



MBtools

common basic terms and rules

Some common rules and explanations:

- if we explore FBS3 system it is not a good idea to talk about dumps at all. Everything is based on HASH list;
- there can be a lot of different key versions, a lot of EIS with different hardware - basic rules remain the same. For example data blocks from EIS are read out equally, no matter what EIS it is (908, 912 or NEC based), it is based on FBS3 ideology and rules.
- for keys situation is the same - it doesn't matter which firmware version it has, it must work equally in most cases. On late versions some additional functions added causing some compatibility issues. Key with FW57 must work for early EIS without any issues.
- MBtool software is based on rules what follow from initial data, so called HASH LIST. That is only information that makes each FBS3 component unique for each car;
- in our implementation HASH LIST data is stored in file with extension *.grnkey . It is actually a binary file and contains 8x KEY TRACK final hash, sonder hash, schliessung number (auth password), KEY set password and SSID.
- it is possible to edit this file with any HEX editor you prefer. No checksums inside, only plain data.
- it is not necessary to close opened software if you wish to open another one for same tool, just click on globe icon to release adapter.

Some basics about component status flags:

- INITIALIZED - all components we can use are already initialized at the final stage of production. Otherwise they are not usable;
- TP (transport protection) - must release TP to continue;
- PERSONALIZED - FBS3 data are written into component;
- ACTIVATED - component is installed into car and works.
- it is not valid if component is ACTIVATED, but flag PERSONALIZED is not set;
- in addition there are SPARE PART and NEUTRALIZED flags too:
 - SPARE PART - component is initialized for spare part, some additional data written inside (AUTH PW) to allow to personalize it only by authorized dealer, otherwise component is SERIES PART.
 - NEUTRALIZED - component was unlocked at least once.