

AiM InfoTech

BMW – M4 GT3
from 2023

Release 1.00



ECU



1 Models and years

This document explains how to connect AiM devices to the vehicle Engine Control Unit (ECU) data stream.

Supported models and years are:

- BMW M4 GT3 from 2023

2 Wiring connection

The ECU driver developed to communicate with this vehicle, is accessible through the TEAM CAN – Scrutineering DataLogger connector, a 6 ways Deutsch DTM (DTM06-6S - on the right).



Deutsch DTM Pin	Pin function	AiM cable
1	GND Logger	GND
2		
3		
4	+Vb 12V	+Vb
5	CAN High	CAN +
6	CAN Low	CAN -

It is strongly recommended to refer to a skilled technician to perform this kind of installation.

Before connecting the power supply, make sure with the car manufacturer about the supported ampere the power line can deliver.

3 Race Studio configuration



Before connecting the AiM device to the CAN bus, set all functions using AiM software Race Studio. The parameters to set in the device configuration are:

- ECU manufacturer: **BMW**
- ECU Model: **M4_GT3_SMC** (Only RS3)

4 “BMW – M4_GT3_SMC” Protocol

Channels received by AiM devices configured with " BMW – M4_GT3_SMC" protocol are:

CHANNEL NAME	FUNCTION
Team AnaPedal	Throttle pedal position
Team FuelCons	Fuel consumption
Team Gear	Engaged gear
Team Pbrake FL	Front left brake pressure
Team Pbrake FR	Front right brake pressure
Team Pbrake RL	Rear left brake pressure
Team Pbrake RR	Rear right brake pressure
Team RPM	RPM
Team Speed	Vehicle speed
Team Steering	Steering wheel angle position
Team TP FL	Wheel speed front left
Team TP FR	Wheel speed front rear
Team TP RL	Wheel speed rear left
Team TP RR	Wheel speed rear right
Team Twater	Coolant temperature
Team WspFL	Wheel speed front left
Team WspFR	Wheel speed front rear
Team WspRL	Wheel speed rear left
Team WspRR	Wheel speed rear right



Technical note: not all data channels outlined in the ECU template are validated for each manufacturer's model or variant; some of the outlined channels are model and year specific, and therefore may not be applicable.