



Scania Workshop Suite

# SMCT MANUAL

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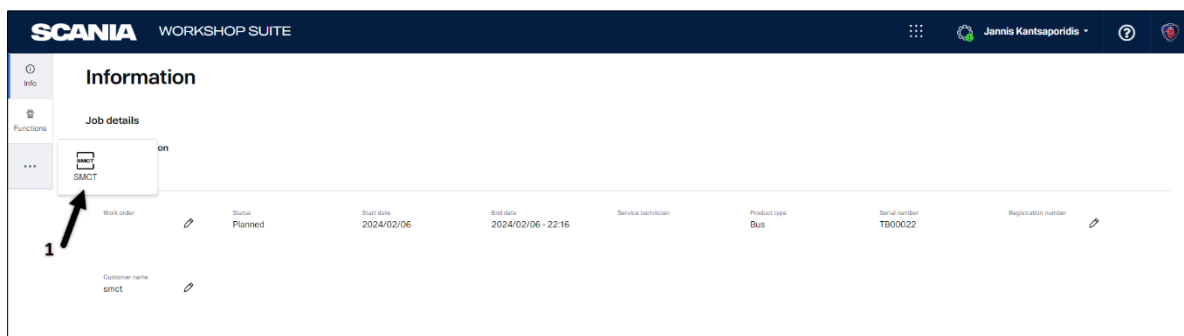
## Introduction

The Switch Module Configuration Tool (SMCT) is used to troubleshoot, configure and renew switch modules in the instrument panel. SMCT includes support for adding and removing bodybuilder switches. And also moving switches in a switch module or between the switch modules of the vehicle.

## Accessibility

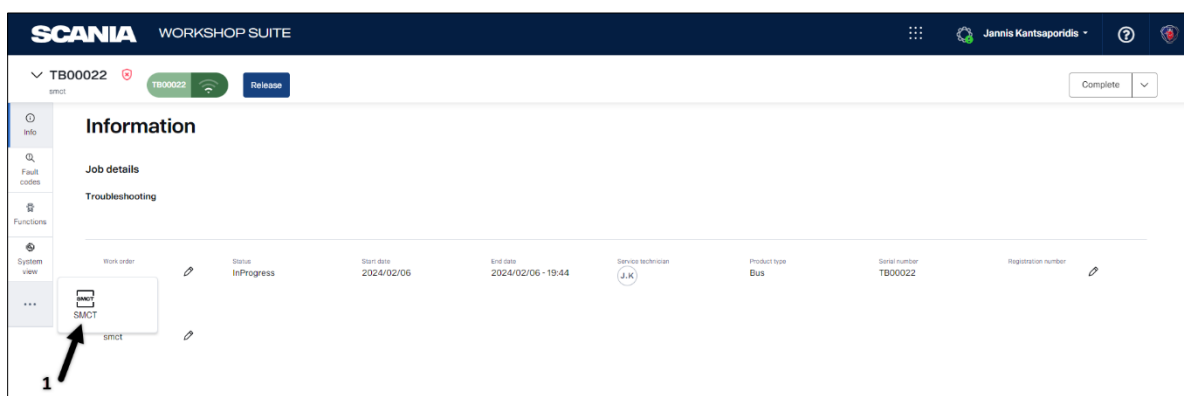
### SWS Troubleshooting

SMCT is accessible via the sidebar menu (1) after creating a Troubleshooting job in SWS. When SMCT has loaded, you can start in the *Troubleshooting* tab.



### SWS Product adaptation

SMCT is accessible via the sidebar menu (1) after creating a Product adaptation job in SWS. When SMCT has loaded, you can start in the *Renew switch module type* tab.



## Functions

### Troubleshooting

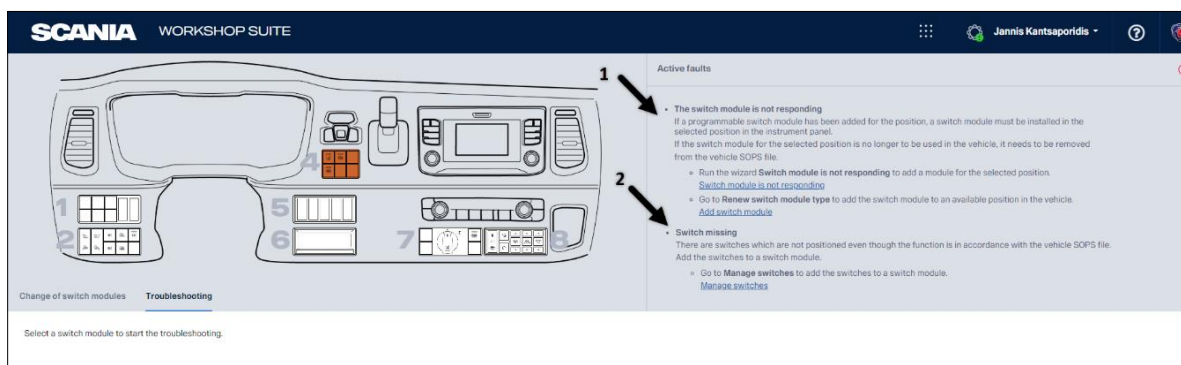
Diagnosis of the switch modules is carried out under this tab. You can read General and Module-specific faults, run troubleshooting wizards, verify modules, check the signal status and read component information.



### General faults

General faults are not connected to any specific modules and can be set when new modules are connected. These faults are shown when no module is selected.

If several faults are active, they are listed in hierarchical order.



