



Pro Link installation and set up



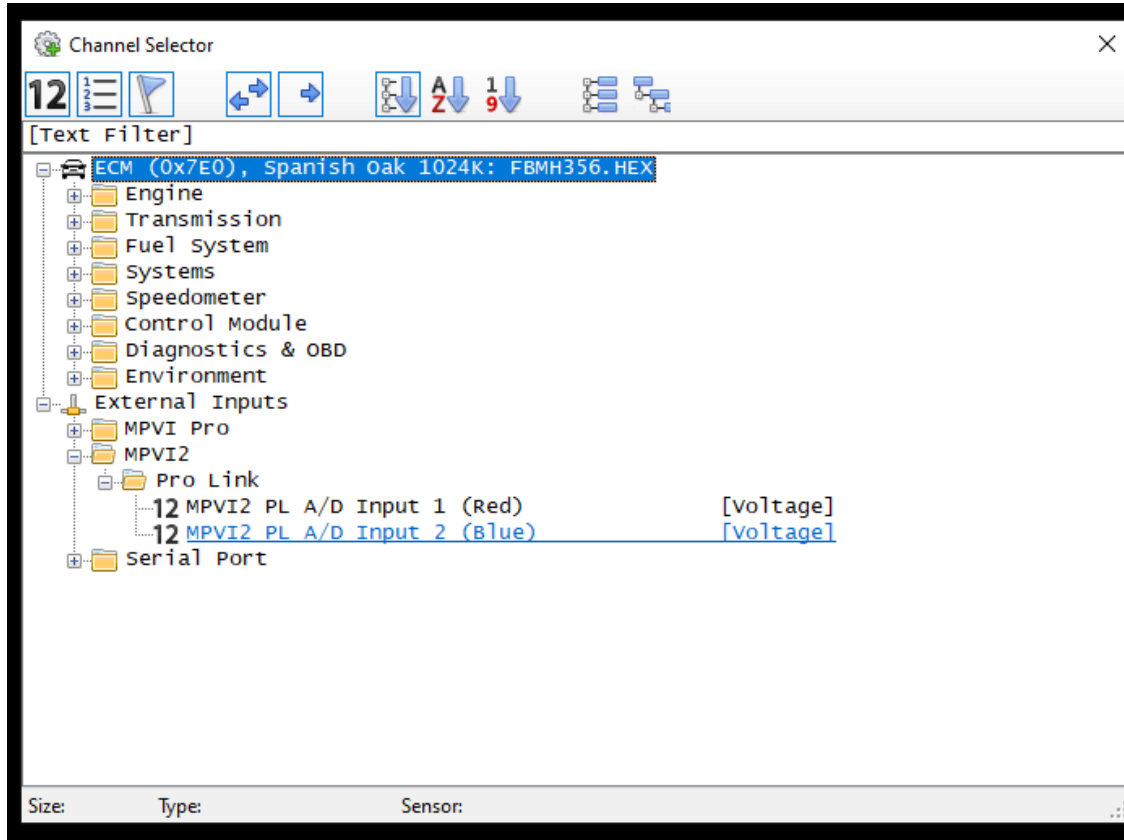
Attaching your Pro Link Cable to a source

Using instructions from the sensor you are using find the appropriate outputs to connect to the appropriate wiring on the Pro Link. You will find the Pinout below.

- Black – GND
- Red – Analog 1
- Blue – Analog 2
- Orange – CAN High
- Yellow – CAN Low

