

Instruction of gear display of Honda motorcycle Product features:

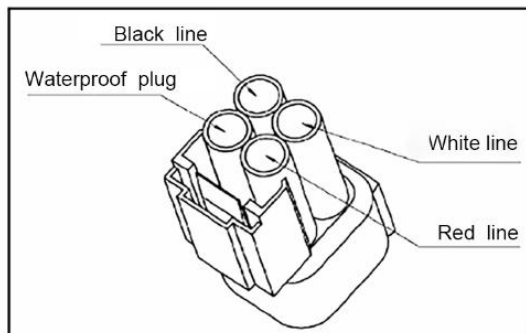
Product features:

This product is suitable for Honda motorcycle with electronic fuel injection engine and no gear display function.

This product can only display gear when the engine is running, the gear is engaging and the clutch is released.

Product installation

1. Pass the display line from the bottom of fuel tank at the ECU.
2. Paste the display on the appropriate position of the front.
3. Insert the pin into the plug according to the following picture. In order to be convenient for the threading of users, the pin is not inserted in the factory.



4. Insert the plug into the matched socket on ECU, ensure the safe and reliable contact between the pin of plug and the socket.
5. Finish wires. Make sure that they won't pull the wire harness when turning and the wire harness won't rub against operating parts with high temperature. Fix the wire harness with matched ties tightly.

Gear display setting

Due to the inspection in factory, the residual information of the product may not match with your motorcycle, we first eliminate the memory information. If the gear display is incorrectly set, you can also eliminate the memory information and set it again.

method of eliminating memory information

Open the Switch key, then close it when displaying "5,4,3," repeat five times, then you can eliminate memory information.

Reset gear information matched with your motorcycle

1. Lift the rear wheel, or find an empty street.
2. Make sure that the engine is in neutral. Then fold support frame and open switch key. Start the engine when the gear displaying "L". Engage first gear and release clutch when

displaying "1" the display will flash continuously and memorize the information.

3. Engage second gear and release clutch when displaying "n-2", the display will flash continuously and memorize the information. Repeat this procedure until all of the six gears are set.

4. If there is any incorrect setting or wrong display, please eliminate the memory information and set it again.