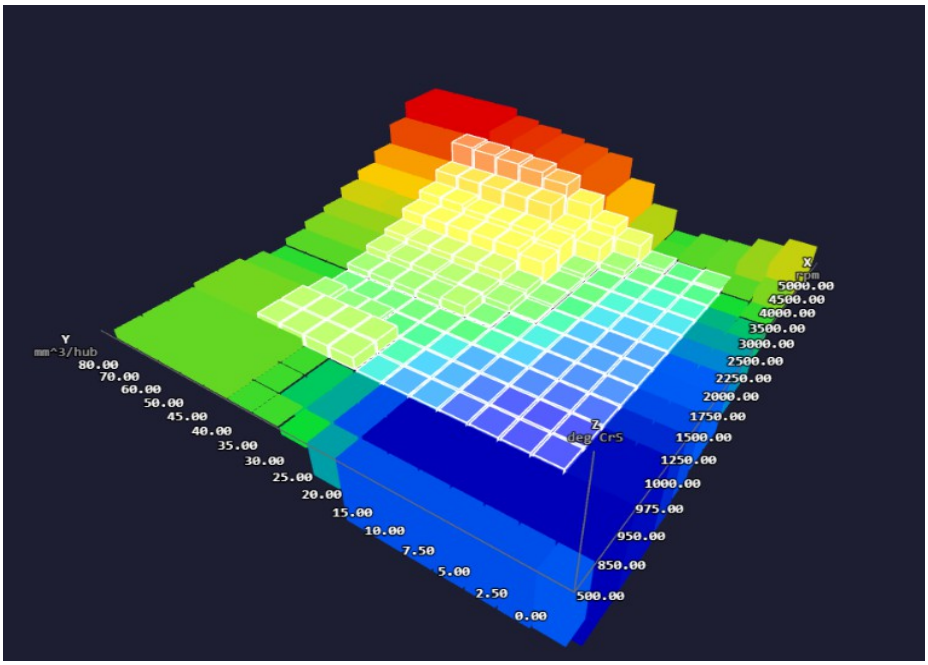
BttAutomap 3D

Software User Guide beta3.3.7

The World First Online ECU Files Editor



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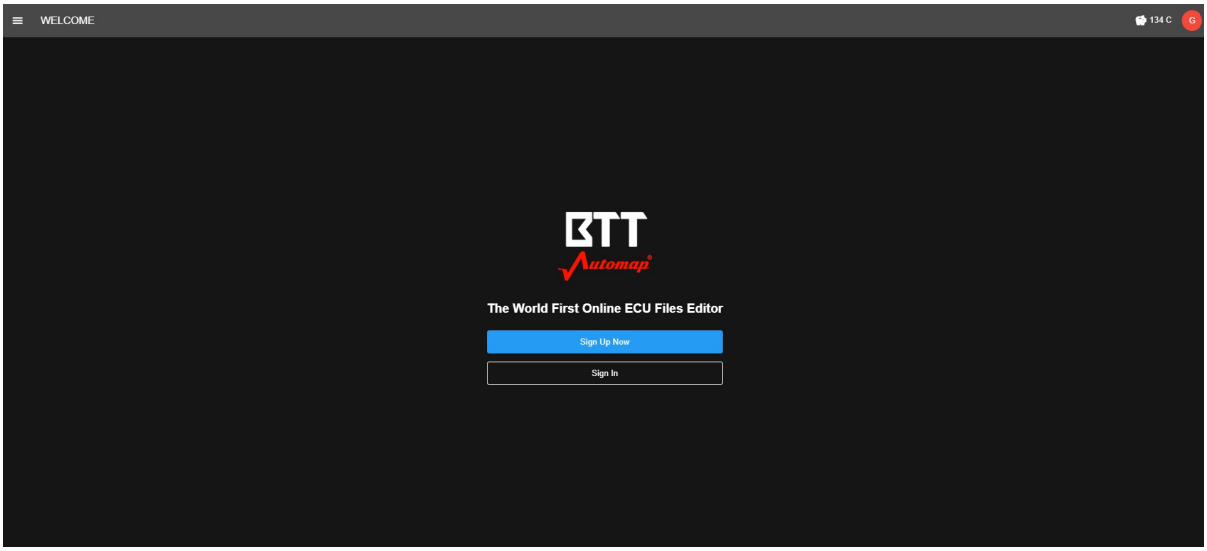
What is BttAutomap ONLINE?

BttAutomap is a binary file editor dedicated to Automotive Tuning, compatible with all hardware reading/writing tools. BttAutomap automatically recognizes the loaded vehicle file and guides the user toward the best solution for their specific needs, whether it's fixing errors or increasing performance.

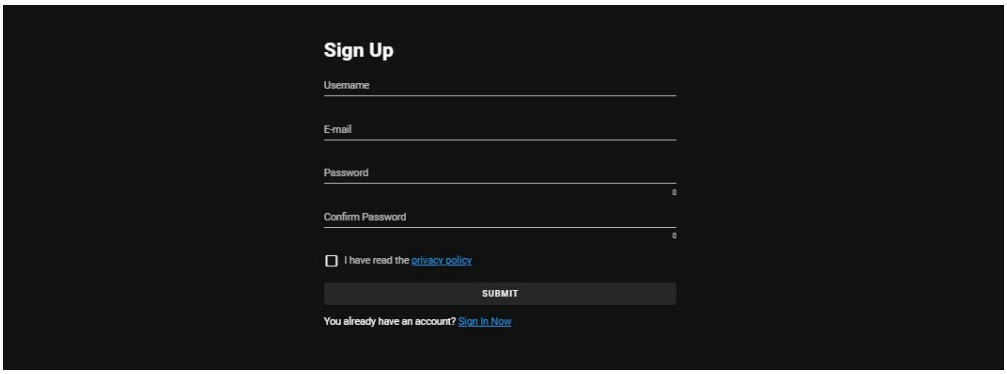
The software is constantly evolving: the welcome page lists the main features, including automatic file recognition, creation and export of custom mappacks, import/export of the modified file, assisted map search, checksum plugins, and ready-to-use solutions.



BttAutomap welcome page (landing page).

Registering with BttAutomap

To register, simply fill in the sign-up form with Username, E-mail, Password and Confirm Password, read the privacy policy, check the corresponding box, and click Submit.



BttAutomap registration page.

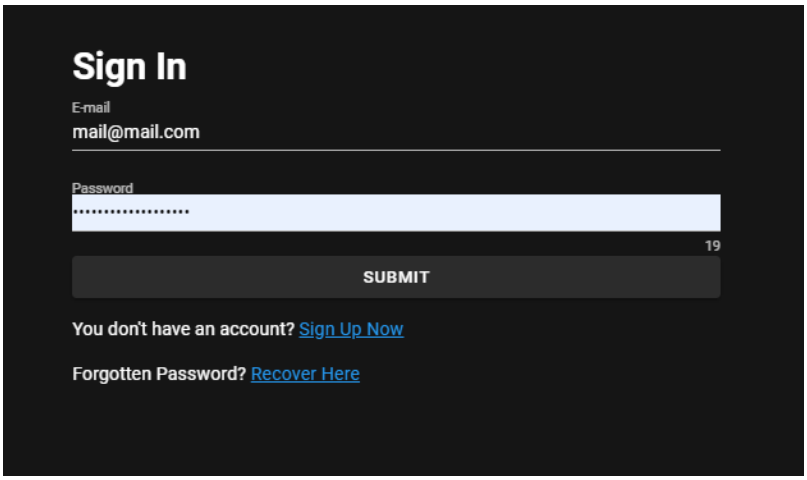
Note: screenshot to be updated with the latest interface in the next revision of the guide.

Activation times after registration

Activation times for loading the account's coins range from 12 to 24 business hours. The system sends an automatic confirmation e-mail.

Logging in to the program

To log in to BttAutomap, simply enter your credentials (e-mail and password) and click Submit.

