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Tech Files

The E46 3-series Car & Key configuration options.

Info gathered from the fanatics at www.bimmer.org, user manuals,
a friendly BMW dealer, internet at large
and
Pete's Big Thanks To Iamdriver And Spike.

**Check out any changes/additions to this file on www.BMWNation.com
in the "Tech" section.**

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Here's how you can tweak the existing E46 car computer options. The first programming session should be a free service from the dealership, additional programming may incur a fee for labor. Also, the selections available for programming depend on the equipment options of your vehicle. For example, you cannot program seat memory, if you did not purchase power seats.

"Car Memory" includes programmed functions that are always activated, regardless of which vehicle key is used. For example, the day-time running lights will always be on, if programmed to do so, no matter who's driving.

"Key Memory" includes programmed functions that can differ, depending on which vehicle key is used. The vehicle key is identified during "unlocking", only when remote control is being used. Up to four different keys can be customized. This allows for up to four drivers to have different set of preferences programmed to their liking. For example, your spouse may like the seats closer to the steering wheel than you, etc.

Text in all caps are comments and Q&As by users of the options. Should you have a comment to add, send me an e-mail.

The default settings (set at the factory) are **underlined**

CAR MEMORY OPTIONS

System Function	Selection	Description
Interior protection*	**active** not active	* Available only on vehicles with BMW Alarm System. Alarm indicator under the rear-view mirror is commonly known as "The Clown Nose"
Tilt Alarm Sensor*	**active** not active	

Arm/Disarm by means of:*	remote control only **<u>locks and remote control</u>**	If armed by locks, should the lock be "popped" or "punched" by intruders, the alarm will sound, anytime the lock is tampered with.
Arm/Disarm Acknowledgment*	active **<u>not active</u>**	Disarming of the alarm system is confirmed by a brief blinking of turn signals.
Arm/Disarm Acknowledgment*	active **<u>not active</u>**	Disarming of the alarm system is confirmed by a brief siren signal.
Arm/Disarm Acknowledgment*	active **<u>not active</u>**	Arming of the alarm system is confirmed by a brief blinking of turn signals.
Arm/Disarm Acknowledgment*	active **<u>not active</u>**	Arming of the alarm system is confirmed by a brief siren signal.
Arm/Disarm Acknowledgment*	active **<u>not active</u>**	Arming of the alarm system is confirmed by a brief blinking of turn signals as soon as hood/trunk are closed.
Arm/Disarm Acknowledgment*	active; **<u>not active</u>**	Arming of the alarm system is confirmed by a brief siren signal as soon as hood/trunk are closed.
Remote Control -interior light	**<u>active</u>** not active	
Remote Control - panic mode	**<u>active</u>** not active	
Remote Control - trunk opening	when disarm **<u>always</u>**	IF ALARM IS SET - WILL THIS TRIGGER ALARM? NO, "CLOWN NOSE" WILL GO INTO CONTINOUS BLINKING SHOWING ALARM IS SET, BUT SYSTEM HAS BEEN BREACHED. WHEN TRUNK IS CLOSED SYSTEM IS RE-ARMED.
Remote control - convenience opening	**<u>active</u>** not active	Opens windows and sunroof with remote control.
Interior Lighting	active ? **<u>not active</u>**	When active: interior light is turned on when unlocking
Interior Lighting	active **<u>not active</u>**	When active: interior light automatically turns on when ignition is switched off after driving with headlights on.

Interior Lighting	active **not active**	When active: interior light is dimmed when turned on/off. (Soft on/off)
Exterior Lighting - Daytime driving lights	active **not active**	When active: headlights are in a Daytime running Mode.
Exterior Lighting - Pathway lighting	active **not active**	When ignition is turned off, and high beams switch is activated momentarily (high beams "flash"), the driving lights are turned on for 40 seconds.
Windscreen wipers switch back when stationery (rest at idle)	**active** not active	When active: wipers are switched from speed 1 to intermittent, or from speed 2 to speed 1 when the vehicle is stationary. (Note: selection not available with vehicles equipped with "rain sensor")
Seat Settings	when unlocking when opening a door **not active**	The automatic seat adjustment is activated by the specific key being used if the vehicle is equipped with seat memory. This setting defines when the actual adjustment starts.
Display and Language - units	L/100 km mpg (UK) **mpg (US)** km/L	Fuel consumption
Display and Language - distance* *	km **mls**	* * Will change display and calculation in Instrument Cluster, Board Computer and A/C Control Module
Display and Language - time* *	12 hr **24 hr**	
Display and Language - temperature* *	**degrees C** **degrees F**	
Acoustic Warnings - key in ignition	**active** not active	An acoustic signal sounds if the ignition key is in the ignition lock when the driver's door is open.
"One Touch" Driver's window close (auto up)	**active** not active	Single strike function close driver's door window
"One Touch" Passenger window close (auto up)	**active** not active	Single strike function close passenger door window

"One Touch" Rear windows close (auto up)	active **<u>not active</u>**	Single strike function close rear door window **WILL NOT WORK ON SEDANS. SAFETY FEATURE.**
"One Touch" Sunroof close (auto close)	**<u>active</u>** not active	Single strike function close sunroof
Rain Sensor	**<u>active</u>** not active	Rain Sensing wiper Only

