

Redline G3 fuel controller instructions

Part 1- <https://youtu.be/sUStgf075n8>

Part 2 - <https://youtu.be/33LoRrHg5L4>

Part 3 - <https://youtu.be/S51Q7JMffvA>

Fuel controller Connection

- Open tunerpro rt software
- Remove rubber plug from Fuel controller. **Don't loose**
- Connect fuel controller with usb cord to computer
- Make sure that the XDF and ADX are loaded on tunerpro rt software. You can see this at the top of the computer screen. If for some reason they are not there. Do the following:
 - For XDF
 - Go to xdf at top of page.
 - Select xdf
 - find G3 XDF in the Force Turbo folder on your desktop.
 - For ADX
 - Go to Acquisition at top of page.
 - Load Definition file
 - Find G3 ADX in the Force Turbo Folder on your desktop
- Load the bin (Map) that you would like to start manipulating.
 - Go to File at top of page.
 - Open bin in the Force Turbos folder on your desktop.
- Open map by going to
 - Mapping
 - Us units
 - Driver 1 PW Map Table A
 - This is the Bin (map) that you have loaded.
- Push the USB symbol button named (initialize emulation hardware) This should make a beeping sound and you will see a hardware number at the bottom of the page.

Start manipulating the Bin (map)

- The X and Y axis are Boost pressure in PSI and RPM.
- Select that area of the map you would like to change by Tapping on a single cell or select the corner of a bigger square. By holding the shift button down and using the arrows keys right, left or up and down to select the desired cells.
- Decide how much fuel you would like to change in percentages.
- Go to middle top of the page and select function type: Multiply in this case.
- Now type in how much percentage of fuel you would like to change in percentage. To increase amount of fuel by 10% type in value: 1.10. To take away 10% of fuel type in function .90

- Hit execute button. The cells that you changed now turned to red in color. Now these cells have been manipulated by the percentage that you wanted.

Saving the Bin (map)

- Go to top left hand side of the page. Hit file
- Save Bin As
- Name the new manipulated bin (map) a new name. something like Namerev1
- Hit save button
- Tap on red X named Close Editor above the Bin(map)
- Now a new box shows up. Hit yes to commit change to the Bin(map)

Loading the Bin(map) to the fuel controller

Once you have made changes to the bin(map), Saved it, and committed changes now you can load the bin(map) to the fuel controller. Do this by making sure the bin(map) you want to load is named at the top of the page.

- Hit the big blue arrow that it pointed up. Labeled. Upload current bin to emulator.
- Watch the up load line at the bottom of the page. Once the Bin(map) is loaded you will see the upload line turn green and show Upload success!
- Unhook computer
- Put rubber plug back in the box and **GO RIDE!**