Guide to using the software

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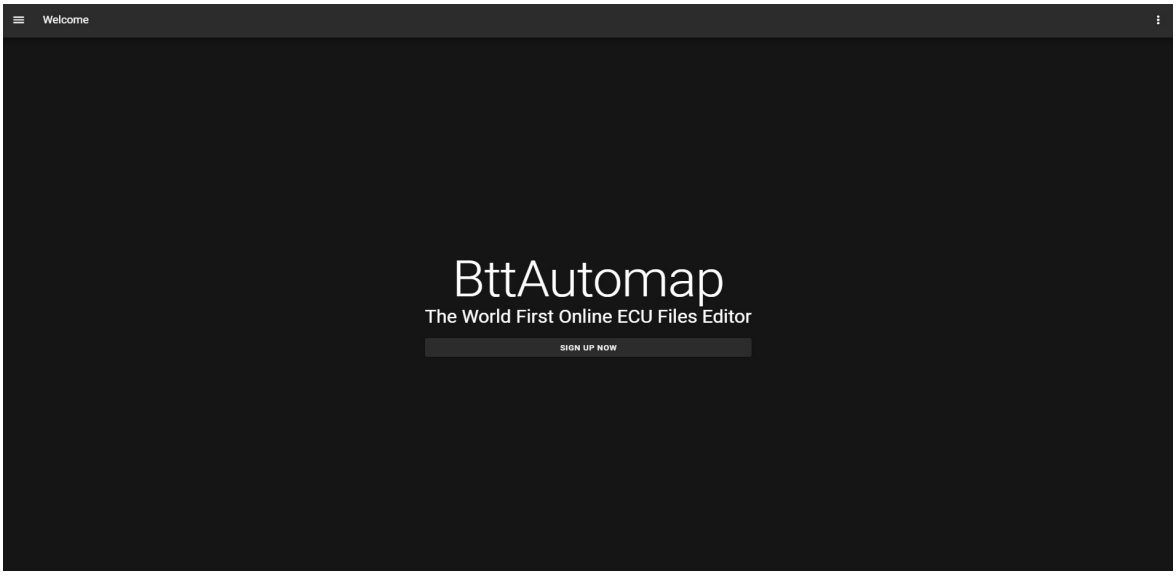
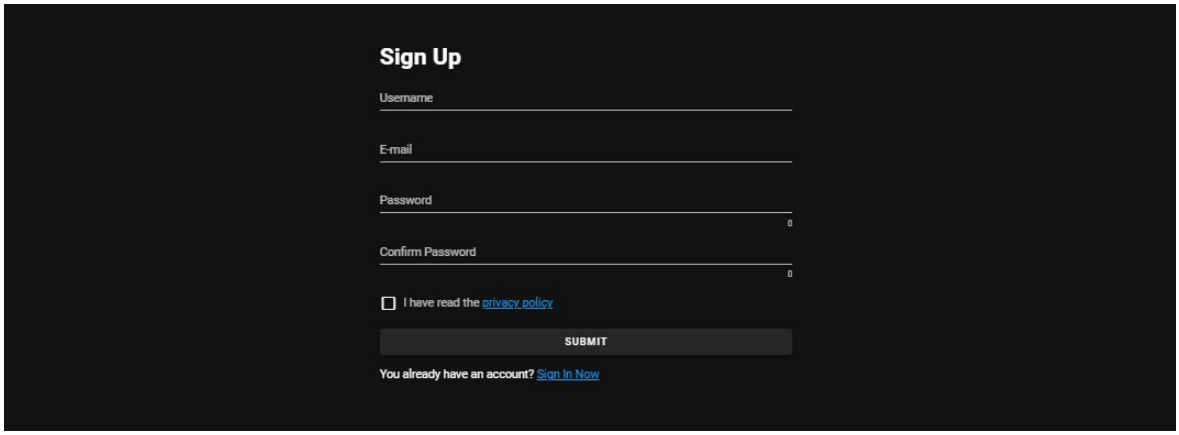
What is BttAutomap ONLINE?



This program is a binary file editor dedicated to Automotive Tuning, and is compatible with all hardware reading and writing tools, BttAutomap detects the vehicle file through a special function and guides the user to the best solution with respect to its need for processing, be it errors or increase in performance, BttAutomap is the ideal program. BttAutomap is in continuous development and has been designed to be tailor-made with respect to the use case to be manipulated, in fact the BttAutomap community makes sure to improve the program through collective feedback. Below you will find the basic explanation to start using the program to the fullest. Registration for access to program functions.