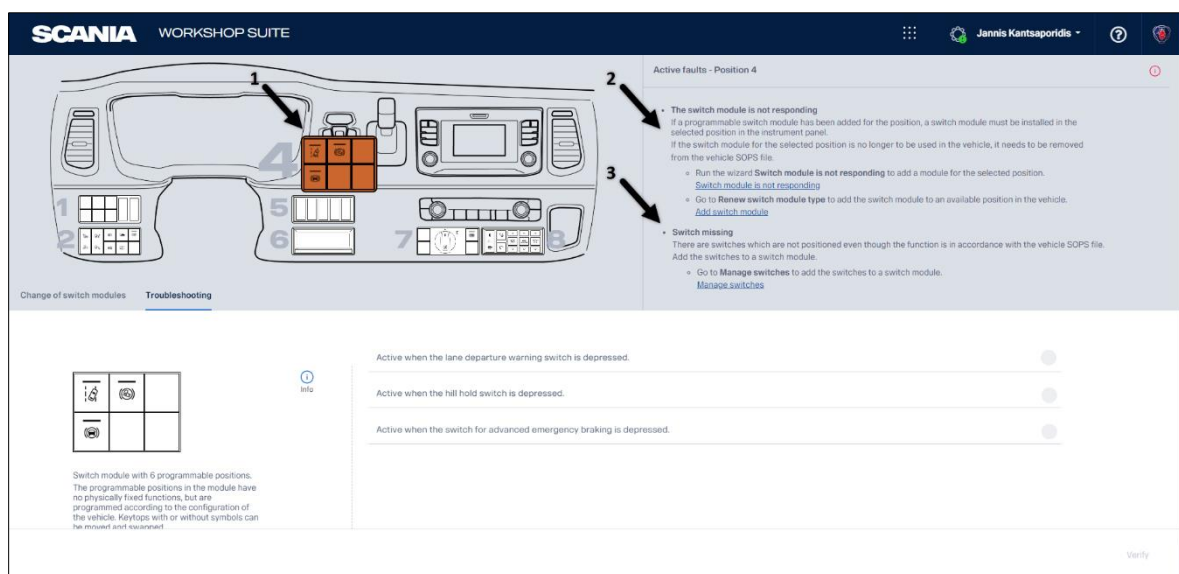
### Note

It is important to validate one fault at a time and in the order that the faults are listed, starting from the top (1), (2).

## Module-specific faults

Module-specific faults are shown for each selected module. Modules containing faults are highlighted with an orange colour (1).

If several faults are active, they are listed in hierarchical order.

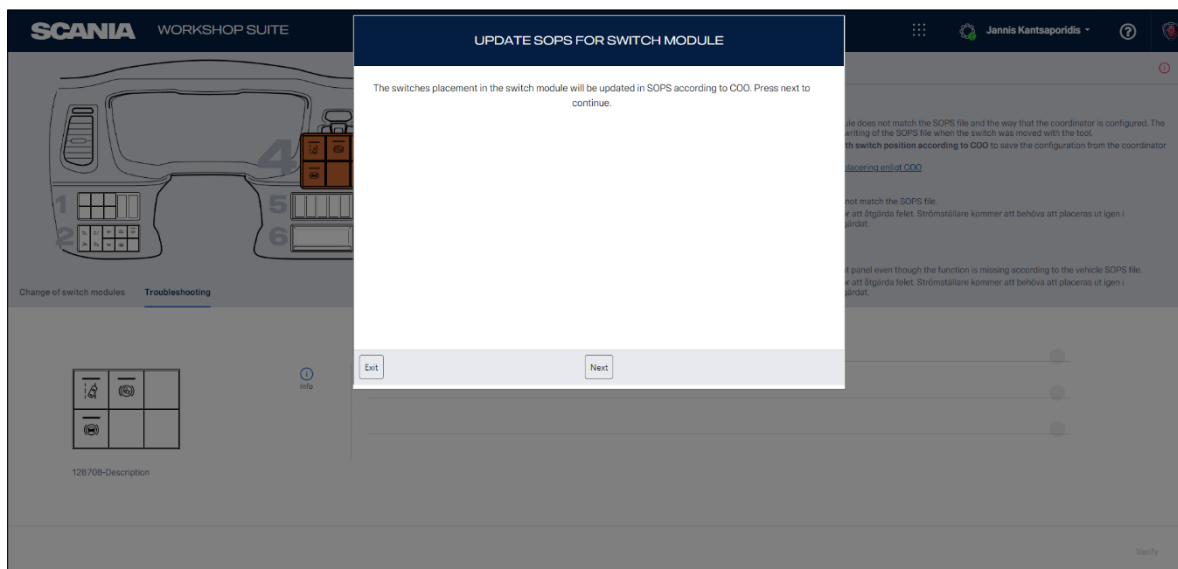
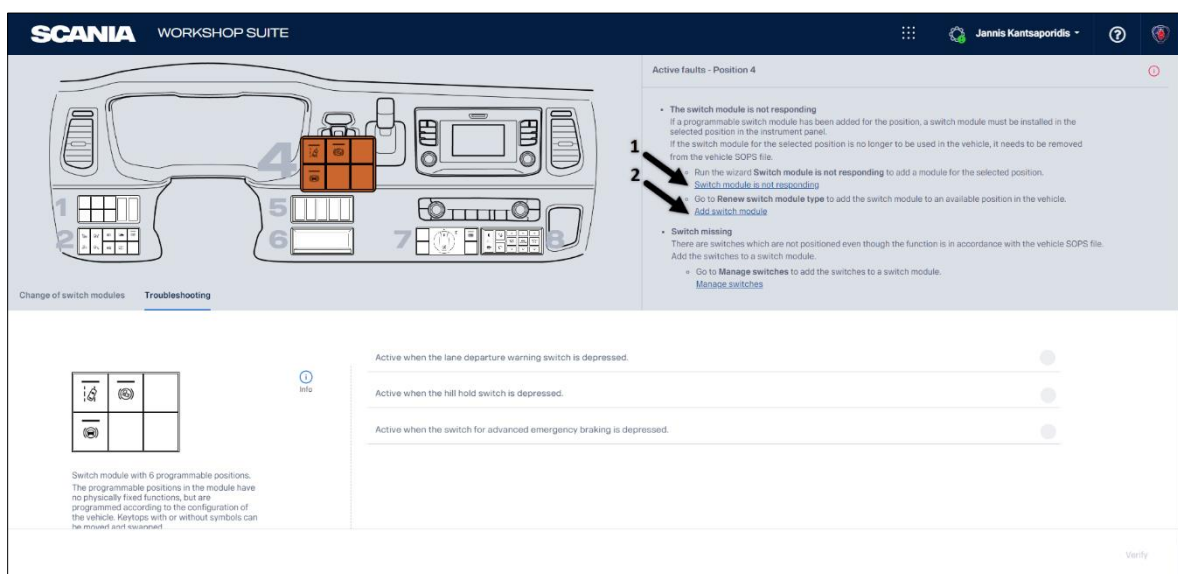