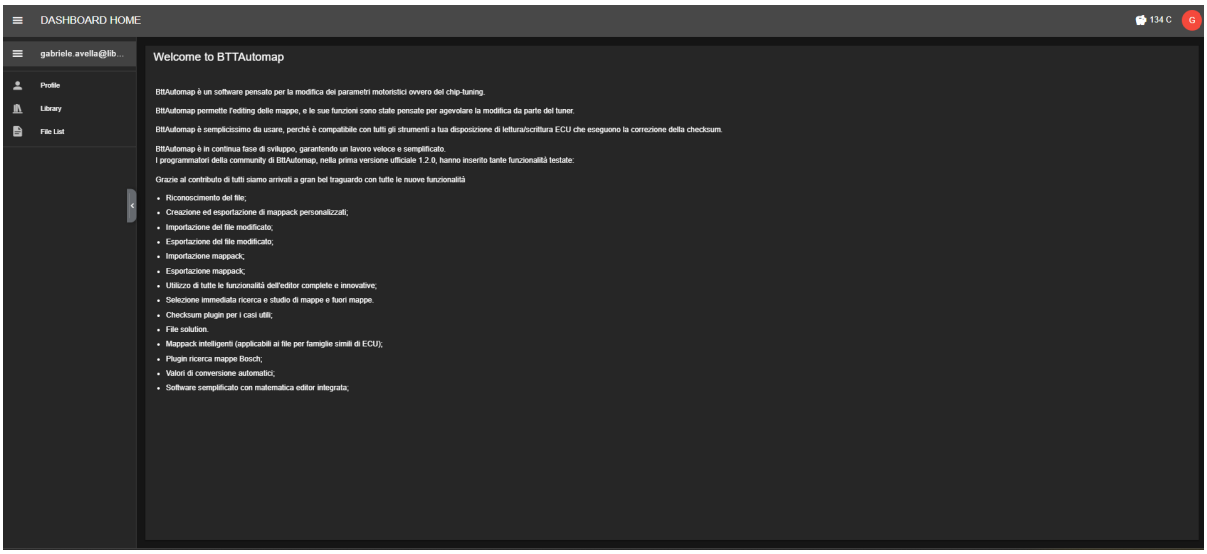


Sign In screen.

Note: screenshot to be updated with the latest interface in the next revision of the guide.

Dashboard and main menu

After logging in, the user is taken to the Dashboard Home, the welcome page that summarizes the features available in the software: file recognition, creation and export of custom mappacks, import and export of the modified file, mappack import and export, checksum plugin, file solutions, smart mappacks, Bosch map search plugin, automatic conversion values, and much more.



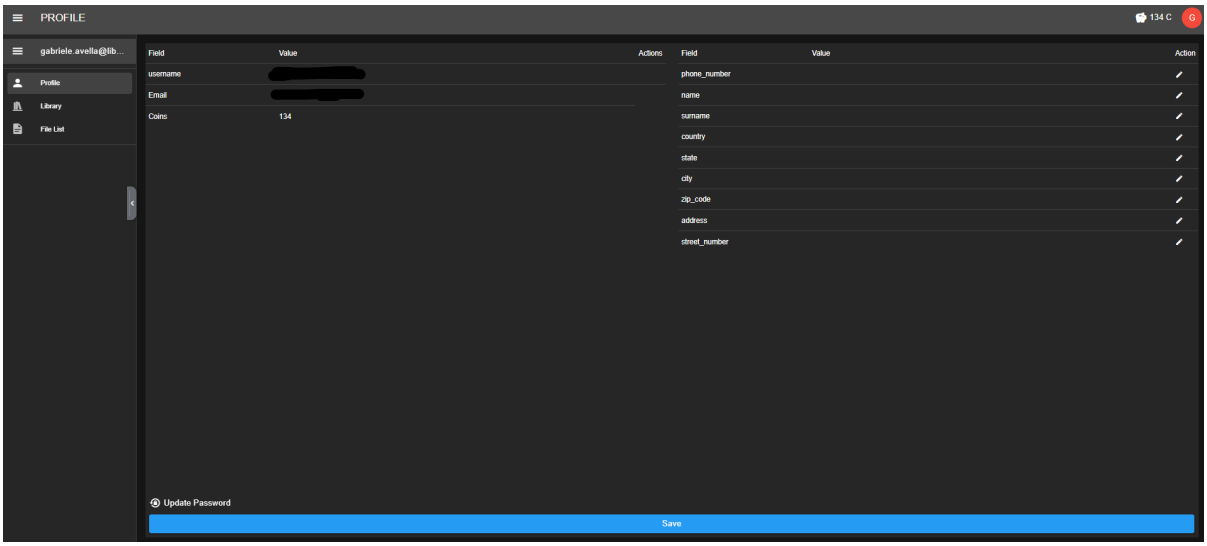
Dashboard Home with a summary of BttAutomap's features.

From the left-hand side menu of the Dashboard you can access three main sections: Profile, Library and File List, described in the following paragraphs.

User profile and password change

The Profile section contains all the account's personal data: username, e-mail, remaining credit (Coins) and contact details (phone number, first name, last name, country, state, city, zip code, address). Each field can be edited individually using the pencil icon in the Actions column.

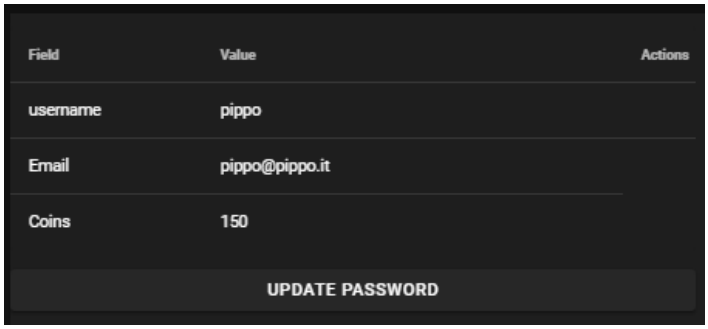
At the bottom of the page there is an Update Password button, which lets you change the account password at any time. After making the desired changes, click Save to confirm them.



Profile section: account data and the Update Password button.

Viewing your remaining credit

In every section of the software, the remaining credit (Coins) associated with your account is always visible in the top right corner of the screen.



Remaining credit indicator in the top right corner.

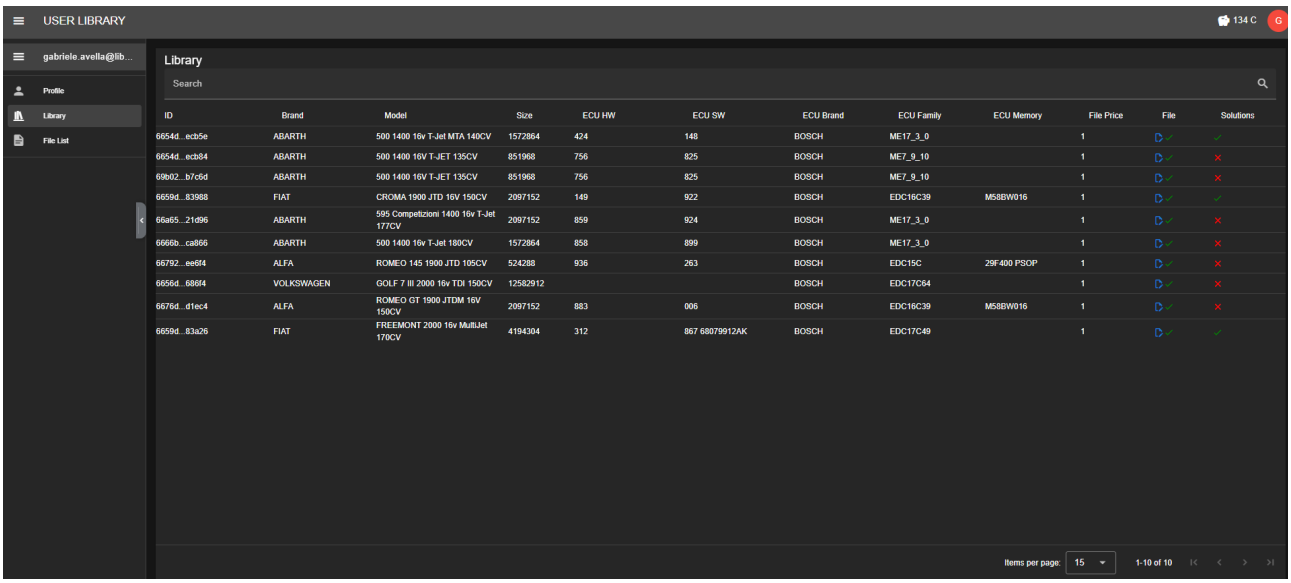
Note: screenshot to be updated with the latest interface in the next revision of the guide.