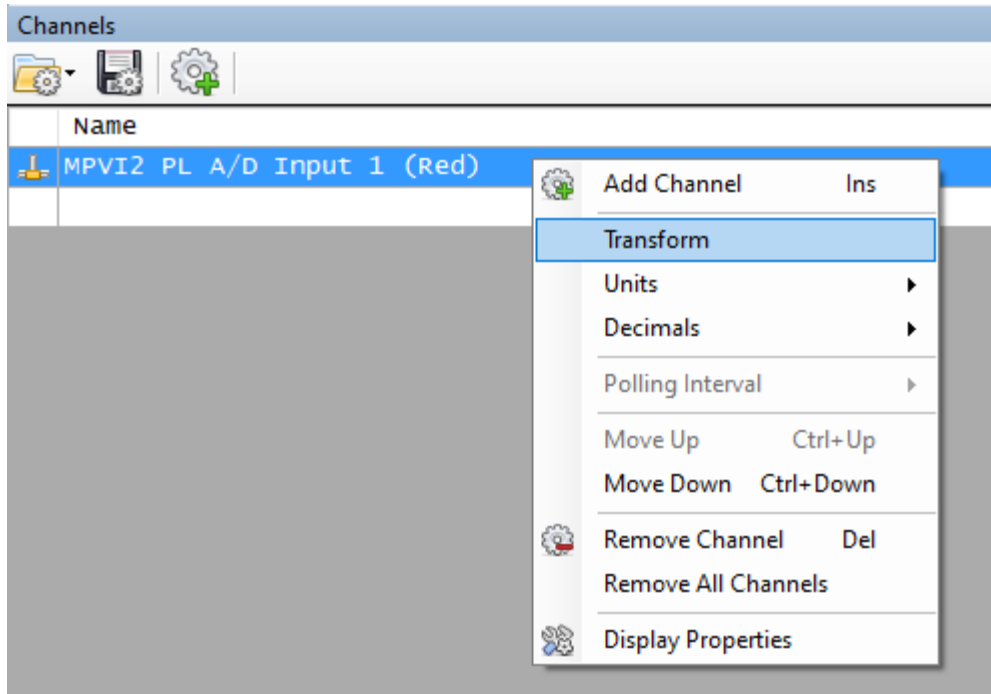
Adding a Channel

You you have connected the Pro Link cable to your sensor you will add the appropriate Channel in VCM Scanner.



Transforming the Channel

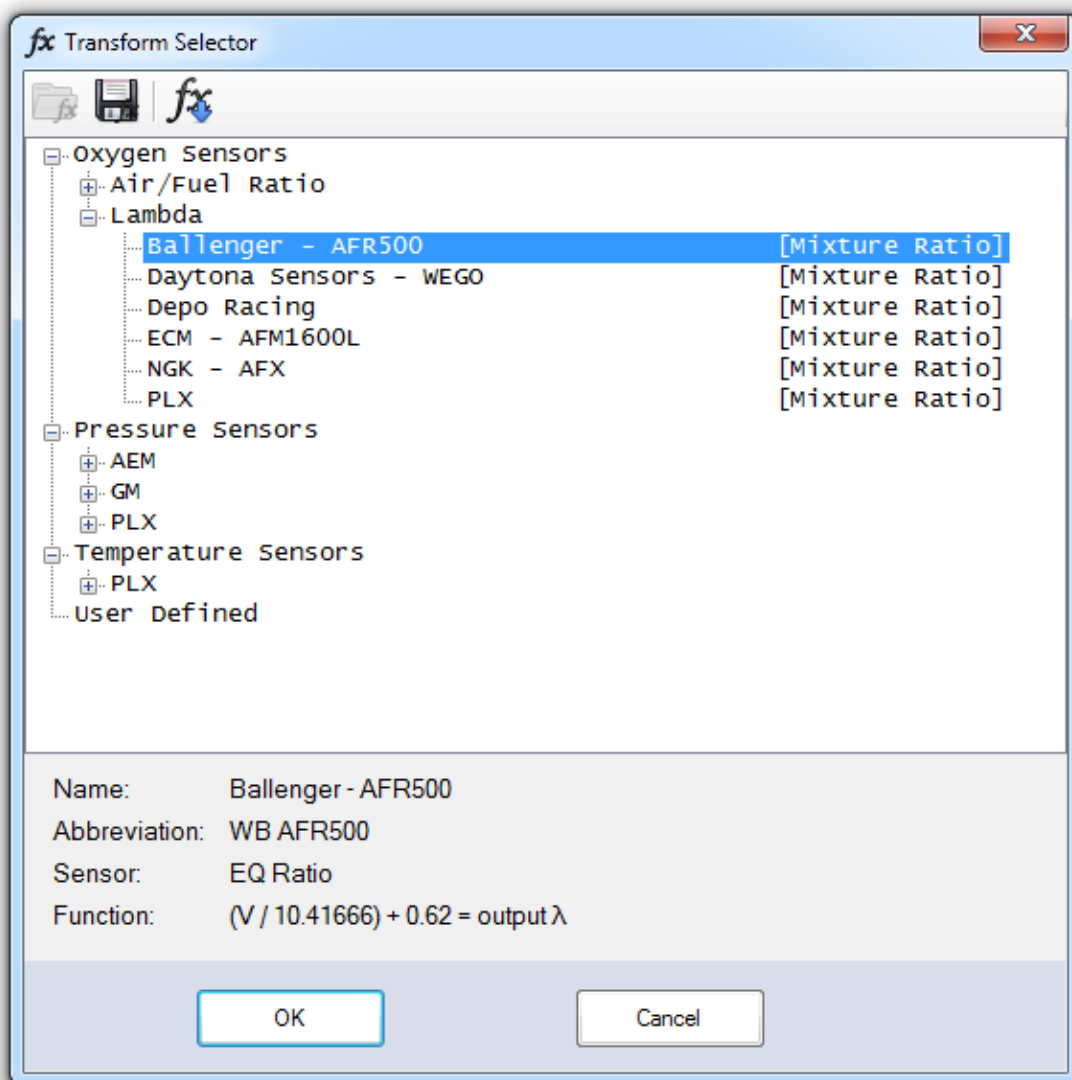
On the Channel display, you can right click a channel to bring up the menu. If the channel supports transformation, you will see an option called "Transform".



