

Owner's Manual

Programmable Transmission Sensor P/N ASM4108, ASM4109, ASM4110



(ASM4108 shown)

Thunder Heart Performance Corporation

120 Industrial Drive White House, TN 37188 www.thunder-heart.com MANUAL P/N EI4108 Revision 5/10/05

ELECTRICAL CONNECTIONS

Some sensor models may require you to install the required connector to fit your motorcycle wiring harness. Use a proper "W" crimping tool to crimp the appropriate terminals onto each wire. Insert the wires into its respective connector into the proper positions using the information below:

Sensor Wire Color	Function	AMP Position	Deutsch Position
RED	POWER	1	А
GREEN	SIGNAL	2	В
BLACK	GROUND	3	С



Figure 1—AMP connector electrical connections



Figure 2—Deutsch connector electrical connections

CALCULATING SENSOR ERROR

The transmission sensor is programmable to apply a percentage error to the gear tooth signal, which feeds the speedometer. The range of correction is from -50% through +50%. You program the sensor by telling it how much error there is between the signal and the true speed of the bike.

Example 1 You replaced your 64-tooth rear pulley with a 72-tooth rear pulley. Now the speedometer reads **faster** than true speed (because the engine is spinning faster than before at the same speed). The error is "positive." To find out how much, use the following equation:

$$PositiveError = \left(\left(\frac{NewPulleyToothCount}{OldPulleyToothCount} \right) - 1 \right) * 100$$

Using the numbers from this example:

$$PositiveError = \left(\left(\frac{72}{64}\right) - 1\right) * 100 = 12.5\%$$

(In other words, divide 72 by 64, subtract 1, and multiply by 100.

Rounding up, we arrive at an error of 13%. You must tell the programmable sensor that it is off by 13% for proper speedometer operation.

Example 2 You replaced your 28-inch tall tire with a 29-inch tall tire. Now the speedometer reads **slower** than true speed (because the engine is spinning slower than before at the same speed). The error is "negative." To find out how much, use the following equation:

$$NegativeError = \left(\left(\frac{OldTireHeight}{NewTireHeight} \right) - 1 \right) * 100$$

Using the numbers from this example:

$$NegativeError = \left(\left(\frac{28}{29}\right) - 1\right) * 100 = -3.4\%$$

(In other words, divide 28 by 29, subtract 1, and multiply by 100.

Rounding down, we arrive at an error of -3%. You must tell the programmable sensor that it is off by -3% for proper speedometer operation.

PROGRAMMING THE TRANSMISSION SENSOR

Once determined, the error can be programmed into the sensor via the pushbutton and LED.



- 1. To enter "program mode," hold down the button with the power off.
- 2. Power the sensor up with 9-12 volts across the red and black wires while holding the button down. The LED will begin to blink slowly.
- **3.** To input a *positive* error, release the button while the LED is *on*. Likewise, to enter a *negative* error, release the button while the LED is *off.*
- **4.** The LED will begin to blink rapidly. This indicates that the sensor is ready to accept a new value.
- 5. To input the error, push the button once for each percentage of error.
 - To enter the 13% error from example 1, push the button 13 times. The LED will blink each time the button is pushed, then it will resume flashing
- **6.** After the last button action occurs, the sensor will continue to flash for several seconds. After which it will burn the new value into memory.
- **7.** To ensure that the proper value has been programmed, the sensor will echo back the programmed value using the LED. This echo sequence starts immediately after the rapid LED flashing stops.
 - For positive values, the LED will blink once for each percent of error. Using our error from example 1, the LED will blink 13 times, and then go dark.
 - For negative values, the LED will blink on for a long period before blinking once for each percent of error. Using our error from example 2, the LED will blink one long pulse before blinking 3 times. The LED will then go dark.
- 8. Your sensor is now ready for use!