Register at BttAutomap

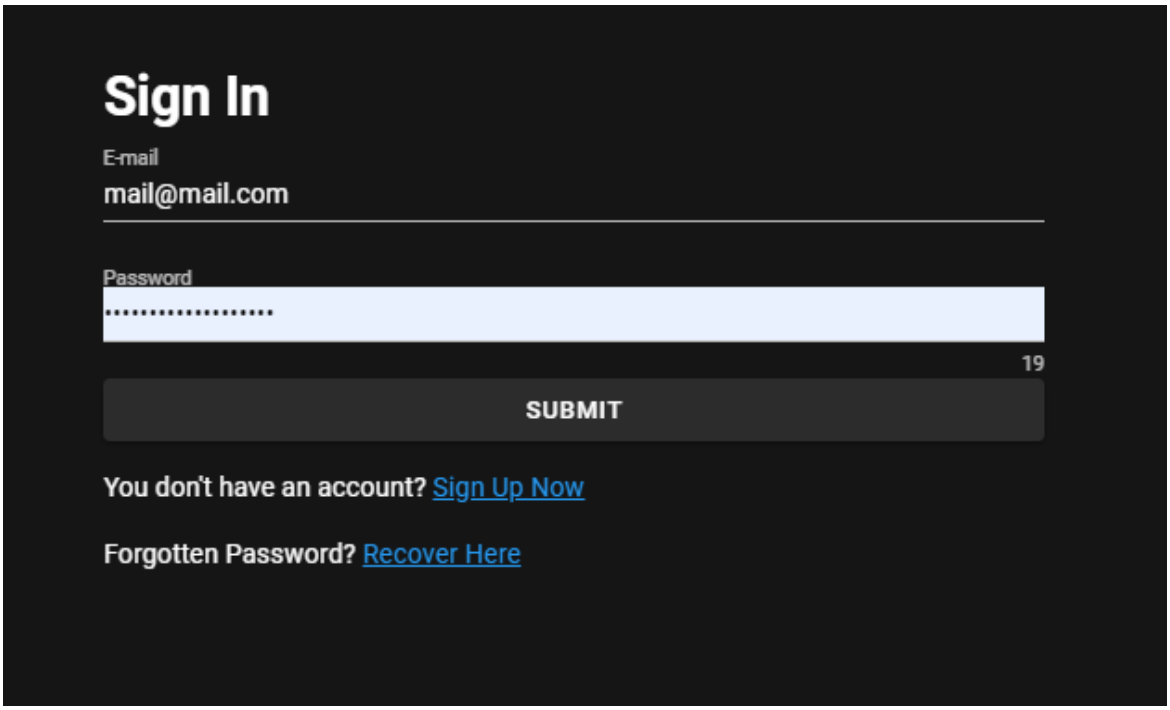


BttAutomap registration page, enter Username, E-mail, Password, Confirm Password, read our privacy policy, check the box and click Submit.

Activation times after registration

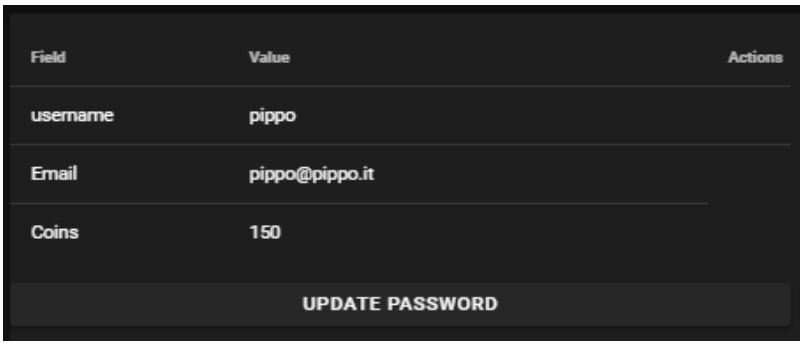
User activation times range from 12/24 working hours, the system will not send any confirmation emails.

Access to programm



Access to BttAutomap, enter your login credentials and click Submit.

Change password



The user can change his password at any time.

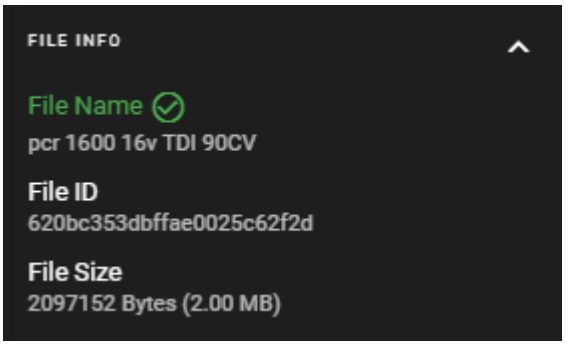
Display of the remaining credit

At the top right of the screen you can see the remaining credit.

Sending request to top up credit

To request new credit, contact mailto:bttautomap@betatestertuning.it

Service request submission via file ID



Send the file code File ID of the file to request:

- Adding a solution
- Rectification of a solution

Using the library

In your library you will find all the files purchased and viewable in your editor via the appropriate button (green arrow). If you have also purchased the solution you can see the check mark on the right of the button (green arrow).

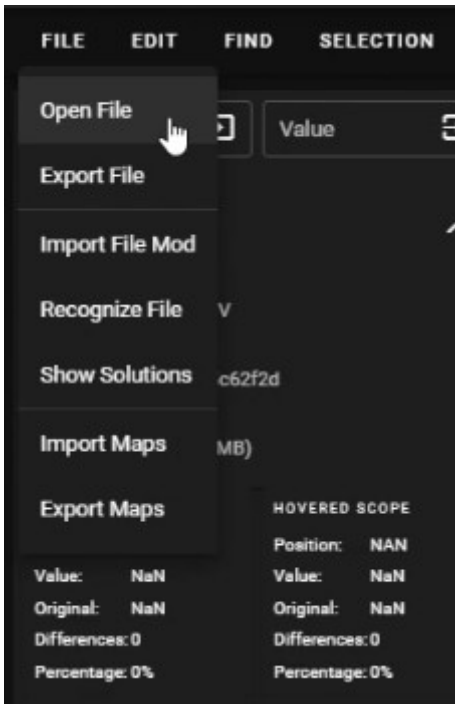
Using File List

The files already purchased are without the cart icon and therefore you will find them in the library, they will be stored permanently and reused over time if you work on the same vehicle.

