

## Magic Pie3/Smart Pie Controller Programming

### Values are :

- 1) Determine the maximum continuous current ( reducing current emissions, reduced engine power)
- 2) Determine the maximum peak current (by reducing current emissions, reduced engine power)
- 3) Determine the type of engine ( the engine is Magic Pie BLCD )
- 4) Determine the motor phase shift ( Magic Pie works with 120 degrees phase shift )
- 5) Determine the pedals Assistant level ( low / medium / high)
- 6) Motor rotation direction ( forward / backward)
- 7) Determine power supply voltage (Select the battery voltage)
- 8) Determine the maximum speed (reducing the engine speed )
- 9) Reversing activation / deactivation
- 10) Reverse mode. Immed - engine immediately starts to rotate in the opposite directional upon switching reversing;

Unimm -motor will rotate in the opposite direction only when the engine is stopped completely .

- 11)The maximum speed of reversing (reducing the engine speed under reversing course)
- 12)Determining the percentage of regeneration (determining the rate of regeneration decreasing the amount of energy returned and engine braking performance )

- A) Used to connect the program software to the controller
- B) Used to view the current controller settings
- C) Used to restore factory settings
- D) Used to disconnect the engine from the controller
- E) Used to upload new settings to the controller
- F ) Use the program closing
- G) Used to load a saved set of settings

### Controller programming steps:

- 1) Connect the controller to a computer with GM USB cable
- 2) Run the program, GM Programmer.exe
- 3) After the installation run from the desktop icon
- 4) Press the A button (on the success of the merger will inform the computer beeps )
- 5) Make all desired settings , ranging from 1 to 12.
- 6) Press the E button ( on successful uploading computer setup message beep )
- 7) Press the D button (On successful disconnection computer message beep )
- 8) Press the F button to close the program
- 9) Disconnect your computer from the controller