Selecting your Transform

The Transform Selector form will show you any transforms that apply to the channel you have selected.

For example, if your base channel is a voltage input, the Transform Selector will show you transforms that take voltage as the input.



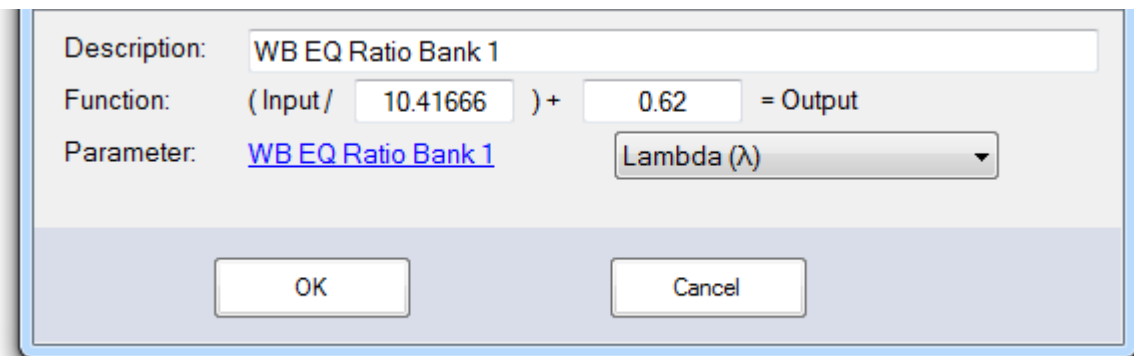
Defining your own Transform

If your sensor is not defined in our list, or you must account for a signal/noise offset, you can define your own transform.

In this example, I first selected Ballenger - AFR500, then clicked the Fx to copy it down into the User Defined area. This gives me a starting point close to my input sensor. Then, you can add any offsets needed for your specific installation.

You must select a parameter and units. The transform will convert the input source into an output of type of the parameter you selected, with the associated units. When adding this transform into your layout displays, you simply add the Parameter you've transformed your input to.

The user transform values you input will be stored with the channel, and will be saved any time you save your channel config.



The image shows a dialog box with the following fields and controls:

- Description:** WB EQ Ratio Bank 1
- Function:** (Input / 10.41666) + 0.62 = Output
- Parameter:** WB EQ Ratio Bank 1 (with a dropdown menu showing Lambda (λ))
- Buttons:** OK and Cancel