Sending a credit top-up request

To request a credit top-up, you can contact bttautomap@betatestertuning.it.

Sending a support request via the File ID

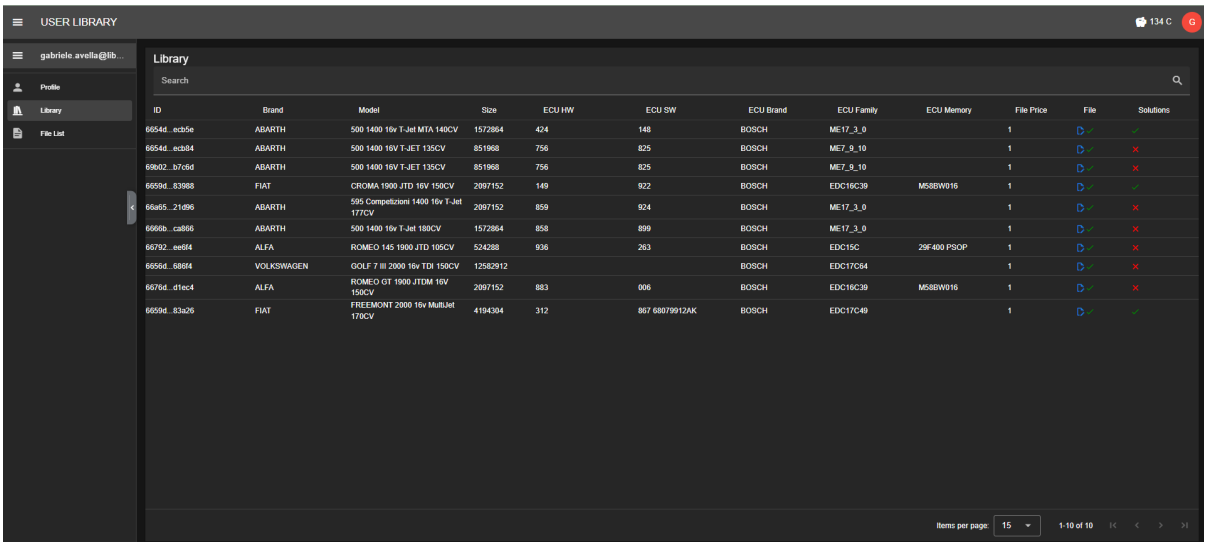
To request support for a specific file (for example, to add or correct a solution), you need to provide the File ID shown in the editor's File Info panel.



File Info panel showing the File ID.

Using the Library

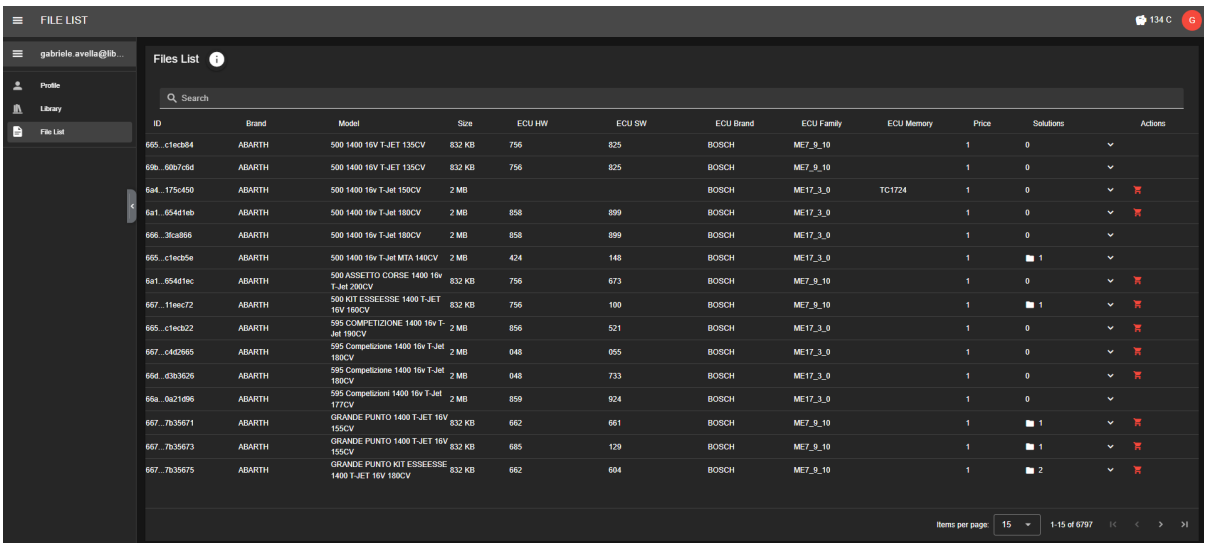
The Library section (User Library) contains all your original files (Ori) and any solutions previously purchased. For each file, the brand, model, size, ECU hardware and software, ECU brand and family, price, and availability of the file and its solutions are shown. Files already in the Library can be opened directly in the editor via the icon in the File column; if a solution has also been purchased for a file, it is highlighted with a green checkmark in the Solutions column.



Library section: list of purchased files and solutions.

Using the File List

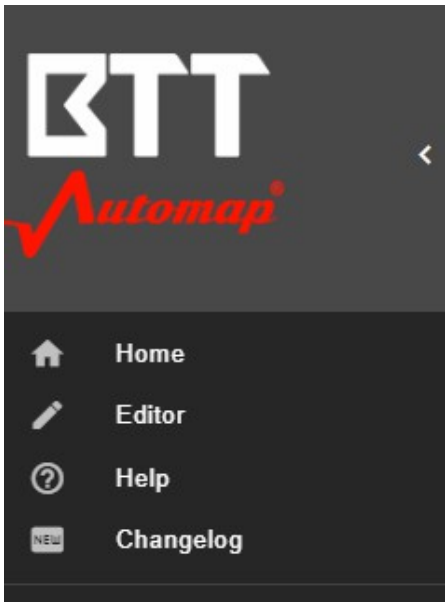
The File List section shows the entire catalog of files available for purchase, which can be filtered via the search bar by brand, model, ECU hardware/software and family. Each row shows the file's price and the number of available solutions, and via the icons in the Actions column lets you purchase the file (cart icon) or expand the details of the proposed solutions. Files already purchased no longer show the cart icon and remain permanently available in the Library, so they can be reused over time while working on the same vehicle.



File List section: catalog of files available for purchase.

Accessing the Editor

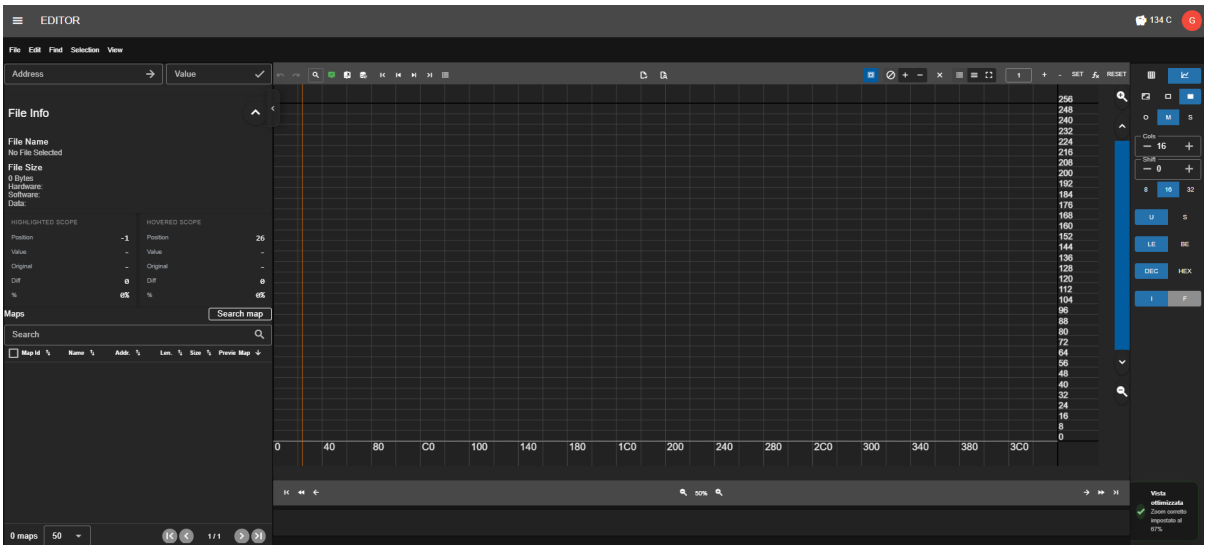
The Editor can be reached at any time from the side menu, opened via the icon with three horizontal lines in the top left corner of the screen. The menu offers the items Home, Editor, Help and Changelog.