### Note

It is important to validate one fault at a time and in the order that the faults are listed, starting from the top (1), (2).

## Troubleshooting wizards

Both General and Module-specific fault descriptions have assigned troubleshooting wizards, which when run remedy the faults. To run a wizard (1), click on the link in the description and follow the instructions.

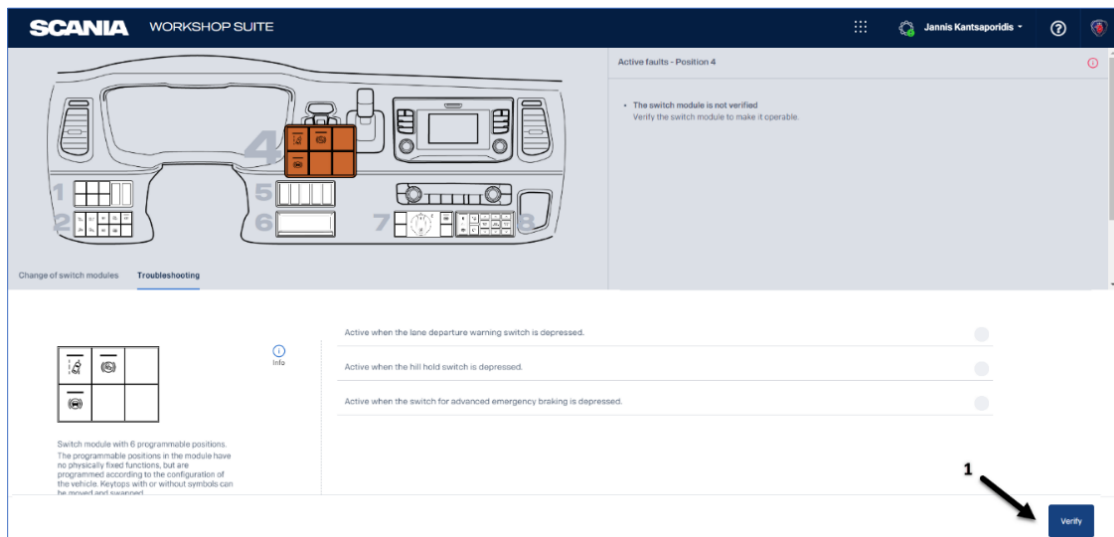


### Note

Some fault descriptions contain more than one wizard. It is important that wizards are run according to their hierarchical order (1), (2).

## Verify module

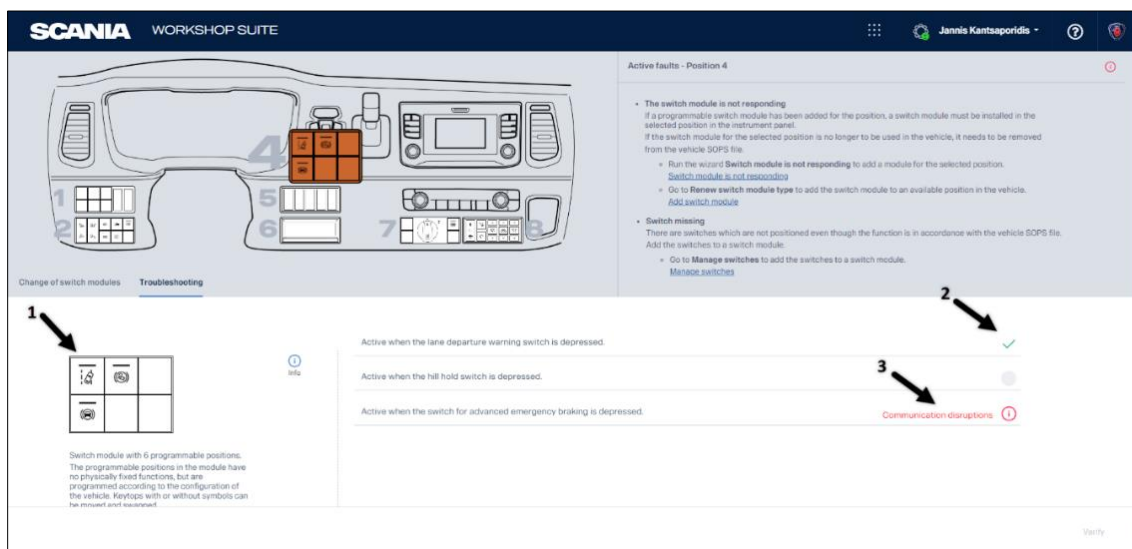
To verify a module select the module in the *Troubleshooting* tab, press the Verify button (1) and follow the instructions.



