

Function Remapping

Buttons	Fwd		0	Rev	1	2	3	4	5	6	7	8	9	10	11	12
Value	1	2	4	8	16	32	64	128	4	8	16	32	64	128		

19	CV 33	1	White Wire f(0)													
	CV 34	2	Yellow Wire f(0)													
	CV 35	4	Green Wire f(1)						(7-12)	0	CV 37					
	CV 36	8	Purple Wire f(2)						(7-12)	0	CV 38					
	CV 39	16	Brown Wire f(3)						(7-12)	0	CV 41					
	CV 40	32	Pink Wire f(4)						(7-12)	0	CV 42					
	CV 43	64	Pink/Purple Wire f(5)						(7-12)	0	CV 45					
	CV 44	128	Green/Brown Wire f(6)						(7-12)	0	CV 46					
	CV 134	2	Button Control of Motor Circuit (0-6)													
	CV 123	32	On/Off for Rule 17 Dimming (0-6)													
	CV 124	8	On/Off for Ditch Light (0-6)													

Remapping Functions

Remapping a Lighting Button Controlled Function:

1st. Determine which wire (function) you would like to program, and select the CV specified above for that function. If you will be using button 7-12, select the CV listed in the blue column which corresponds to the lighting function, otherwise (if the button is 0-6) select the CV in the red column.

2nd. Find the function button you would like to use in the grey row from the table above.

3rd. Enter the value found in Step 2 into the CV found in Step 1. Now you can control the lighting function with the function button selected.

Quick-Start Reference

Ditch Light Remapping

By default the green wire comes on with button one. To make the purple wire come on with button one as well enter the value 4 (the button one value) into CV 35 (the 0-6 CV from the red column for the purple wire).

Now your ditch lights will come on in forward direction when function button one is turned on and blink when button two is pressed.