Solutions

Blank page no file is loaded.

How to upload a file

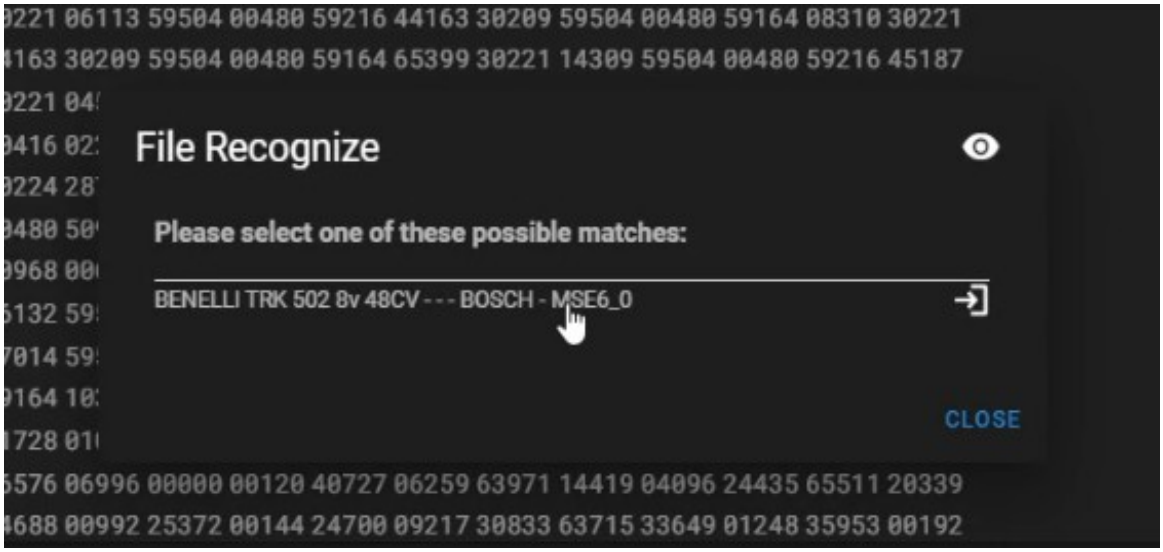


Click Open File from the file menu.

How does it recognize a file

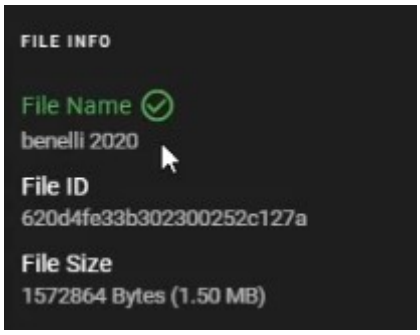
File recognition (green arrow).

Recognized file

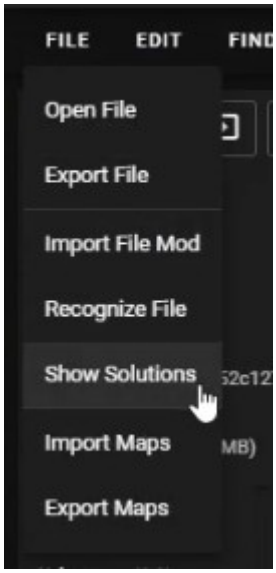


The file was recognized as a possible match of the original file.