## Signal status check

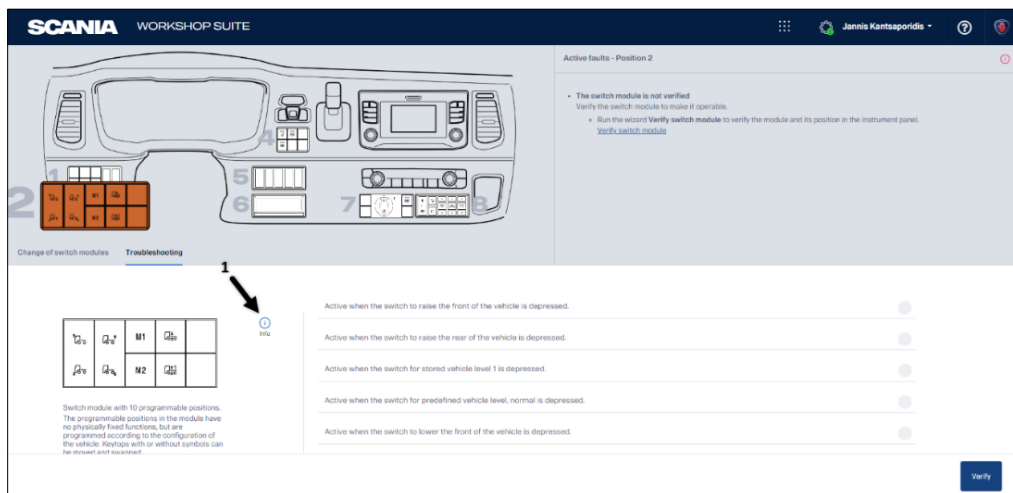
To troubleshoot the buttons and functions, select a module and press one of its buttons on the instrument panel. Verify that you are getting a green check mark (2).

If the function is not supported by SMCT or if the vehicle is not correctly configured a button press can result in communication disruption (3).



## Component information

Press Info (1) to see a more detailed description about a module, its switches and pin list.



**Active faults - Position 2**

- The switch module is not verified. Verify the switch module to make it operable.
  - Run the wizard [Verify switch module](#) to verify the module and its position in the instrument panel.

**Change of switch modules** **Troubleshooting**

1 Info

Switch module with 10 programmable positions. The programmable positions in the module have no physically fixed functions, but are programmed according to the configuration of the vehicle. Keypads with or without symbols can be moved and swapped.

Active when the switch to raise the front of the vehicle is depressed.

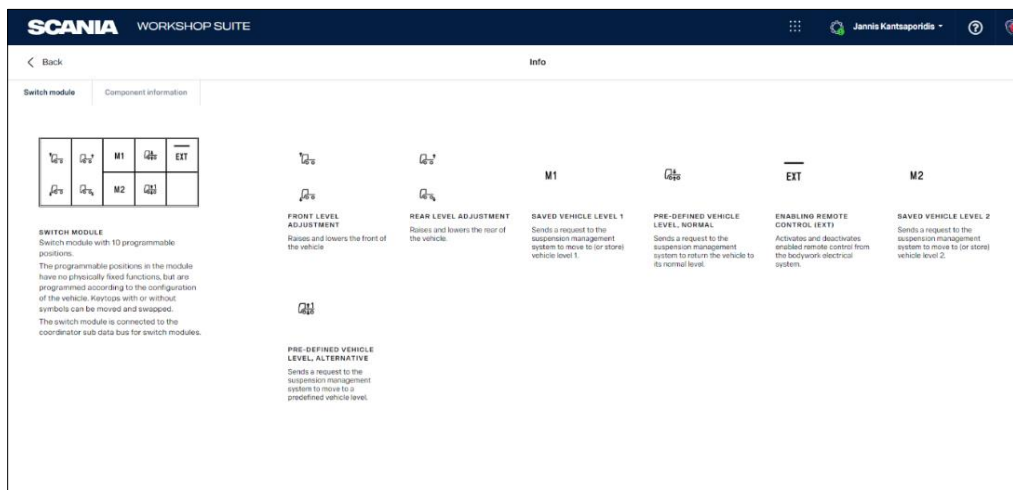
Active when the switch to raise the rear of the vehicle is depressed.

Active when the switch for stored vehicle level 1 is depressed.

Active when the switch for predefined vehicle level, normal is depressed.

Active when the switch to lower the front of the vehicle is depressed.

Verify



**Switch module** **Component information**

Switch module with 10 programmable positions. The programmable positions in the module have no physically fixed functions, but are programmed according to the configuration of the vehicle. Keypads with or without symbols can be moved and swapped. The switch module is connected to the coordinator sub data bus for switch modules.

