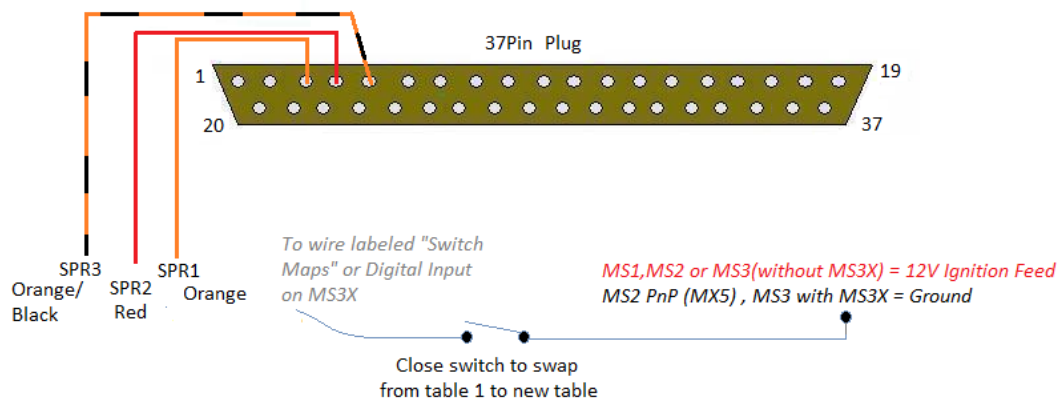




Hardware / Software Switching of Maps

Switch Map Input

Pins 3-6 (SPR1-4) are used for any options you may have asked for when ordering your ExtraEFI MegaSquirt ECU.



Please note the above circuit is only needed if you want to swap maps using a switch.. The MS2 and MS3 ECUs can swap maps at a certain RPM or Load, effectively giving a map twice as long or twice as tall as standard.

This feature allows you to swap between a different fuel map and or spark map on an MS2. On an MS3 it can swap all sorts of settings, for example Req_Fuel, AFR targets, etc. The main purpose of this is to swap between 2 different fuel types (LPG, Petrol, etc)

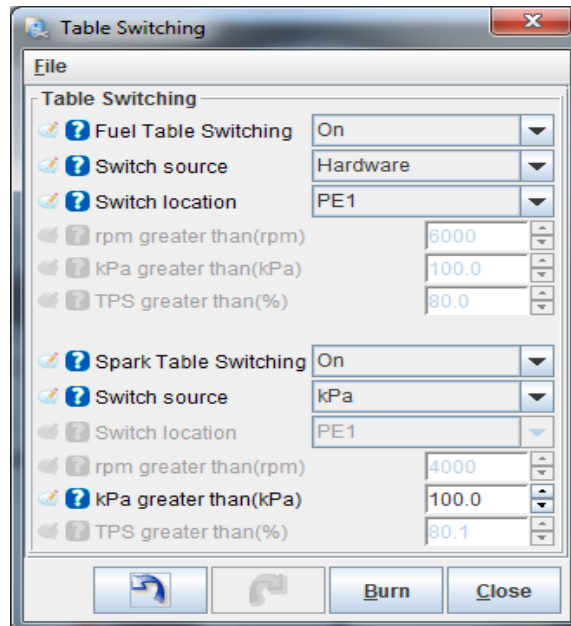
Whilst it can be used for swapping between a street map and a racing map this isn't usually needed as your right foot should control how fast you want to go. Maps should be tuned for max efficiency whilst you drive with a light foot and then for max power when you get heavy footed.

MS2 Extra

Tuner Studio - Boost Advanced – Table Switching

Ensure you tune any tables that you swap to!!