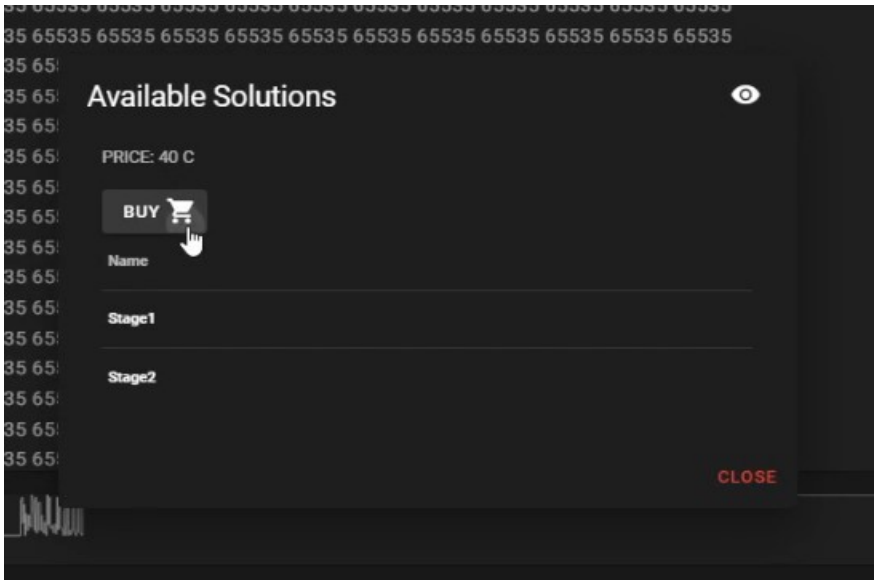
Green tick file recognized



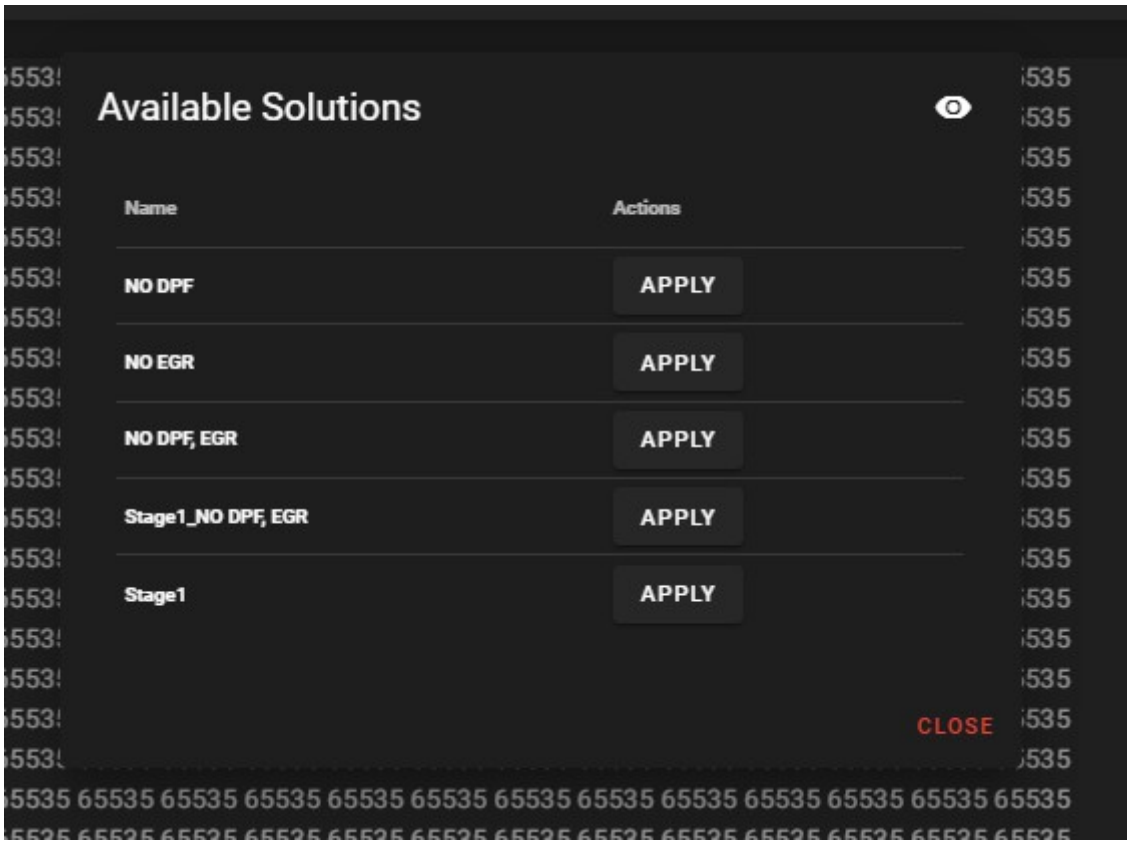
How to access the solutions



How to buy a solution

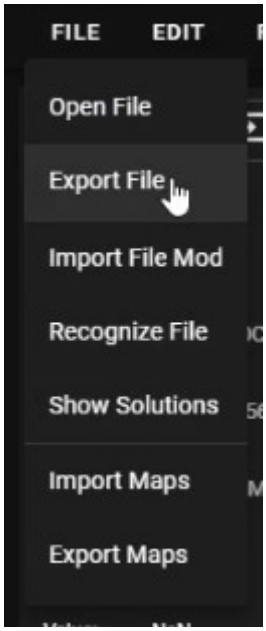


Apply solution



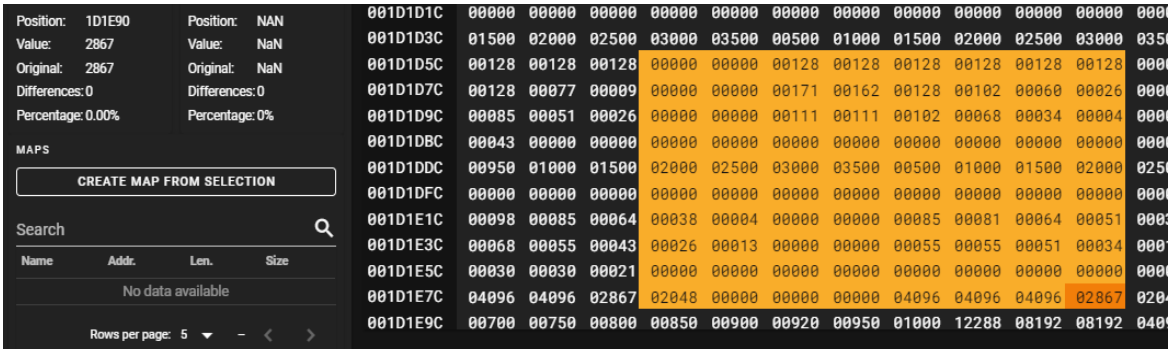
Now you can apply the solutions in a logical sequence, for the problem to be treated.