**FRONT LEVEL ADJUSTMENT**  
Raises and lowers the front of the vehicle.

**REAR LEVEL ADJUSTMENT**  
Raises and lowers the rear of the vehicle.

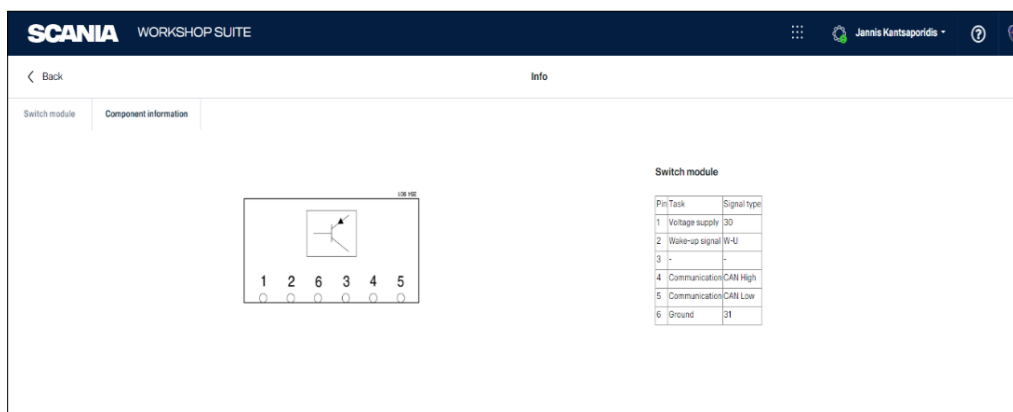
**SAVED VEHICLE LEVEL 1**  
Sends a request to the suspension management system to move to (or store) vehicle level 1.

**PRE-DEFINED VEHICLE LEVEL - NORMAL**  
Sends a request to the suspension management system to return the vehicle to its normal level.

**ENABLING REMOTE CONTROL (EXT)**  
Activates and deactivates enabled remote control from the bodywork electrical system.

**SAVED VEHICLE LEVEL 2**  
Sends a request to the suspension management system to move to (or store) vehicle level 2.

**PRE-DEFINED VEHICLE LEVEL - ALTERNATIVE**  
Sends a request to the suspension management system to move to a predefined vehicle level.



**Switch module**

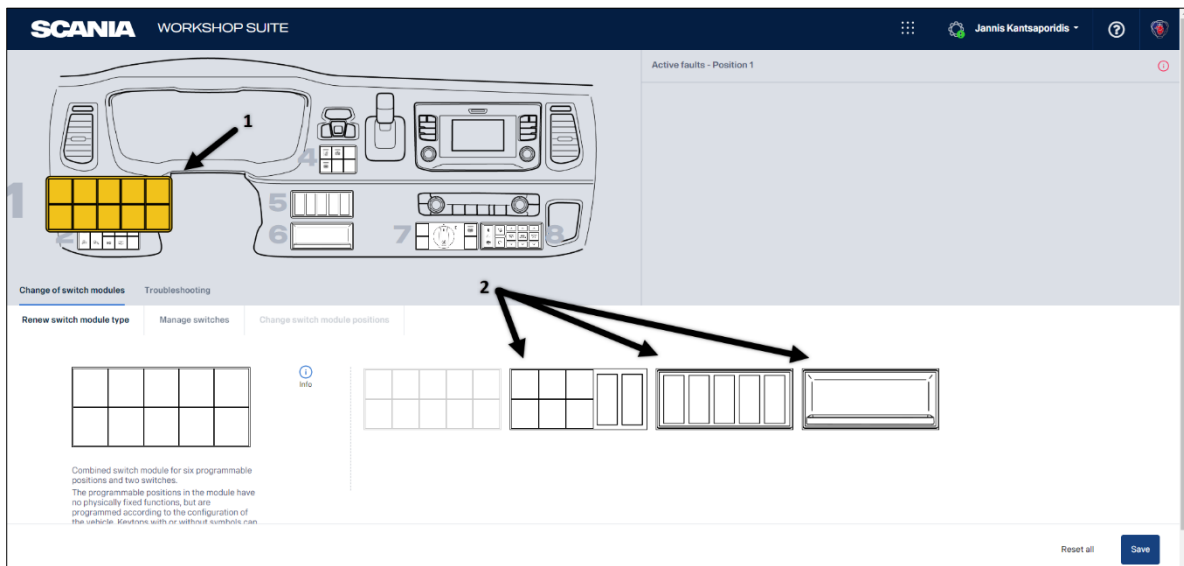
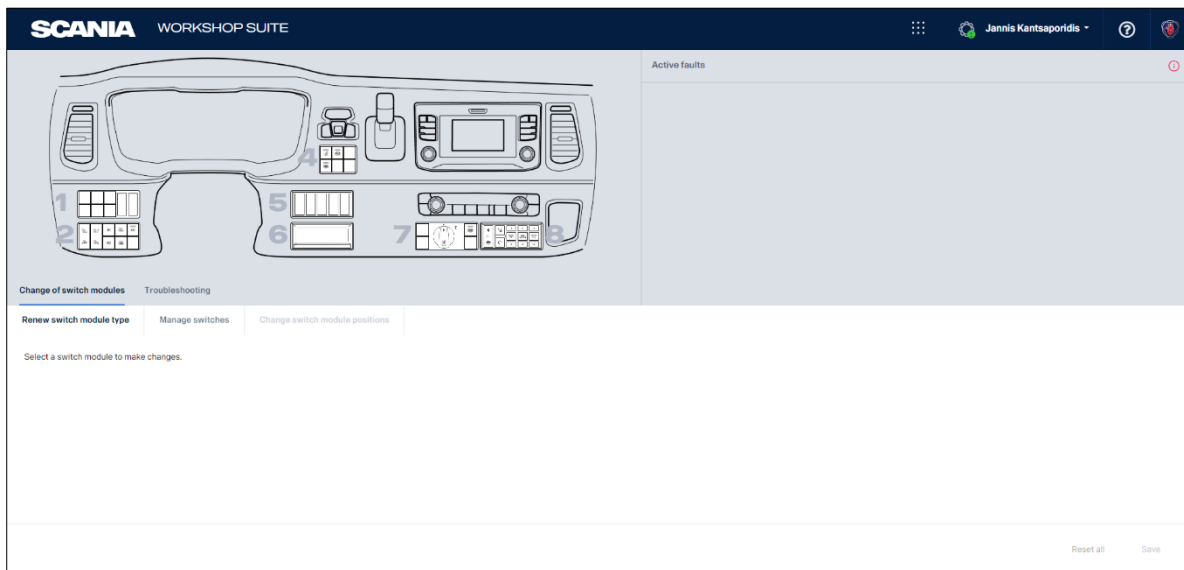
Pin	Task	Signal type
1	Voltage supply	30
2	Wake-up signal	W-U
3	-	-
4	Communication	CAN High
5	Communication	CAN Low
6	Ground	01