KEY MEMORY OPTIONS

System Function	Selection Key 1 Red Label	Selection Key 2 Blue Label	Description
Automatic locking after 5 mph	active **<u>not active</u>**	active **<u>not active</u>**	When active: all doors are automatically locked after exceeding 5 mph. (Note: Doors can still be unlocked from inside at any time)
Selective central unlocking	**<u>active</u>** not active	**<u>active</u>** not active	When active: the first time the key's "unlock" button is pressed; only the driver's door is unlocked. The second press releases all locks. When not active: the first press of the key releases all locks.
Seat Memory	active **<u>not active</u>**	active **<u>not active</u>**	Feature activated in "Car Memory Option". The last seat when the particular key was used is recalled with the next key usage (if active), if vehicle is equipped with seat memory.
Vents position - during warm-up	active **<u>not active</u>**	active **<u>not active</u>**	When active: vents open during engine warm-up. **WHAT VENTS ARE WE TALKING ABOUT???? OUTSIDE AIR INTAKE VENTS**
Vents position - close footwell when cooling	active **<u>not active</u>**	active **<u>not active</u>**	When active: footwell vents are closed when system is in AUTO mode and cooling. (Note: this position will optimize A/C cooling performance

Vents position - close defroster when cooling	active **not active**	active **not active**	When active: defroster vents are closed when system is in AUTO mode and cooling. (Note: this position will optimize A/C cooling performance) When not active: will help defog windshield after rain and high humidity.
Vents position after ignition on	active **not active**	active **not active**	When active: manual control of the air vents will be activated directly by switching the ignition on. **DOES THIS OVERRIDE ABOVE 3 SETTINGS? DOES THIS OVERIDE THE AUTO-RECIR FEATURE. YES TO BOTH!!!**
Correction Set Temperature	+3 degrees +2 degrees +1 degrees **not active** -1 degrees -2 degrees -3 degrees	+3 degrees +2 degrees +1 degrees **not active** -1 degrees -2 degrees -3 degrees	The temperature setting in the display can be corrected by the said amount. When positive (+) correction is selected, actual temperature in the vehicle is higher then the A/C panel display indicates. The opposite is true for the (-) ranges.
A/C on	ignition on **only with A/C button**	ignition on **only with A/C button**	The A/C compressor is switched on together with the ignition, or only when the "snow flake" button is pressed. When ignition on selected: will help defog windshield after rain and high humidity.
Automatic Blower on	**active** not active	**active** not active	When active: the fan blower speed is initially operated in the AUTO mode when the ignition is switched on.

The Clown Nose Controversy

The "Clown Nose" flashes after you purchase, install and activate your BMW alarm. Did you know that you can have the Nose programmed to flash, and the amber lights blink off/on when you open/close the doors even though the alarm is NOT installed? Here's how:

  1) Have your dealer hook up the shop computer to the car.
  2) Go to the "Anit-Theft" activation section.
  3) Activate the alarm, but uncheck the "DWA" option.

This was tested by at least a dozen people so far, who swear that it works. The shop work order the job was written as: "Program car memory to visual acknowledge when locking/unlocking"

NOTE OF WARNING:

The following is a quote from a very reputable dealer passing along a comment from his tech guys on the above procedure. Take this as you want, I'm passing it along so that you do know there might be problems with this procedure. The last thing I want is for you to screw up your car.

"I feel that it is my civic duty to warn everyone who is having this done of the 'irreversible consequences' of this procedure (when activated sans alarm). In plain English, activating the light is tricking the car's computer into thinking that the car has had an alarm installed. Consequently, fault codes are generated because the computer is searching for alarm data and can't find any… This will not affect the functionality of the vehicle until the car has some other electrical problem. When the car is hooked up to the diagnostic equipment at the BMW Center, the technician is going to pull up string after string of fault codes, and be unable diagnose whatever the problem is. At that point, the only solution will be to replace the car's computer -or- add an alarm in order to isolate the real fault codes… Sounds like a big headache just to have a blinking clown-nose thingy… "

Sales Manager, Reputable Dealer, Fall 1999

The person making this statement has been correct 95% of the time in his statements about technical matters and is known to be a real BMW fanatic, always ready to help fellow bimmer lovers, no matter if they buy from him or not. It was therefore assumed this was the case and the Clown Nose hubub died down.

HOWEVER:

The official publication of the BMW Car Club of America (BMWCCA) ROUNDEL, in the December 2000 issue, weighed in on the topic and said the following:

In answer to a question by Jackie Moro, according to Mike Miller, the Technical Editor of Roundel, in his "Tech Talk" column on page 104, BMWCCA spoke with BMW NA regarding any problems with the above procedure. According to BMW NA, **there are no long term problems with this procedure.** Here's the quote:

"We spoke with BMW of North America regarding (the question) The "Car Memory" function, "Acknowledgement without DWA" for E46 vehicles (without factory-installed alarm), is available since DIS CD 20.0, and its functionality is described in Service Bulletin 09 03 98. When activated, the fault code "07 anti-theft alarm system" is going to be set in General Module. This fault does not affect operation of the General Module in any way. Simply put, the sustem detects absence of certain components of the DWA - alarm siren and ultrasonic sensor - while at the same time the module was coded to activate the DWA for the lights acknowledgement purpose. Again, the above mentioned fault code is transparent to driver and does not affect the operation of the car. There is no reason to replace the General Module after Car Memory programming. This programming procedure was approved by BMW AG."

Roundel, December 2000, pg. 104

THEREFORE:

December, 2000. Based on the above evidence, I had my nose programmed and it works like a charm!

PeterJS
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