Exporting the solution (Writing on the vehicle)



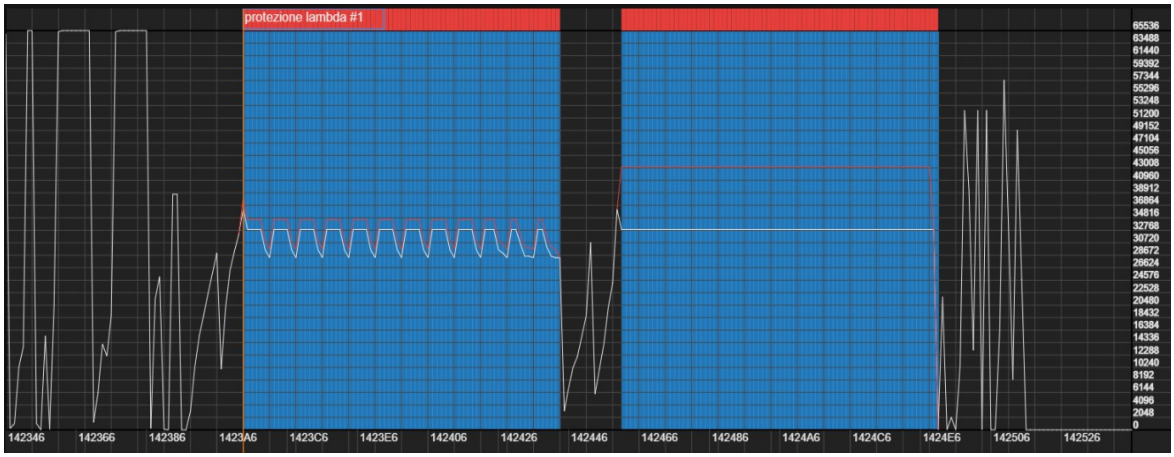
To export the file and write it to your vehicle, click on Export File.