## Change of switch modules

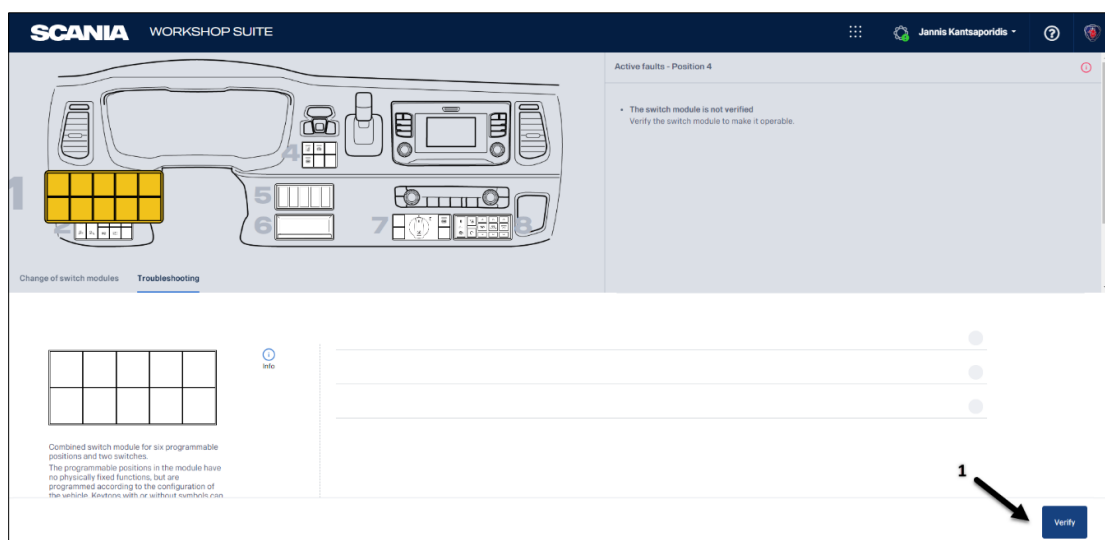
### *Renew switch module type*

You can change the module type for each position under this tab. Select a module (1) and SMCT show the options that are valid (2) for this particular position.



When changing the layout of the instrument panel a verification of the module is necessary. The verification is to ensure that all functions are assigned to the correct positions.

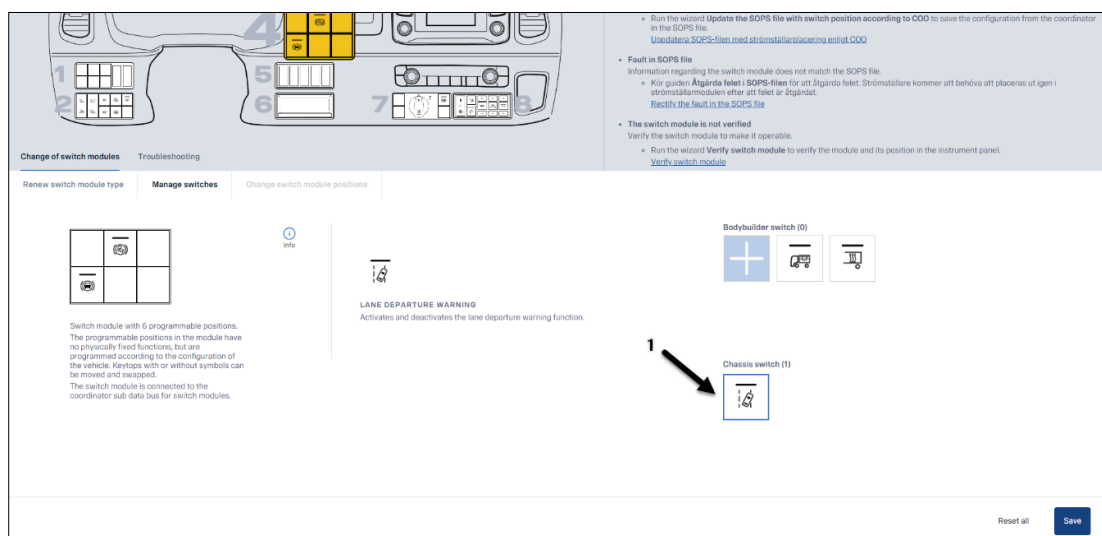
Verify a module by selecting the module in the Troubleshooting tab and press the Verify button (1).