Side navigation menu: Home, Editor, Help, Changelog.

Solutions: uploading and recognizing a file

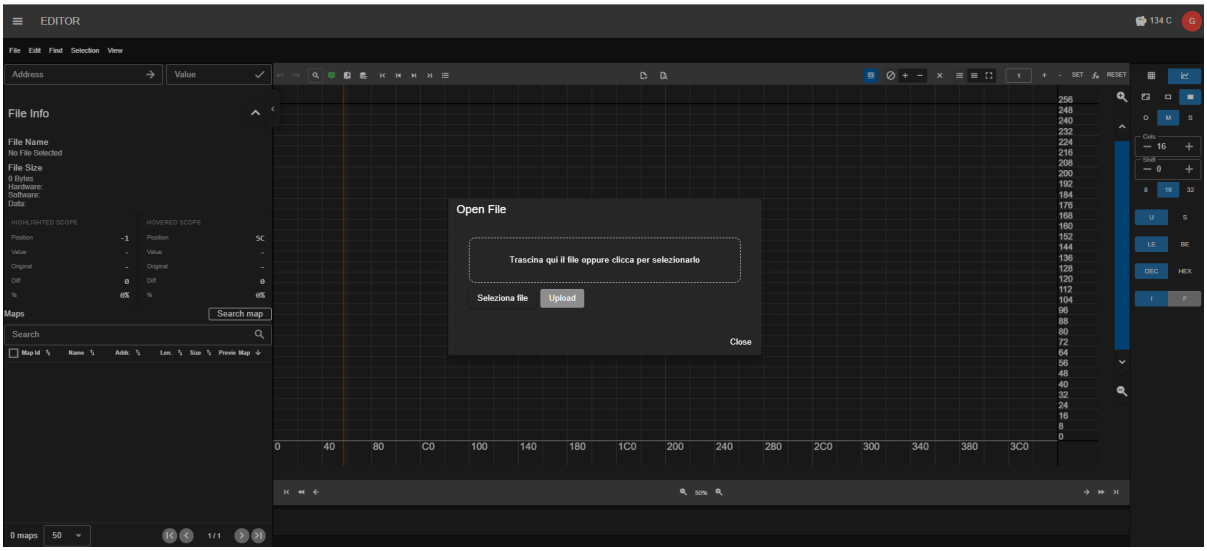
When first opened, the Editor appears as an empty page: no file has been loaded yet.



Empty editor, no file loaded.

Uploading a binary file

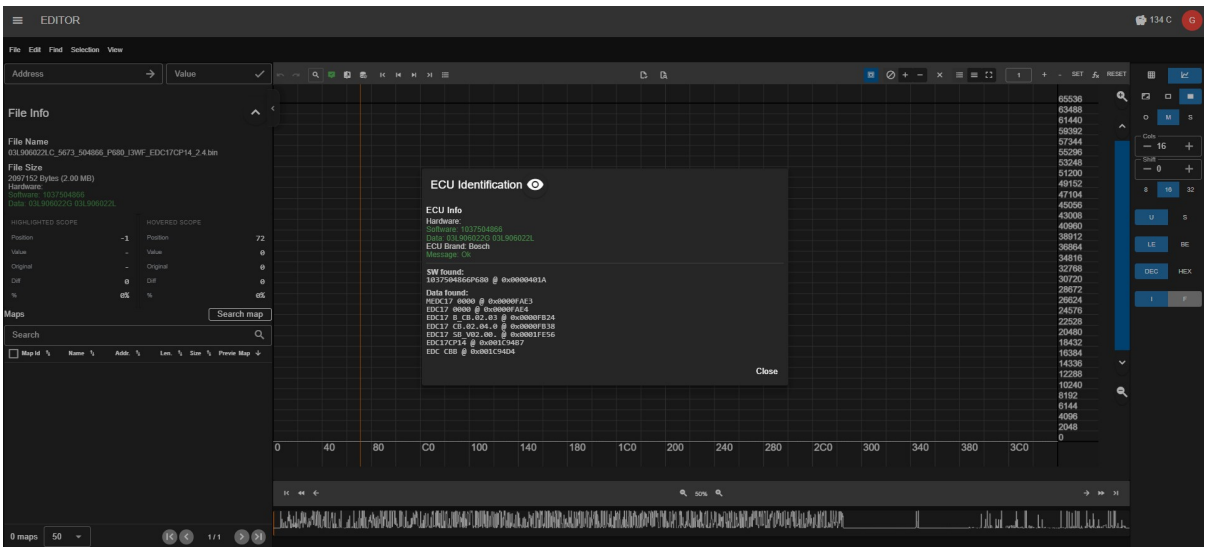
To start working, from the File menu select Open File and upload the binary file (.bin) just read from the vehicle's ECU, either by dragging and dropping it or by selecting it manually with the Select file button, then confirm with Upload.



Original file upload window (Open File).

ECU identification (ECU ID)

Right after the upload, BttAutomap attempts a preliminary identification of the ECU (ECU Identification), showing the hardware, software and the possible data recognized in the dump, so you can check whether the file has been pre-recognized correctly.

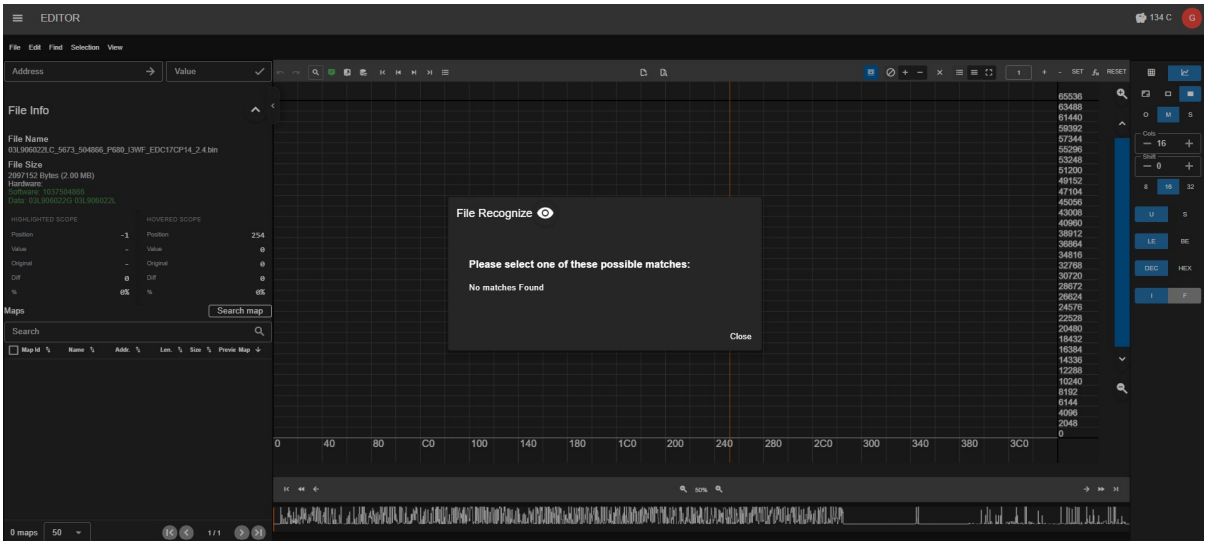


ECU Identification window showing the detected hardware/software data.

From this point you can already click Search map to start working on the potential maps found in the file, even before a full recognition has been completed.