Using Editor

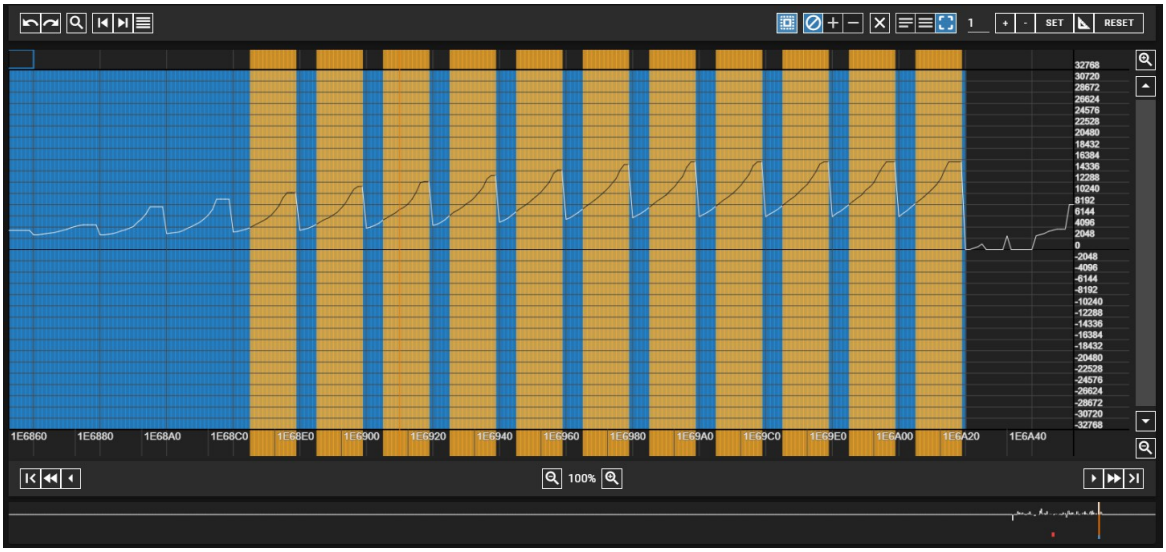


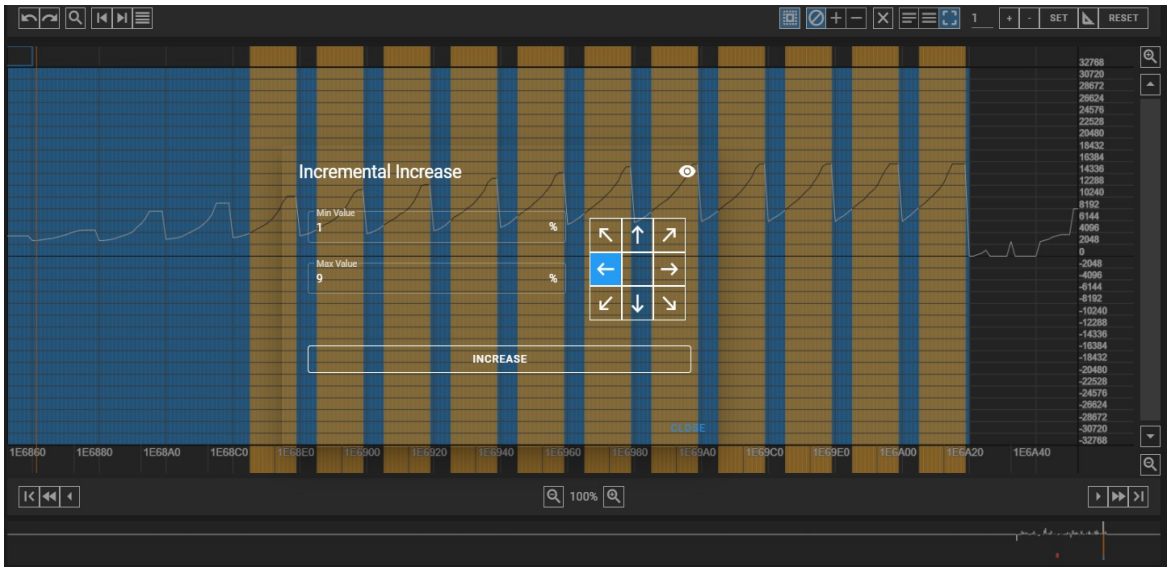
Blank page, no files are loaded. Optimal zoom from Browser Chrome, Firefox, Edge is 67 - 80 percent. Modify by grid

Modify by 2d

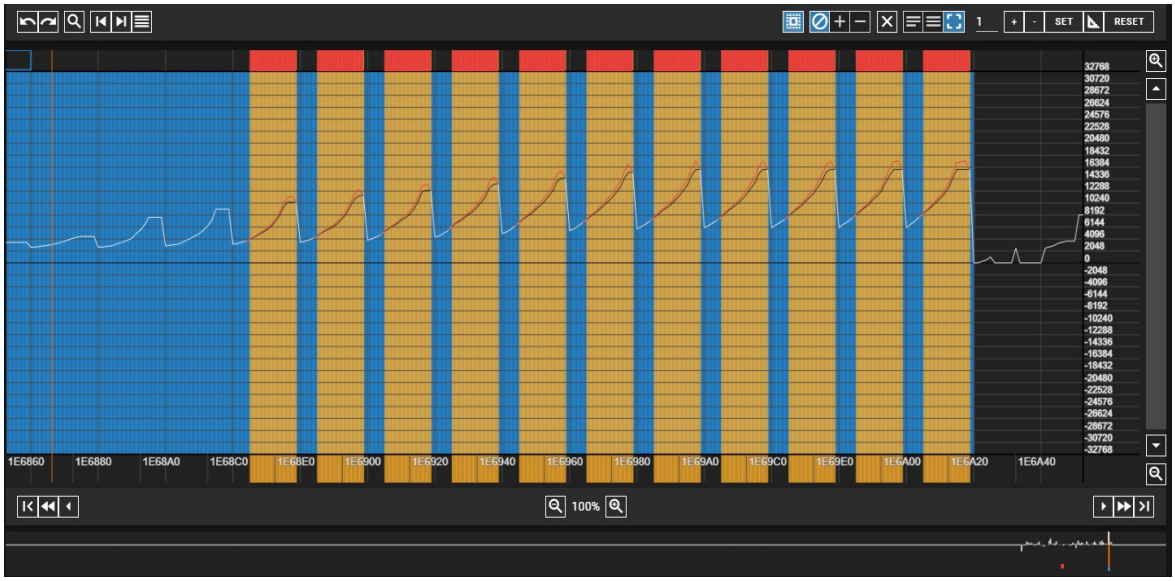


A typical view containing the maps proposed by the system or those created by the user.

