

**Central Electronics (24-Byte)**

VAG-COM: *Select 09 (Central Electronics) --> Long Coding --> Function 07*

NOTE: This control module uses long coding. Bytes 4 and 17-20 are only available for cars from calendar week 45/2004.  
See Instructions sheet for how to enter your original and edited codes on this sheet.

Byte:	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22
<b>Original 'Long Code' read from vehicle (for reference):</b>	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
<b>New 'Long Code' to be programmed for this module:</b>	00	00	00	00	00	14	10	00	00	18	18	00	18	00	00	00	00	00	00	00	5C	00	00

NOTE: The following combinations are blocked by the controller:

- Byte 00 Bit 3 set to (1) AND Byte 00 Bit 4 set to (1)
- Byte 00 Bit 1 set to (1) AND Byte 03 Bit 4 set to (1)
- Byte 00 Bit 1 set to (0) AND Byte 17 Bit 1 set to (1)
- Byte 17 Bit 4 set to (1), when [Byte 00 Bit 3 set to (0) AND Byte 00 Bit 4 set to (0) AND Byte 00 Bit 00 set to (0)]
- Byte 17 Bit 4 set to (1), when [Byte 00 Bit 3 set to (0) AND Byte 00 Bit 4 set to (0) AND Byte 00 Bit 00 set to (1)]
- Byte 17 Bit 4 set to (1), when [Byte 00 Bit 3 set to (0) AND Byte 00 Bit 4 set to (1) AND Byte 00 Bit 00 set to (0)]
- Byte 17 Bit 4 set to (1), when [Byte 00 Bit 3 set to (1) AND Byte 00 Bit 4 set to (0) AND Byte 00 Bit 00 set to (0)]
- Byte 17 Bit 4 set to (1), when [Byte 00 Bit 3 set to (1) AND Byte 00 Bit 4 set to (1) AND Byte 00 Bit 00 set to (0)]
- Byte 17 Bit 5 set to (1) AND Byte 00 Bit 0 set to (0)

Byte:	Original:	Edit:	Description:
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Byte 00	00	00	
Bit:	00000000	00000000	
00	0	0	Fog Lights installed (PR-8WB)
01	0	0	Xenon Headlights with shutter installed (bi-xenon)
02	0	0	Footwell Lights installed (PR-QQ4)
03	0	0	Daytime Running Lights (Scandinavia) ACTIVE
04	0	0	Daytime Running Lights (North America) active (headlamps only, with handbrake released)
05	0	0	Assistance Driving Light & "Leaving Home" ACTIVE
06	0	0	Rain/Light Sensor installed
07	0	0	"Coming Home" ACTIVE

Byte 01	00	00	
Bit:	00000000	00000000	
00	0	0	Rear Seat Recognition installed
01	0	0	Headlight Washer installed (PR-8X1)
02	0	0	Electronic Fuel Pump Relay installed (Gasoline engine only)
03	0	0	Rear Wiper installed
04	0	0	Heated Side Mirror installed (Attempting to change this setting on US-market A3s was unsuccessful)
05	0	0	Rear Lid Remote Opening (Attempting to change this setting on US-market A3s was unsuccessful)
06	0	0	Rear Lid Remote Opening - Release
07	0	0	Rear Wiper automatically activates when Front Wiper continuously active and transmission in 'Reverse'

Byte 02	00	00	
Bit:	00000000	00000000	
00	0	0	Rear Wiper automatically activates with Front Wiper intermittently active and transmission in 'Reverse'
01	0	0	Convenience Turn Signals (three blinks for lane-change) ACTIVE
02	0	0	Cold Lamp Diagnosis ACTIVE
03	0	0	Load Management ACTIVE
04	0	0	"Coming Home" via (0 = Adaptation / 1 = Potentiometer)
05	0	0	Rear Lid Remote Opening (0 = Impulse activated / 1 = Contact activated) (Attempting to change this setting on US-market A3s caus
06	0	0	Side (repeater) Turn Signal Lights installed
07	0	0	Seat Heating installed (PR-4A3/4A4) (Note: This should be set to '0' for US-market A3s, even those with seat heaters)