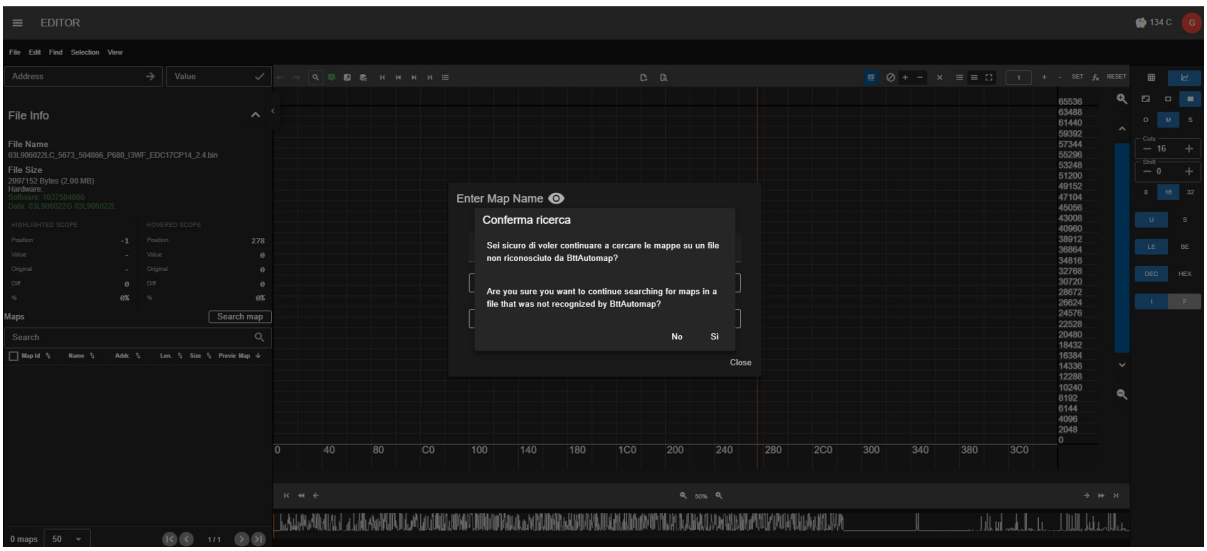
File recognition (File Recognize)

By clicking File Recognize from the File menu, the system attempts to find a match between the loaded file and the original files already in the database. If no match is found, the message No matches Found is shown.



No match found during file recognition.

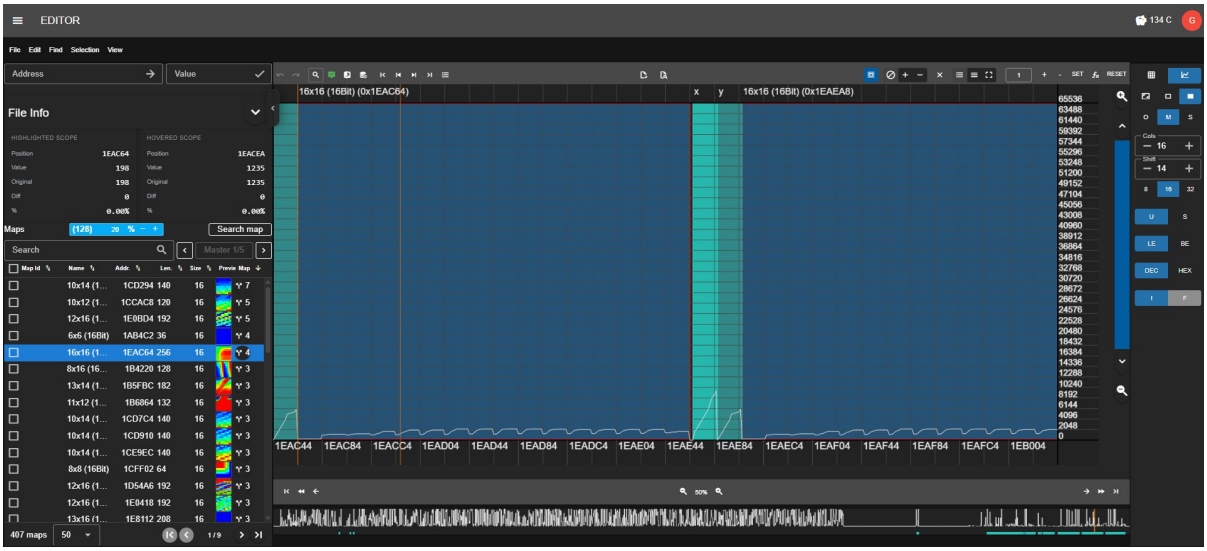
Even without recognition, you can still proceed with Search map to find the potential maps present in the file. In that case the system asks for confirmation before continuing, since the search will be performed on a file not recognized as an original map area: answer Yes to continue anyway.



Confirmation request to continue the search on an unrecognized file.

Searching for and listing potential maps

Once the search is complete, the list of potential maps found in the file is shown on the left side of the screen, indicating name, address, length, size and preview. Selecting a map from the list automatically moves the editor to the corresponding area in 2D view, showing the graphical representation of the map and the adjacent maps.



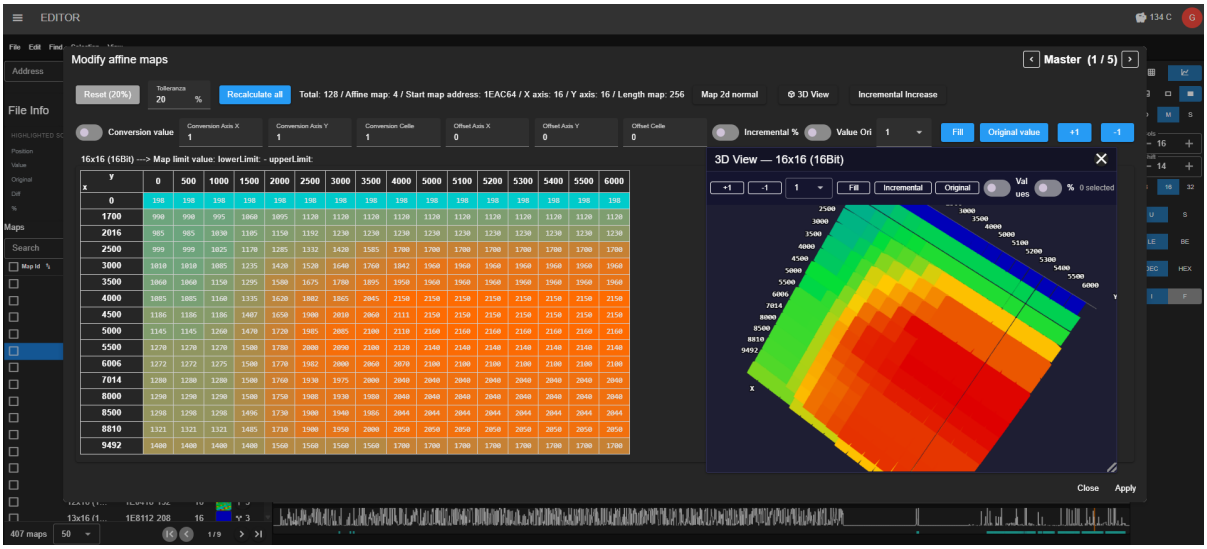
List of potential maps and 2D view of the selected area.

Editing affine maps (Master / Affine)

When the selected map is linked to other related maps (for example, shared axes), BttAutomap recognizes this automatically and shows the Modify affine maps window, indicating the Master map and the number of affine maps available (in this example, Master 1/5). The table shows the map values in editable form, indicating the X and Y axes and their respective limits.

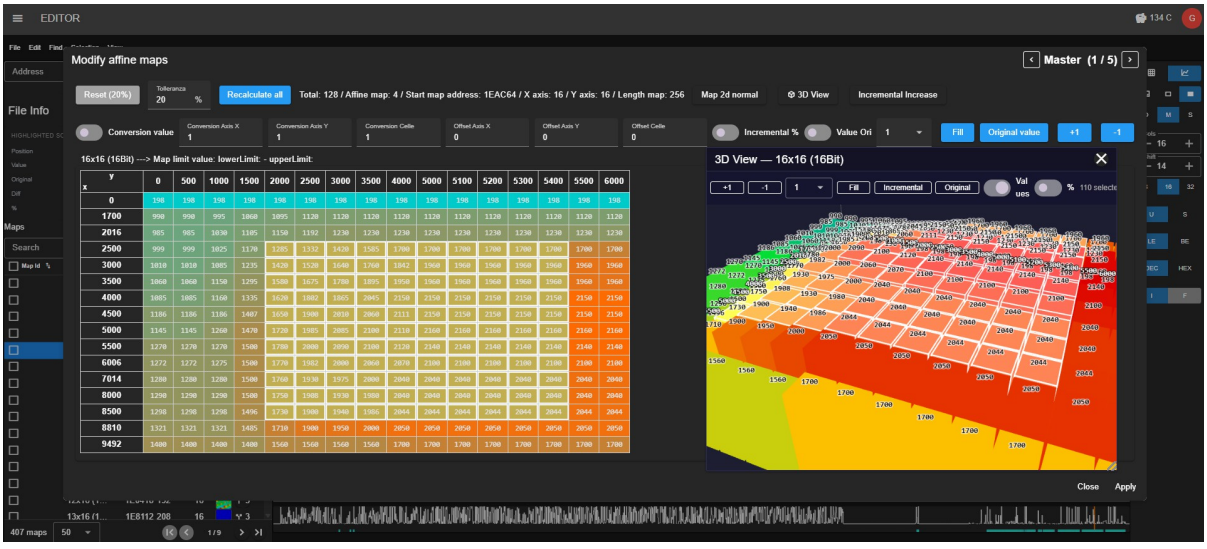
Modify affine maps window: the Master map and its affine maps.