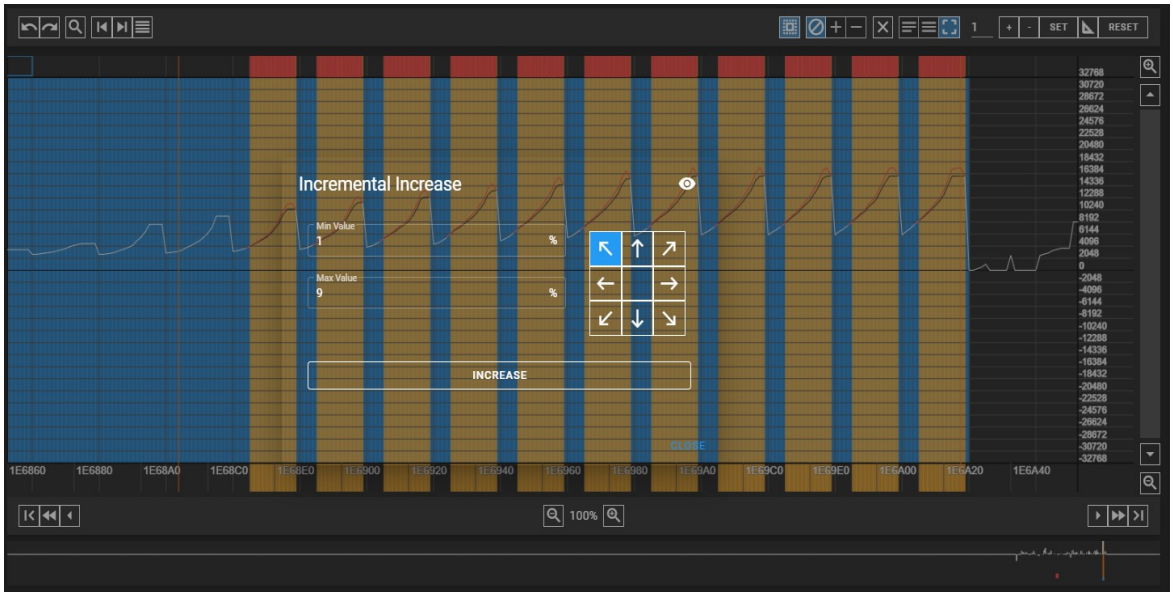




After making the desired selection, to increase the values either in a distributed way or in an incremental way we can use the function with the square symbol and in this case we can click on the left arrow because it means that we want the values increased for each map step from 1% to 9% in this case the result can be seen on the next image.

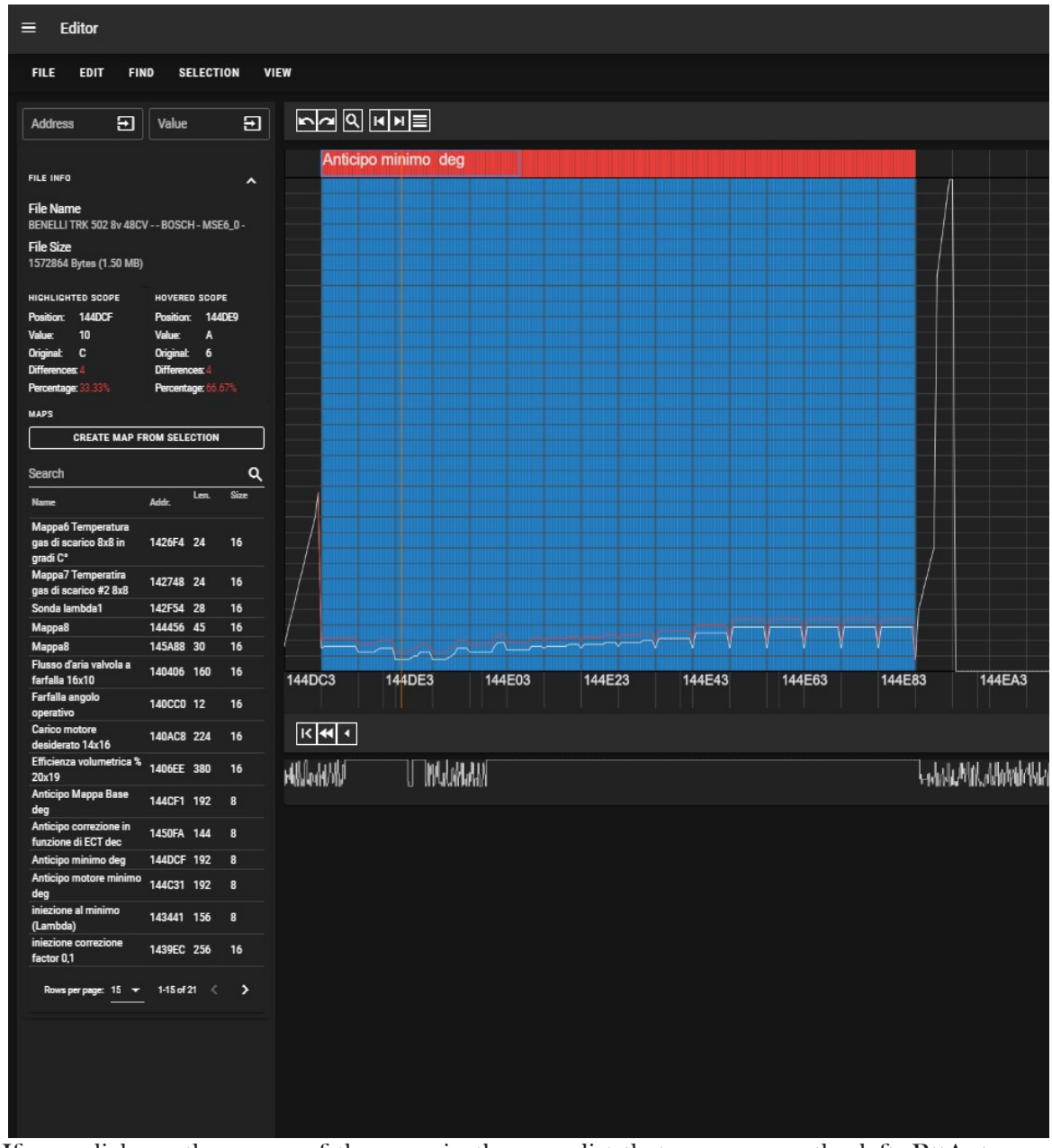


Standard incremental increase for each map step, but, you can make further overlapping changes using the square function a second time we can choose the arrow at the top left, and so we have an incremental distribution from the map start up to the current selection file, see following image,



