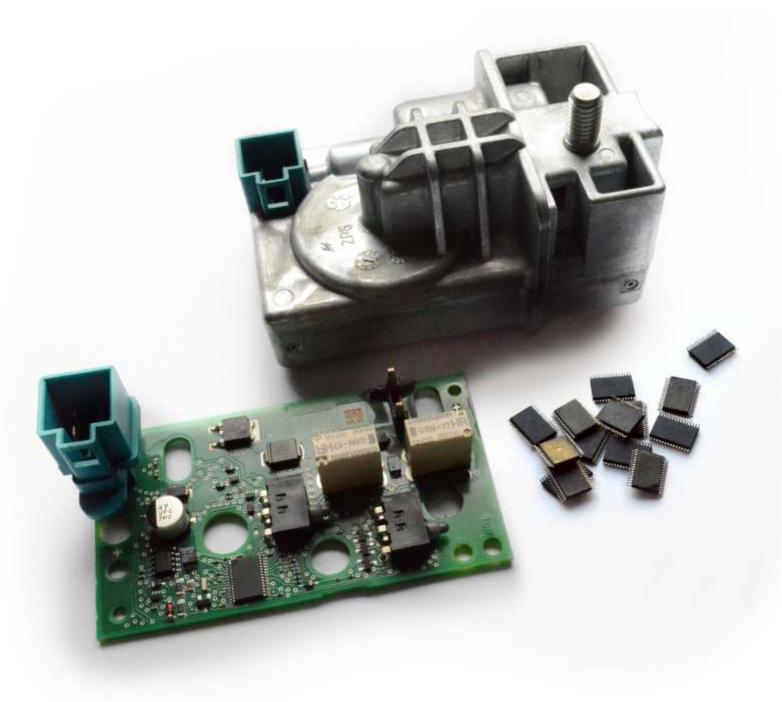


MANUAL







This manual explains the way you should work with ESL chip emulator for W204/207/212 to achieve your goal. If you have faulty ESL (electronic steering lock) use new solution presented by MBE and replace ESL NEC IC with MBE emulator.

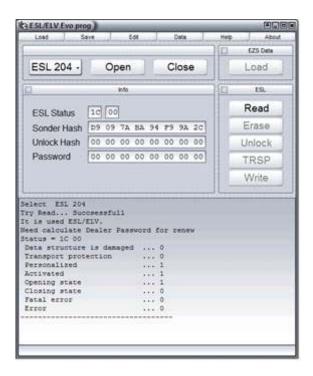


NOTE:

- MBE ESL chip emulator is especially useful when you have 'FATAL ERROR' or original motor is broken/jammed
- you need to use GRNKEY.ESL dump as if you'd program new or renewed ESL
- ESL with MBE ESL chip emulator is recognized as a normal ESL (by diagnostics software/ equipment)
- motor should be removed from ESL.

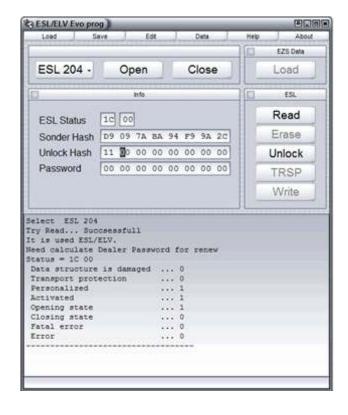
BASIC OPERATION

- 1. Remove original NEC IC from ESL/ELV board, solder MBE ESL chip emulator in place
- 2. Connect MB Keyprog2 EVO to ESL/ELV green connector with use of W204 K-line cable
- 3. Open the 'ELV EVO prog' software.
- 4. Choose ESL 204 from drop down menu
- 5. Click READ.



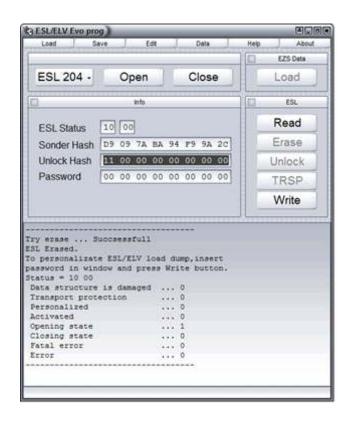


- **6.** To activate WRITE option change any data in UNLOCK HASH
- 7. Click UNLOCK



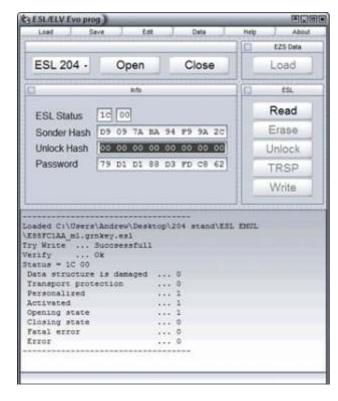
NOTE:

Use the same procedure if you want to use MBE ESL chip emulator once again in a different car, this way you 'renew' microprocessor.





8. Load GRNKEY.ESL file into the software (file is calculated on www.sonderhash.com server – entire procedure is described in 'ESL EVO prog' software user manual) and click WRITE:

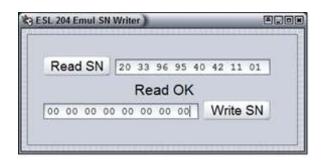


9. ESL with MBE ESL chip emulator is ready to be installed in the car now.

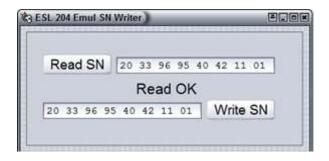
ESL/ELV serial number writing

If you want ESL/ELV with MBE ESL chip emulator to have the same serial number as the original ESL/ELV use software called 'ESL SN writer'.

- 1. Connect MB Keyprog2 EVO to ESL/ELV green connector with use of W204 K-line cable
- 2. Run 'ESL SN Writer' software
- 3. Click READ.



- Copy serial number and paste its value to the WRITE SN
- Connect MB Keyprog2 EVO to ESL/ELV green connector with use of W204 K-line cable (ESL/ELV should already have MBE ESL chip emulator installed)



- 6. Click WRITE SN button. Wait till the message WRITE OK appear.
- 7. Now you can check if values were written properly by reading value from ESL/ELV once again