From the same window you can open the map's 3D view using the 3D View button, for a more immediate reading of how the values develop along the two axes.



3D view of the map shown alongside the editing table.

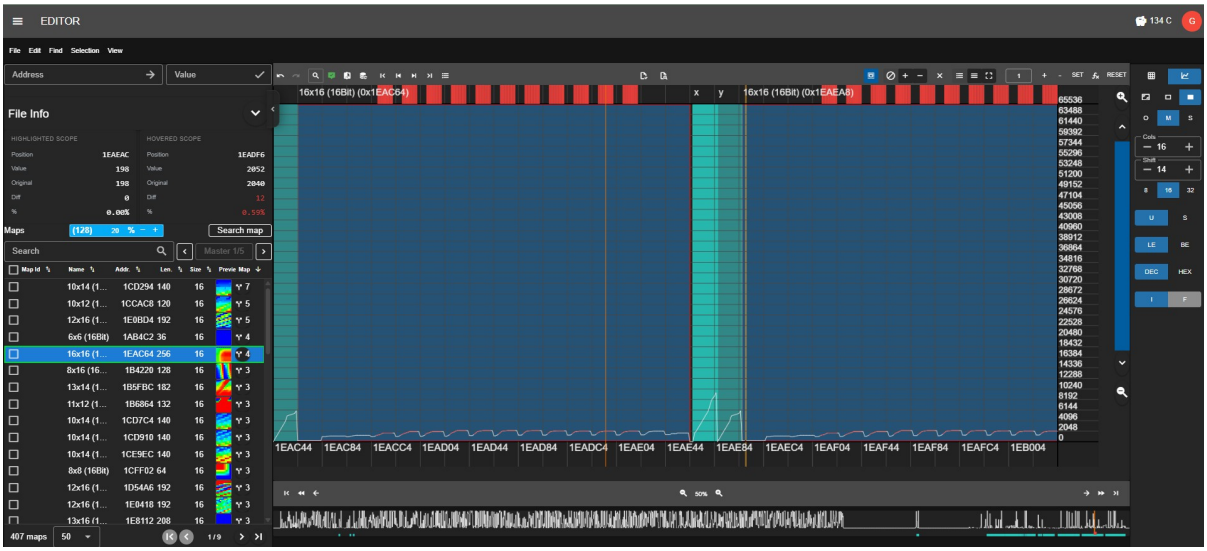
The 3D view works in parallel with the 2D table: when cells are selected or modified, the changes are visible in real time on both representations.



Multiple cell selection and the corresponding real-time update in the 3D view.

Map successfully modified

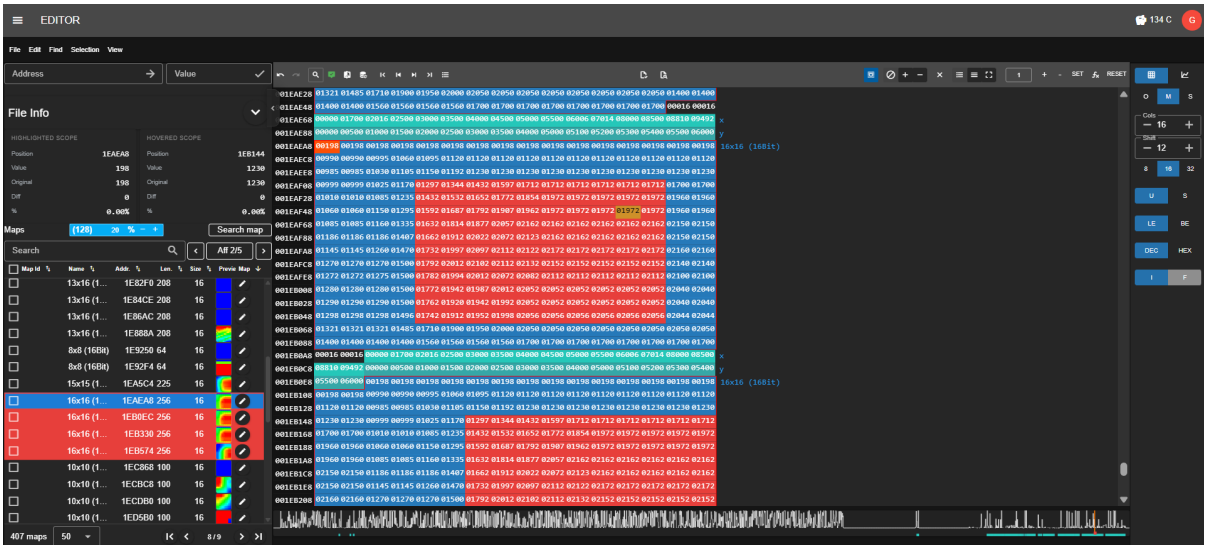
Once the change has been applied, the updated map is highlighted in the 2D view (top bar) and the values that differ from the original are flagged, for example via the Diff field in the Hovered Scope panel, which shows the absolute and percentage deviation from the original value.



Modified map: the highlighted bar at the top flags the changed cells.

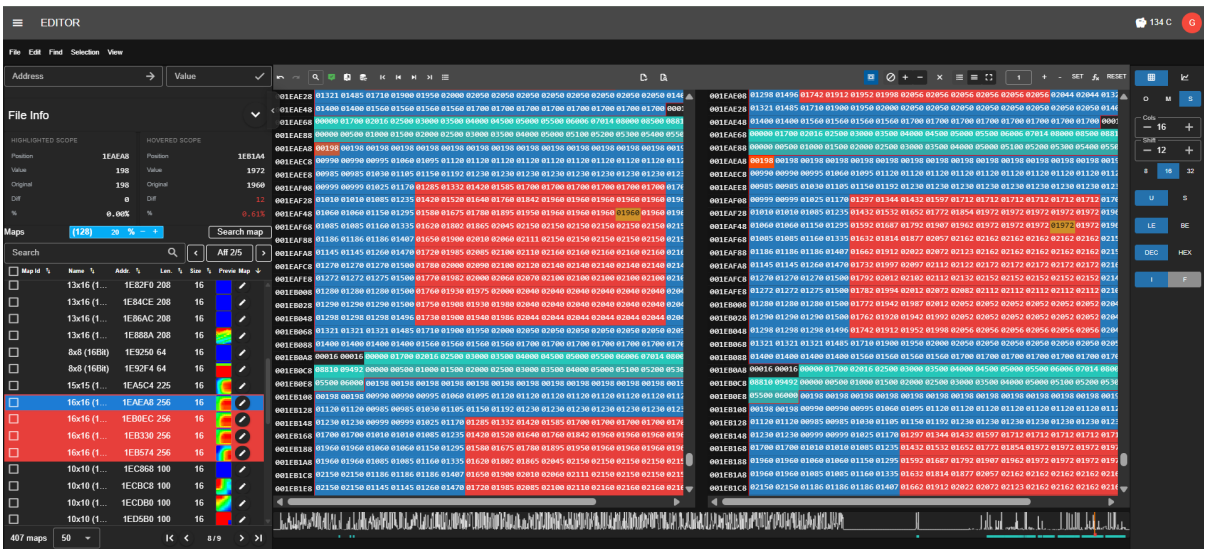
Grid view: raw values and ORI → MOD comparison

Switching to grid view (icon in the top right corner), you can view the raw values, i.e. the map's raw values exactly as they are stored in the binary file, byte by byte, in hexadecimal form.