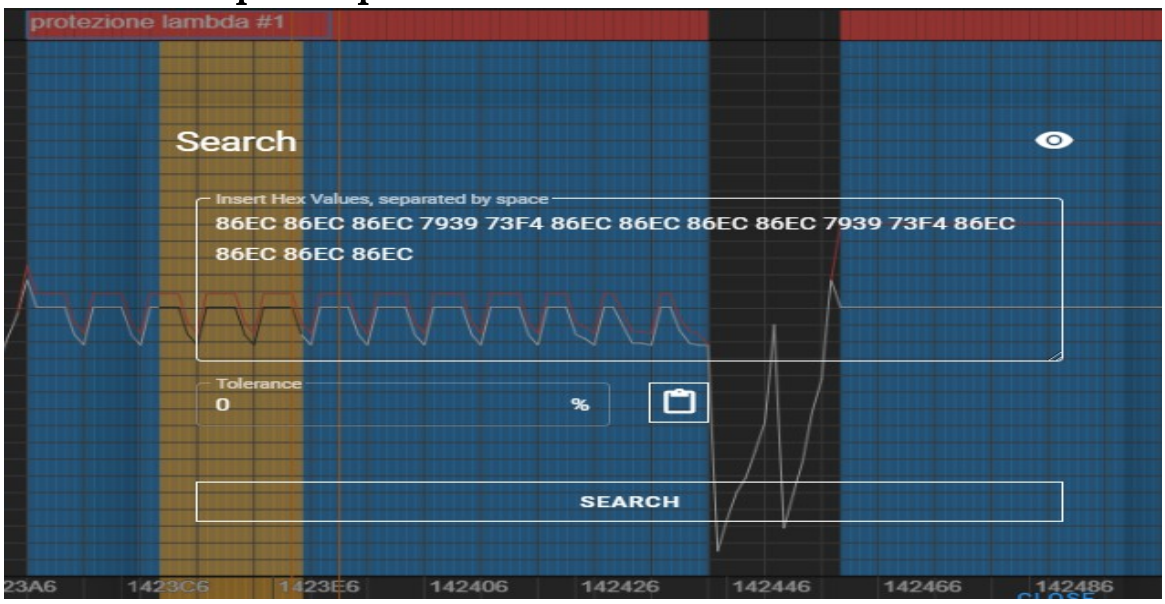
Explanation of the arrows:

1) if we have a map with slope from left to right, usually the directions are used (top left and left), it depends on the need for the increase.
2) Or if the map is made upside down as shown in the figure, you can choose the (right arrow or top right).
3) If we need to change the values by mixing the increments you can choose
4) the other directions, the user can decide more strategies.
5) The percentage of the increase can be decided by the Tuner, it is advisable to start from 1% up to a maximum of what you want with respect to the modification standards, usually up to 30% on average on all cases.



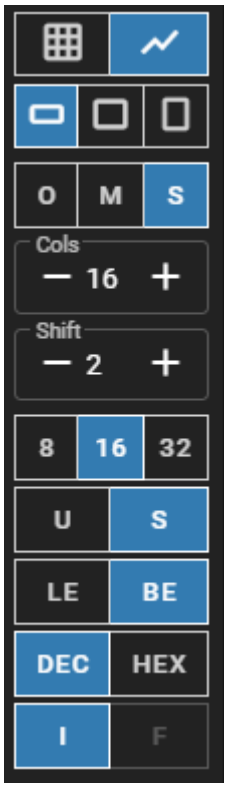
If you click on the name of the map in the map list that appears on the left, BttAutomap takes you directly to the map by positioning itself on the left side of the screen in order to view the whole map with respect to the maximum horizontal size of the screen.

Search for maps and points



This function is used to search for byte patterns, i.e. contiguous byte fragments in your dump file and you can search for uguli or similar maps, appropriately modifying the tolerance value for the search for maps of any size, even single points.

Vertical bar to the right of the screen



This image shows a series of buttons and switches that are used to: starting from the top, the first two respectively indicate the grid view, and the one on the right indicates the 2d view, while the three buttons with the three windows of different size indicate the height you prefer for the visualization part according to your screen, immediately after we find O, M, S, which indicates original, modified values view, double split view, this function is present in grid mode.Then there are the two fields shift and cols, they are used to center a map so that it is a consistent map with number of rows and number of columns if we are obviously talking about maps with two dimensions. Immediately after we find 8,16,32 which indicates the number of bits for display, while U, S, inica respectively unsigned / signed, then we have the swap byte BE, LE, which indicates standard notations, Big endian (Motorola), Little endian (Intel), Then we have the two buttons HEX, DEC, which in grid mode you can see the values both in hexadecimal (base 16), or in base 10 (standard).Finally in this section of buttons we have the whole notation which is the default one or if we encounter 32 bit float maps, we can see the maps, for example of ECU models that use the IEEE standard, with the comma.