BUTTON REMAPPING GUIDE

BUTTON REMAPPING FOR STEERING WHEEL CONTROL INTERFACES

1. Set any of the six dipswitches to ON. (All OFF is reserved for SW update).

2. Connect the USB-C cable to your PC, Mac, or smartphone, then connect it to the interface.



- 4. Double click the drive to open it.
- 5. You will find a .txt file named "Interface Configuration." Open it.
- **6.** By default, this configuration file is blank and does not contain any steering wheel control re-mapping:

7. Editing and saving this text file onto the interface allows us to change the functions of the buttons during normal operation.

8. Before you begin to edit the Configuration File, take a copy of the blank file so that you can always revert back to the original system.

9. The following steering wheel buttons can be re-configured or given two functions. The buttons available to you will depend on which car the interface is being fitted to. The following list shows all possible buttons on all possible cars:

VOL_UP	PRESET_UP	OFF_HOOK
VOL_DOWN	PRESET_DOWN	ON_HOOK
TRACK_UP	SOURCE	PHONE
TRACK_DOWN	ATTENUATE	VOICE_REC

The aftermarket radio control commands that can be assigned to them are shown below.

Please note, not all functions are supported by all aftermarket radios

VOL_UP	PRESET_UP	OFF_HOOK
VOL_DOWN	PRESET_DOWN	ON_HOOK
TRACK_UP	SOURCE	VOICE_REC
TRACK_DOWN	ATTENUATE	

In addition to button re-mapping, we can add a dual function to each button on the steering wheel. Each button can have a short press command and a long press command assigned to it.

The length of time in milliseconds that the button needs to be held for is considered a long press can also be configured.

Example

Here is an example of configuring the source button so that a short press performs the source function, while a long press activates voice recognition. In this example, we will set the long press hold time to 1 second (1000 milliseconds).

First, place the steering wheel button you want to configure inside square brackets:

[SOURCE]

Next, the text that follows will configure the actions for that button. It is crucial to maintain the exact text for button names and actions as shown above, and to follow the syntax precisely as illustrated in the example below:

[SOURCE] SHORT=SOURCE LONG=VOICE_REC HOLD_TIME=1000

You can repeat this process multiple times for each button you want to remap. Note that it is not necessary to write a remap configuration for any button whose standard function you wish to keep unchanged. Finally, remember that you can only configure the steering wheel buttons that are available on your steering wheel.

10. Make sure you save the new edited Configuration File back onto the INTERFACE.





SOFTWARE UPDATE GUIDE

UPDATING THE SOFTWARE ON YOUR STEERING WHEEL CONTROL INTERFACES

1. Set all six dipswitches to OFF.

- 2. Connect the USB-C cable to your PC, Mac, or smartphone, then connect it to the interface.
- The interface will show up as a drive on the connected device and will be identified by the name "INTERFACE".
- 4. Double click the drive to open it.
- The system file displays the current versions of the hardware (HW) and BIOS. The other file, starting with "SWxxxx," indicates the current software (SW) version installed on the interface.
- 6. You need to first delete the SWxxxx file.
- 7. Simply drag and drop, or copy, the new "SWxxx" file onto the interface. Once the file is copied, unplug the USB cable and then plug it back in.
- 8. The interface LED will illuminate solid for approximately 7 seconds, then it will begin to flash. Once it starts flashing, the interface will be visible as a drive on the PC again.
- 9. Open the drive and verify that the "SWxxxx" file has been updated to the new version.

You should now have the latest software on your interface, indicating that the update was successful. At this point, you are ready to install the interface in your vehicle. Ensure that all connections are secure and follow the installation guidelines provided in the user manual. Once installed, the interface should function with the updated software.