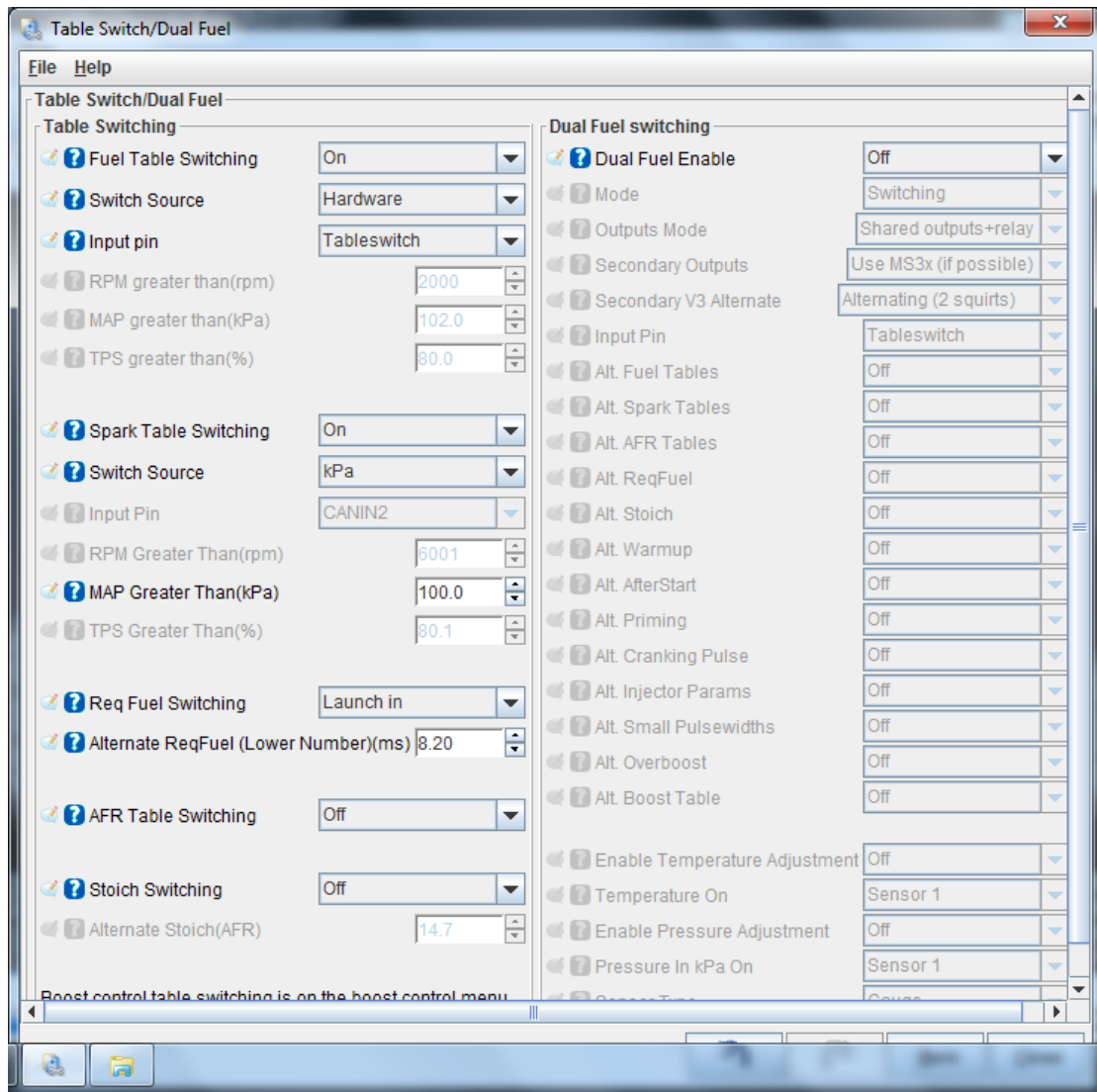
In this example you can see the Fuel is swapped over using the Hardware (Switch) where as the ignition table is swapped at 100KPa. So once the engine goes into boost (over 100KPa) it will swap from **Ignition Table 1 to Ignition Table 3** (**Fuel and Ignition Table's 2 are reserved for another feature**)



Once the Kpa level comes back below 100KPa is will go back to Ignition Table 1

MS3

Table Choices – Table Switching



In the above example you can see its swapping over the fuel table using the digital input (Hardware), this input “TableSwitch” is an MS3X input, but you can also use any digital input on the MS3X, e.g. launch, SD Logging, etc.

The example also shows the Req_Fuel changing from its normal setting to another value when the Launch input wire is switched (hardware). This could be used to richen or lean the entire fuel map by changing it to a larger or smaller value from the normal req_fuel setting.