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**Byte 03**      00      00  
 Bit:      00000000      00000000

00	0	0	Relay Terminal 15 installed (with 2nd Battery)
01	0	0	Rear Fog Lights (0 = 2 active / 1 = 1 active)
02	0	0	Backup Lights (0 = 2 active / 1 = 1 active)
03	0	0	Backup Lights off when Rear Lid open
04	0	0	Xenon Headlamps without shutter installed (not bi-xenon)
05	0	0	Teardrop Wiping active
06	0	0	Second Battery installed
07	0	0	Rear light control: 0 Sets outboard bulb as tail/brake, middle as tail only; 1 Sets outboard & middle bulbs as both brake & tail

**Byte 04**      00      00  
 Bit:      00000000      00000000

00	0	0	Auxiliary Heating installed
01	0	0	Auxiliary Heating installed
02	0	0	Trailer/Towing Device installed
03	0	0	Memory Seats installed
04	0	0	Both Rear Fog Lights ACTIVE
05	0	0	Driving Side (0 = Left-Hand Drive (EU/USA) / 1 = Right-Hand Drive (UK))
06	0	0	Rear Fog Lights DEACTIVATED
07	0	0	Climatronic installed

**Byte 05**      00      14       <-- Enter time in ms here, will be automatically converted (see below)  
 Bit:      00000000      00010100

00	0	0	Headlight Washer Delay (Standard: 1000 ms / Resolution: 50 ms)
01	0	0	
02	0	1	Bytes 5 and 6 are not the real values.
03	0	0	Multiply the byte value by 50ms in order to get the current value.
04	0	1	For example: if Byte 5 is set to 1A (Hex) = 26 (Decimal), the real value is (26*50)=1300ms.
05	0	0	The standard setting would be (1000/50)=20 (decimal) == 14 (hex)
06	0	0	
07	0	0	

**Byte 06**      00      10       <-- Enter time in ms here, will be automatically converted (see below)  
 Bit:      00000000      00010000

00	0	0	Headlight Washer Activation Time (Standard: 800 ms / Resolution: 50 ms)
01	0	0	
02	0	0	Bytes 5 and 6 are not the real values.
03	0	0	Multiply the byte value by 50ms in order to get the current value.
04	0	1	For example: if Byte 6 is set to 1A (Hex) = 26 (Decimal), the real value is (26*50)=1300ms.
05	0	0	The standard setting would be (800/50)=16 (decimal) == 10 (hex)
06	0	0	
07	0	0	

**Byte 07**      00      00       <-- Enter brightness in % here, will be automatically converted (see below)  
 Bit:      00000000      00000000

(This makes the amber turn signals in the headlamp assembly also function as front parking lights.)  
 Extra Function: Turn Signal Front left/right as Parking Light Front left/right (USA and Canada)

00	0	0	
01	0	0	
02	0	0	Enter the brightness value as a whole integer percent. Examples:
03	0	0	For 'off', enter 0
04	0	0	For 24%, enter 24
05	0	0	For full brightness (100%), enter 100
06	0	0	
07	0	0	

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**Byte 08**      00      00       <-- Enter brightness in % here, will be automatically converted (see below)  
 Bit:      00000000      00000000

00      0      0      Extra Function: Low Beam left/right as Daytime Running Light - Scandinavia (Standard: 0%)  
 01      0      0  
 02      0      0      Enter the brightness value as a whole integer percent. Examples:  
 03      0      0      For 'off', enter 0  
 04      0      0      For 24%, enter 24  
 05      0      0      For full brightness (100%), enter 100  
 06      0      0  
 07      0      0

**Byte 09**      00      18       <-- Enter brightness in % here, will be automatically converted (see below)  
 Bit:      00000000      00011000 (This enables the outboard bulb in the rear lamp assembly to function as a tail light.)