Grid view showing the raw values of the selected map.

By enabling the S (Split) button in the vertical panel in the top right corner, the grid splits into two side-by-side columns: the original values (ORI) on the left and the modified values (MOD) on the right, allowing a direct, immediate comparison between the two versions of the file.

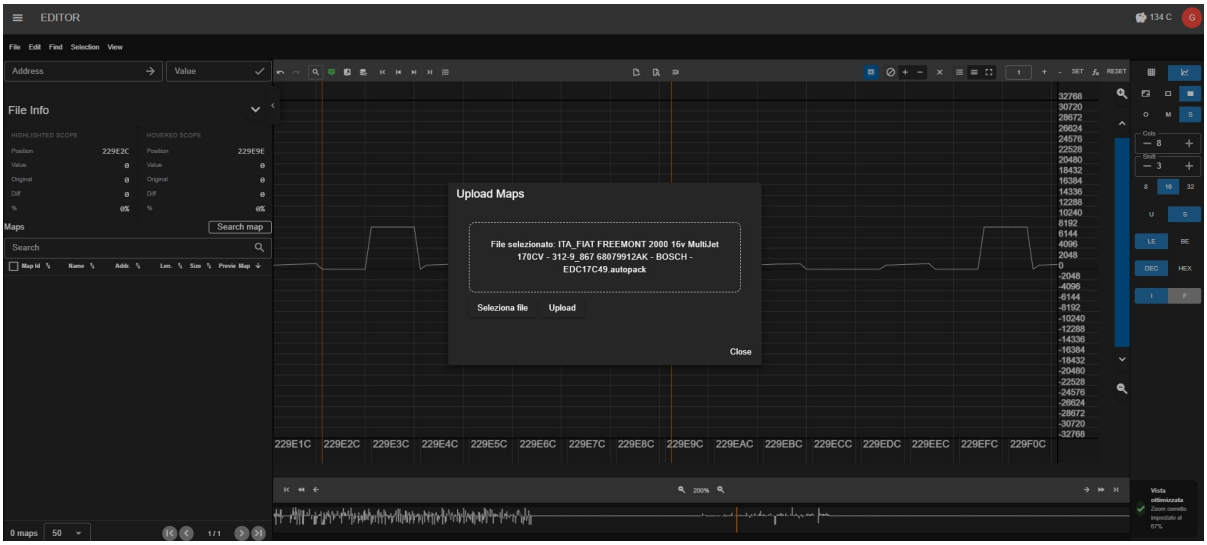


Split ORI → MOD view, for comparing original and modified values.

Import Maps: loading a mappack

The File menu offers the Import Maps item, which lets you import a mappack, i.e. a file containing the map definitions (addresses, axes, names, conversion units) for a specific ECU.

The loaded mappack can either be a file created independently by the user via the Export Maps function, or a mappack supplied on request by the BttAutomap team for that specific ECU, containing the complete DAMOS definitions.

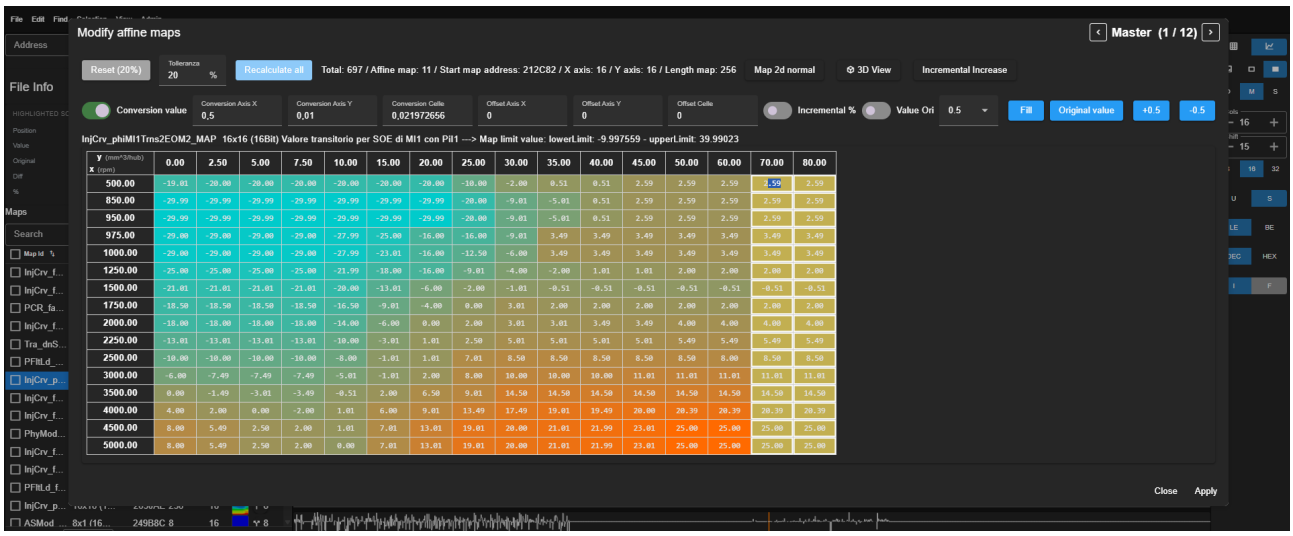


Upload Maps window for loading a mappack (.autopack).

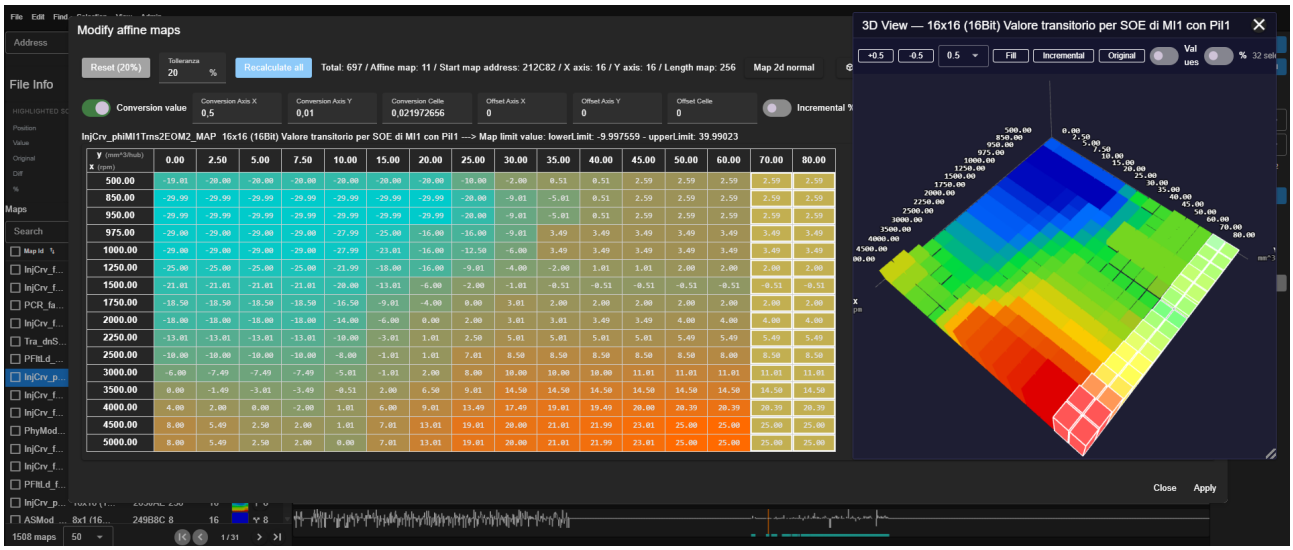
Warning: this window requires only an encrypted mappack file (.autopack) — not the ECU's original binary file, which must instead be loaded via Open File.

