IVI