00      0      0      Extra Function: Brake Light left/right Rear as Parking Light (Standard: 22% (EU), 24% (USA))  
 01      0      0  
 02      0      0      Enter the brightness value as a whole integer percent. Examples:  
 03      0      1      For 'off', enter 0  
 04      0      1      For 24%, enter 24  
 05      0      0      For full brightness (100%), enter 100  
 06      0      0  
 07      0      0

**Byte 10**      00      18       <-- Enter brightness in % here, will be automatically converted (see below)  
 Bit:      00000000      00011000 (This enables the rear fog light bulb to also function as a tail light, like on the US-market A3)

00      0      0      Extra Function: Rear Fog Light left/right as Parking Light (Standard: 0% (EU), 24% (USA))  
 01      0      0  
 02      0      0      Enter the brightness value as a whole integer percent. Examples:  
 03      0      1      For 'off', enter 0  
 04      0      1      For 24%, enter 24  
 05      0      0      For full brightness (100%), enter 100  
 06      0      0  
 07      0      0

**Byte 11**      00      00       <-- Enter brightness in % here, will be automatically converted (see below)  
 Bit:      00000000      00000000

00      0      0      Extra Function: Front Parking Light left/right (Standard: 0%)  
 01      0      0  
 02      0      0      Enter the brightness value as a whole integer percent. Examples:  
 03      0      0      For 'off', enter 0  
 04      0      0      For 24%, enter 24  
 05      0      0      For full brightness (100%), enter 100  
 06      0      0  
 07      0      0

**Byte 12**      00      18       <-- Enter brightness in % here, will be automatically converted (see below)  
 Bit:      00000000      00011000 (This enables the middle bulb in the rear lamp assembly to function as a tail light.)

00      0      0      Extra Function: Rear Parking Light left/right (Standard: 20% (EU), 24% (USA))  
 01      0      0  
 02      0      0      Enter the brightness value as a whole integer percent. Examples:  
 03      0      1      For 'off', enter 0  
 04      0      1      For 24%, enter 24  
 05      0      0      For full brightness (100%), enter 100  
 06      0      0  
 07      0      0

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**Byte 13**      00      00       <-- Enter brightness in % here, will be automatically converted (see below)  
 Bit:      00000000      00000000      (No effect observed when this setting was changed.)  
 00      0      0      Replacement Function: Front Turn Signal left/right as Front Parking Light (Standard: 0%)  
 01      0      0  
 02      0      0      Enter the brightness value as a whole integer percent. Examples:  
 03      0      0      For 'off', enter 0  
 04      0      0      For 24%, enter 24  
 05      0      0      For full brightness (100%), enter 100  
 06      0      0  
 07      0      0

**Byte 14**      00      00       <-- Enter brightness in % here, will be automatically converted (see below)  
 Bit:      00000000      00000000      (No effect observed when this setting was changed.)  
 00      0      0      Replacement Function: Front Parking Light left/right as Turn Signals left/right (Standard: 0%)  
 01      0      0  
 02      0      0      Enter the brightness value as a whole integer percent. Examples:  
 03      0      0      For 'off', enter 0  
 04      0      0      For 24%, enter 24  
 05      0      0      For full brightness (100%), enter 100  
 06      0      0  
 07      0      0

**Byte 15**      00      00       <-- Enter brightness in % here, will be automatically converted (see below)  
 Bit:      00000000      00000000  
 00      0      0      Replacement Function: Rear Light left/right as Turn Signals left/right (Standard: 0%)  
 01      0      0  
 02      0      0      Enter the brightness value as a whole integer percent. Examples:  
 03      0      0      For 'off', enter 0  
 04      0      0      For 24%, enter 24  
 05      0      0      For full brightness (100%), enter 100  
 06      0      0  
 07      0      0