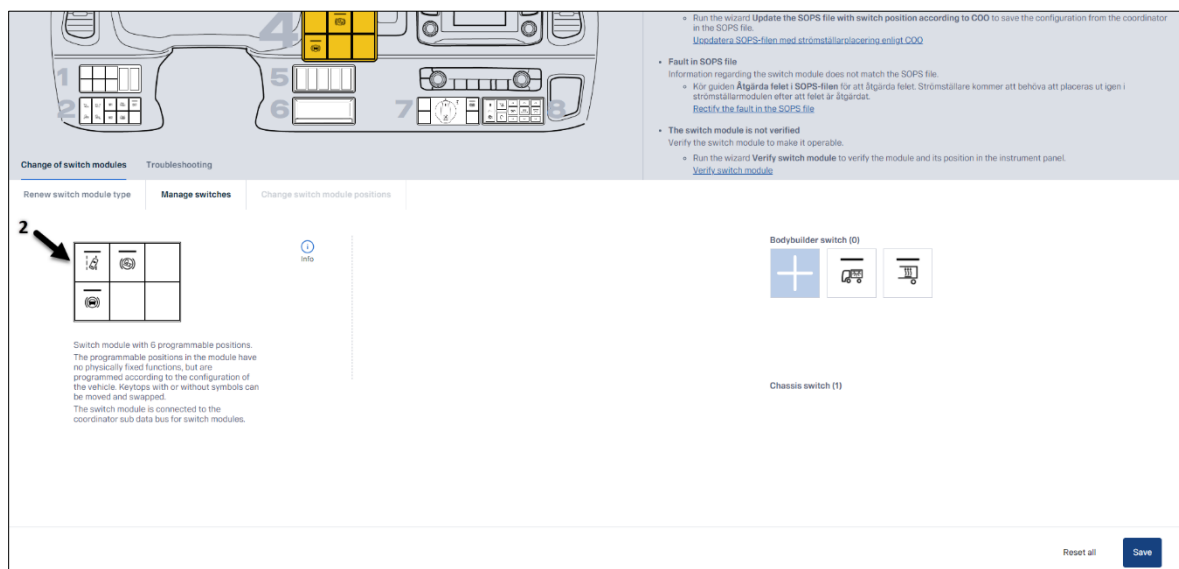


## Manage switches

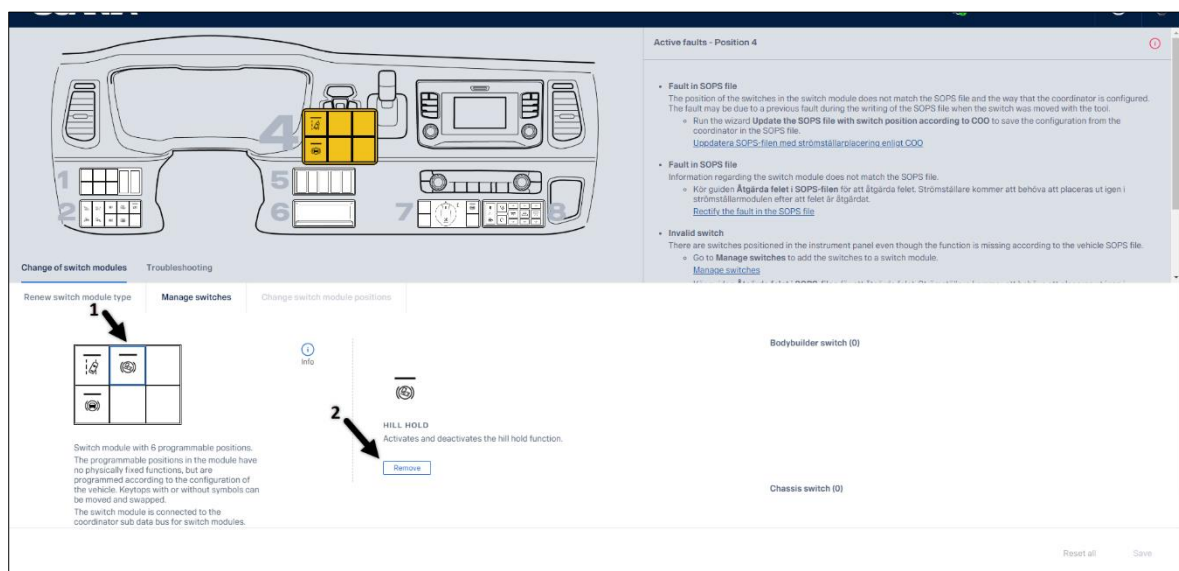
You can move switches between and within modules under this tab. Select a module to position a switch.

To place a switch, select (1) it from one of the categories (Bodybuilder switch, Chassis switch) and then place it (2) in the desired position in the module.





Select the switch (1) and press the *Remove* (2) button to remove it from the module. The switch will automatically go back to its designated switch category.