Import Maps: using the mappack and editing maps
Step 1

After loading the mappack, all maps are displayed complete with Map ID, definitions and conversion values coming from the current dump's DAMOS.
Step 2

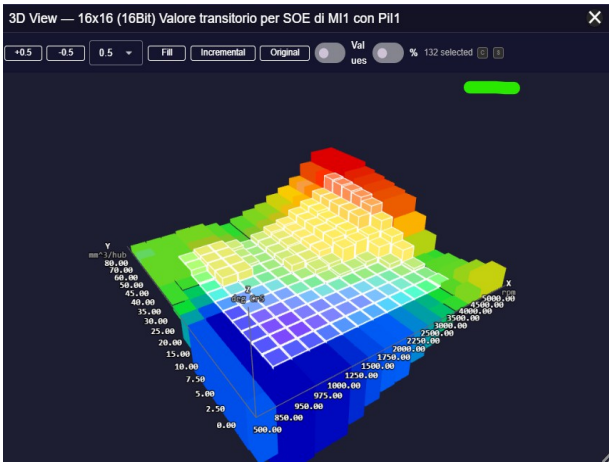


Both the 2D view and the 3D view, with full conversion values, are available for each map. From this window you can edit the map's values directly, or work on affine maps at the same time.



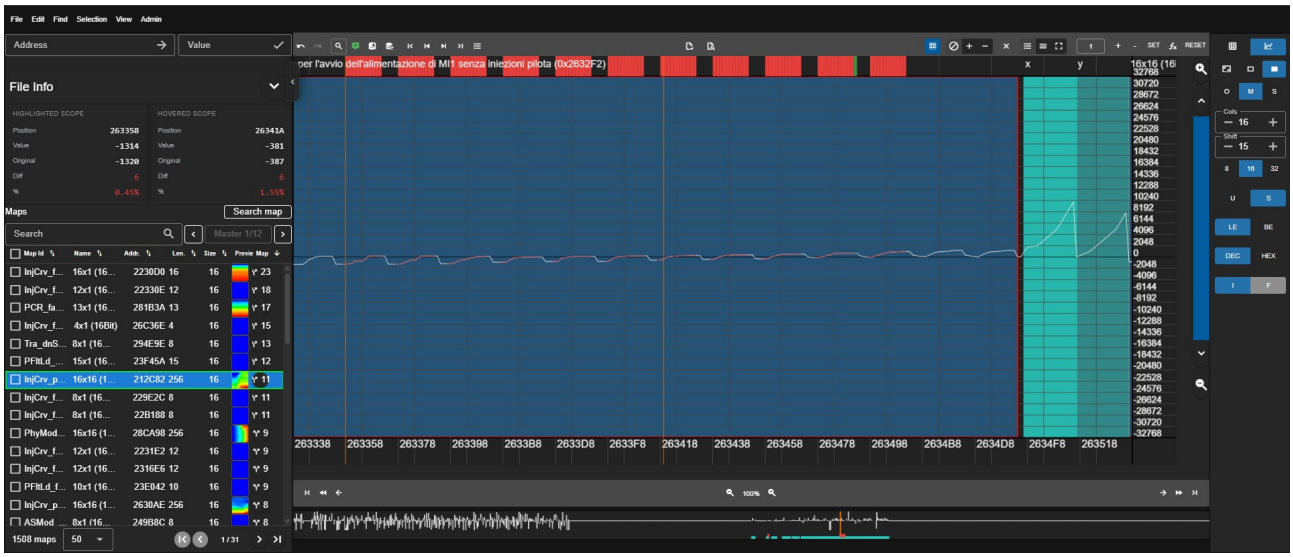
Step 3

Changes can also be applied using the Incremental function, available in both 2D and 3D. You can choose the matrix area, individual cells, rows or columns to increment.

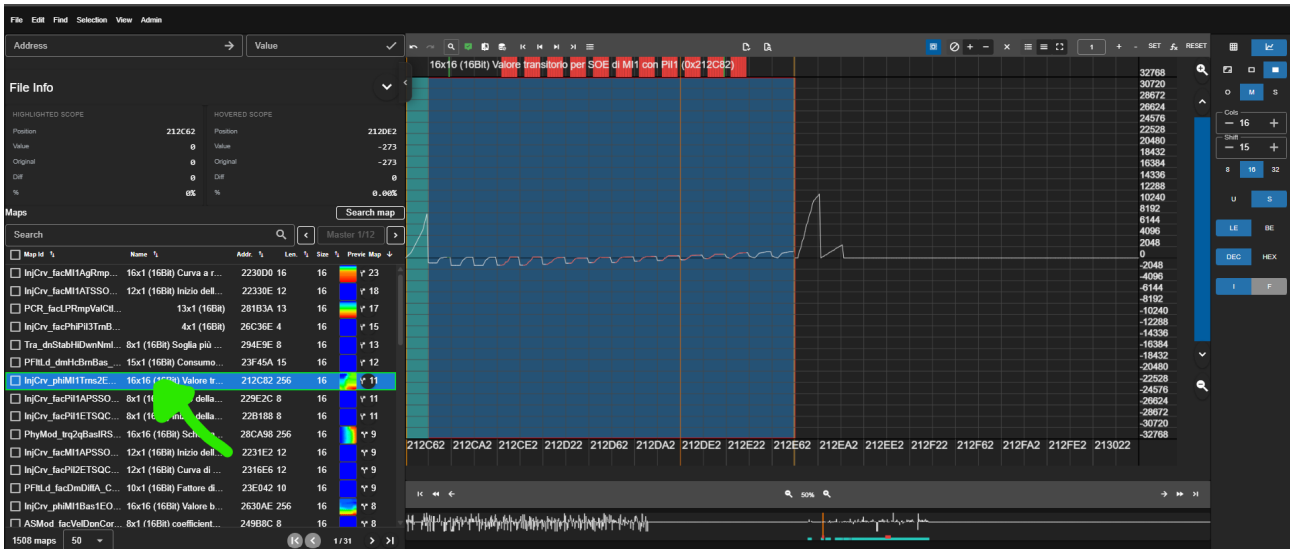


Step 4

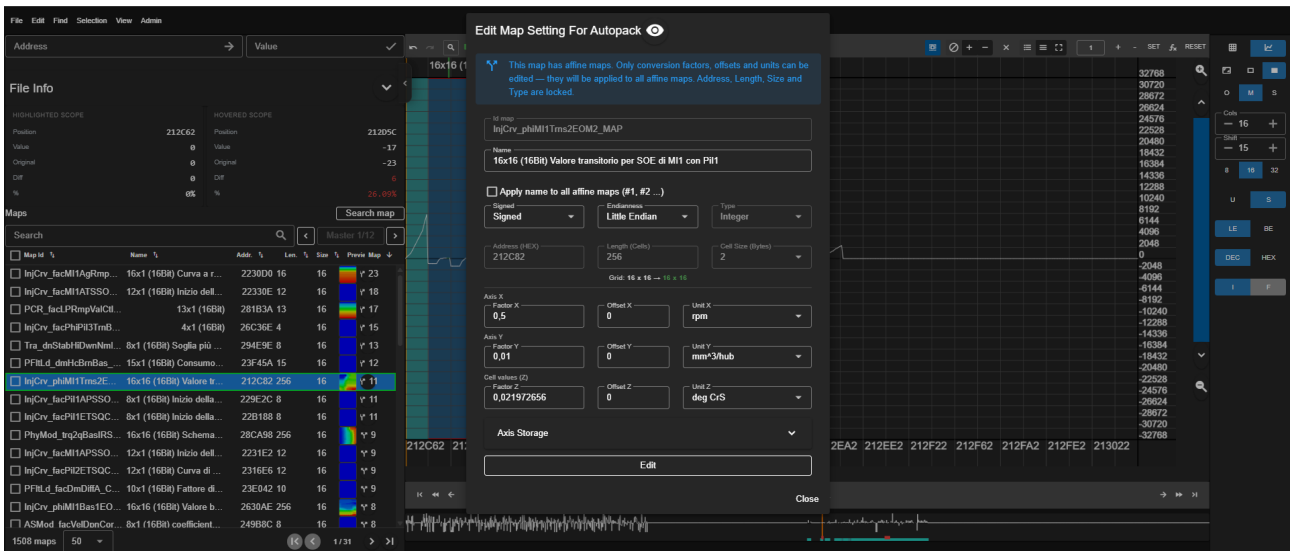
In the 3D view you can define the editing plane by holding CTRL + SHIFT and dragging the mouse with the left button. The increment is shown in real time on the map's surface.



Step 5
Once the changes are complete, press Apply to confirm them. You can immediately check all the differences applied compared to the original file.



Step 6
Editing map data both with a mappack/damos loaded and without one.



Step 7 Editing map data

Final step, download the updated mappack:

From the File menu, Export Maps.

End of the beta 3.3.7 mini-guide, dated 22/07/2026