

## DAF

immo emulator

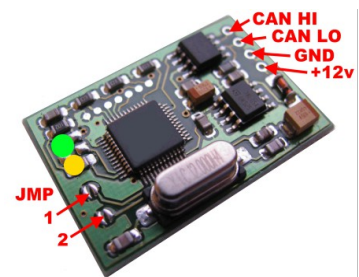
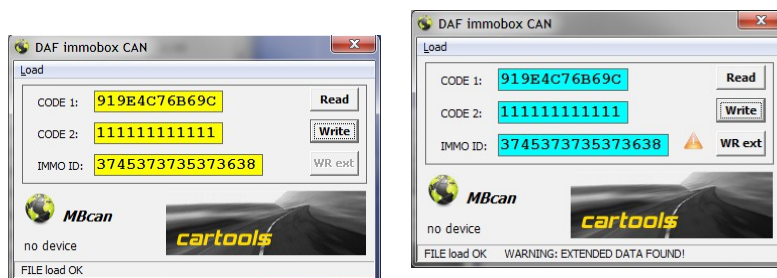
CAN, 250 kB

### Usage:

DAF trucks with separate immobox, CAN, 250 kB. Not Plug&Play, must store IMMO data before usage using MBcan hardware or any suitable CAN logger

### Configuration using MBcan:

- Power emulator from 12...24v power source, attach MBcan hardware, launch **CONFIGURATOR** software. Both jumpers must be **OPEN** for configuration,
- Enter and store IMMODATA. If write is successful, GRN\_LED on emulator board goes ON for about 1 second (long blink) – data accepted and stored.
- Place some solder joints to short JMP (both or any). Emulator is ready for installation on vehicle now.



### How to store SYNC using CAN logger:

To store IMMODATA must send 3 CAN frames, 250kB, ID: 0x7FE, DLC: 8, 11-bit ID. 1<sup>st</sup> data byte is a sequence number (00, 01, 02), remaining 7 bytes are immo data. **Both JMP must be OPEN!** Example:

```
0x7FE 8 00 11 22 33 44 55 66 77
0x7FE 8 01 88 99 AA BB CC 31 32
0x7FE 8 02 33 34 35 36 37 38 00
```

means you are storing code\_1: 112233445566, code\_2: 778899AABBCC, ImmoID: 3132333435363738.

Response from emulator looks similar, must see same data, ID 0x7FF. If they match, data is stored successfully.

```
0x7FF 8 00 11 22 33 44 55 66 77
0x7FF 8 01 88 99 AA BB CC 31 32
0x7FF 8 02 33 34 35 36 37 38 00
```

To request actual IMMODATA from emulator, must send:

```
0x7FE 8 FF 00 00 00 00 00 00 00
```

Emulator will respond like above, 3 frames with SYNC.

### Note:

Some DAF immobilizers can contain extra data. If IMMO dump is opened by configurator software and it shows warning sign, configuration is possible only using MBcan – at first press “write”, then “wr ext” buttons.

### Installation:

Short JMP (both or any), attach 4 wires according to workshop manuals: +IGN, GND, CAN Hi and Lo. On 24v systems it is highly recommended to install 100 ohm resistor (1w) in series between emulator +PWR and vehicle +IGN. Wire colors (typically): +IGN: **RED**, GND: **WHITE**, CAN-Hi: **BLUE**, CAN-Lo: **YELLOW**.

### LEDs on emulator board:

- **YEL** and **GRN** both must go on for short blink at power up, emulator is ready to authorize ECU.
- **GRN** long blink - ECU response received, authorized. Or data stored (CFG mode).
- **YEL** series of short blinks – ERROR: data not valid / emulator is blank / write fails.