**Byte 16**      00      00       <-- Enter brightness in % here, will be automatically converted (see below)  
 Bit:      00000000      00000000  
 00      0      0      Replacement Function: Front Fog Lights left/right as Low Beam Headlight left/right (Standard: 0%)  
 01      0      0  
 02      0      0      Enter the brightness value as a whole integer percent. Examples:  
 03      0      0      For 'off', enter 0  
 04      0      0      For 24%, enter 24  
 05      0      0      For full brightness (100%), enter 100  
 06      0      0  
 07      0      0

**Byte 17**      00      00  
 Bit:      00000000      00000000  
 00      0      0      Emergency Brake Light Blink ACTIVE  
 01      0      0      Additional High Beam with Bi-Xenon DEACTIVATED  
 02      0      0      Heated Front Window installed  
 03      0      0      Diagnostics Terminal 50 ACTIVE  
 04      0      0      Daylight Running Light with dimmed Low Beam  
 05      0      0      Front Fog Lights deactivated with High Beam  
 06      0      0      Parking Light Function (1=ACTIVE, 0=inactive) (USA/Canada)  
 07      0      0      reserved

**Byte 18**      00      00  
 Bit:      00000000      00000000

00	0	0	Cold Diagnosis License Plate Lights active
01	0	0	Cold Diagnosis Brake Lights active
02	0	0	Cold Diagnosis Front Fog Lights active
03	0	0	Cold Diagnosis Rear Fog Lights active
04	0	0	Cold Diagnosis High Beam active
05	0	0	Cold Diagnosis Turn Signals active
06	0	0	Cold Diagnosis Back Light active
07	0	0	Cold Diagnosis Side Turn Signals active

**Byte 19**      00      00  
 Bit:      00000000      00000000

00	0	0	Cold Diagnosis Low Beam active
01	0	0	Cold Diagnosis Front Parking Lights active
02	0	0	Cold Diagnosis Rear Parking Lights active
03	0	0	Diagnosis Rear Parking Lights active
04	0	0	unknown/unused
05	0	0	unknown/unused
06	0	0	unknown/unused
07	0	0	unknown/unused

**Byte 20**      00      5C       <-- Enter brightness in % here, will be automatically converted (see below)  
 Bit:      00000000      01011100

00	0	0	Rear Fog Light Dimming
01	0	0	
02	0	1	Enter the brightness value as a whole integer percent. Examples:
03	0	1	For 'off', enter 0
04	0	1	For 92%, enter 92
05	0	0	For full brightness (100%), enter 100
06	0	1	
07	0	0	

**Byte 21**      00      00       <-- Enter Headlamp Variation number here (0-6), it will be automatically converted (see below)  
 Bit:      00000000      00000000

00	0	0	Lighting Variation	The first three bits correspond to a decimal value which represents the headlamp variant.
01	0	0	Lighting Variation	If the value is 0, then the older coding bits are used (Byte 00 Bit 1, Byte 03 Bit 4, Byte 17 Bit 1).
02	0	0	Lighting Variation	0 - see "old" coding bits
03	0	0	Reserved (lighting variation)	1 - headlight variant 1 (halogen)
04	0	0	Rear Fog as Brake Light ACTIVE	2 - headlight variant 2 (xenon with halogen high beam)
05	0	0	unknown/unused	3 - headlight variant 3 (Bi-xenon with auxiliary high beam)
06	0	0	unknown/unused	4 - headlight variant 4 (Bi-xenon without auxiliary high beam)
07	0	0	unknown/unused	5 - headlight variant 5 (Bi-xenon with separate DRL)
				6 - headlight variant 6 (Bi-xenon with LED lamp for DRL and City Light)

**Byte 22**      00      00  
 Bit:      00000000      00000000

00	0	0	unknown/unused
01	0	0	unknown/unused
02	0	0	unknown/unused
03	0	0	unknown/unused
04	0	0	unknown/unused
05	0	0	unknown/unused
06	0	0	unknown/unused
07	0	0	unknown/unused