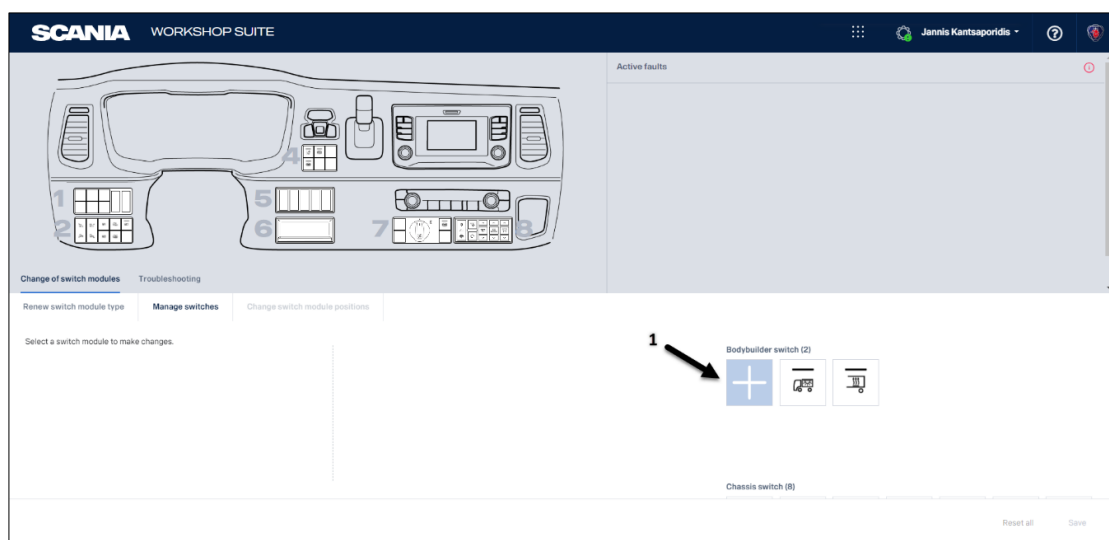


## Note

When changing the switch layout of a module a verification of the module is necessary. Verification of the module is to ensure that all functions are assigned to the correct positions.

## Bodybuilder view

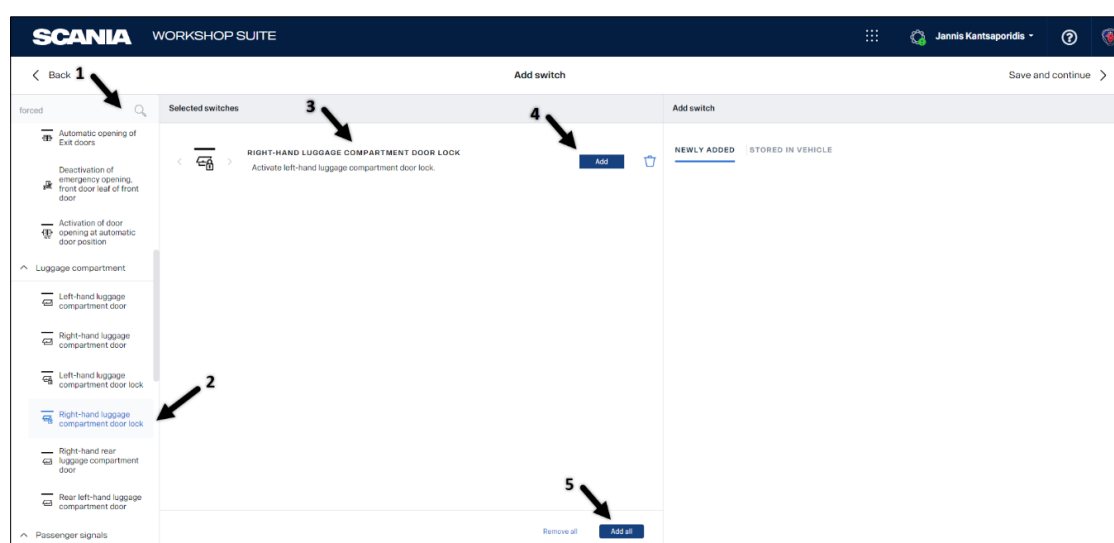
Access the bodybuilder view to add switches, by pressing the “plus” icon (1).



## Add switch

Use the search functionality (1) or go through the categories to locate the desired switch.

Add switch to *Selected switches* (3) by selecting it from the sidebar menu (2).



To add the switch in *Newly added*, press the *Add* (4) or *Add all* button (5).

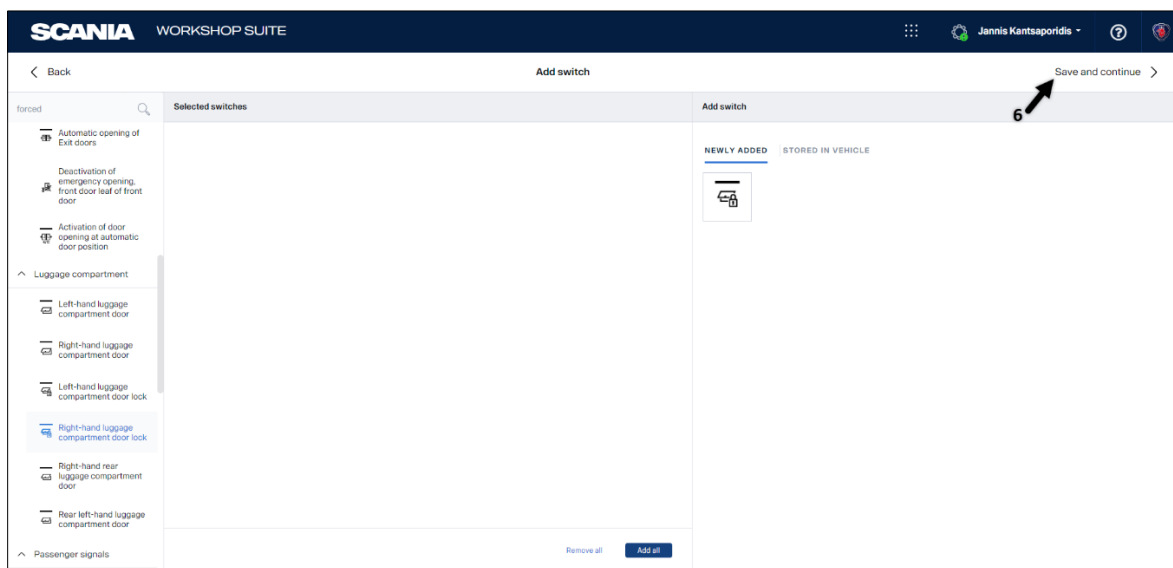


## Note

A switch in *Newly added* has not yet been stored in the vehicle.

## Store switches in the vehicle

When the switch has been added to *Newly added* press the *Save and continue* button (6) to store the switch in the vehicle.

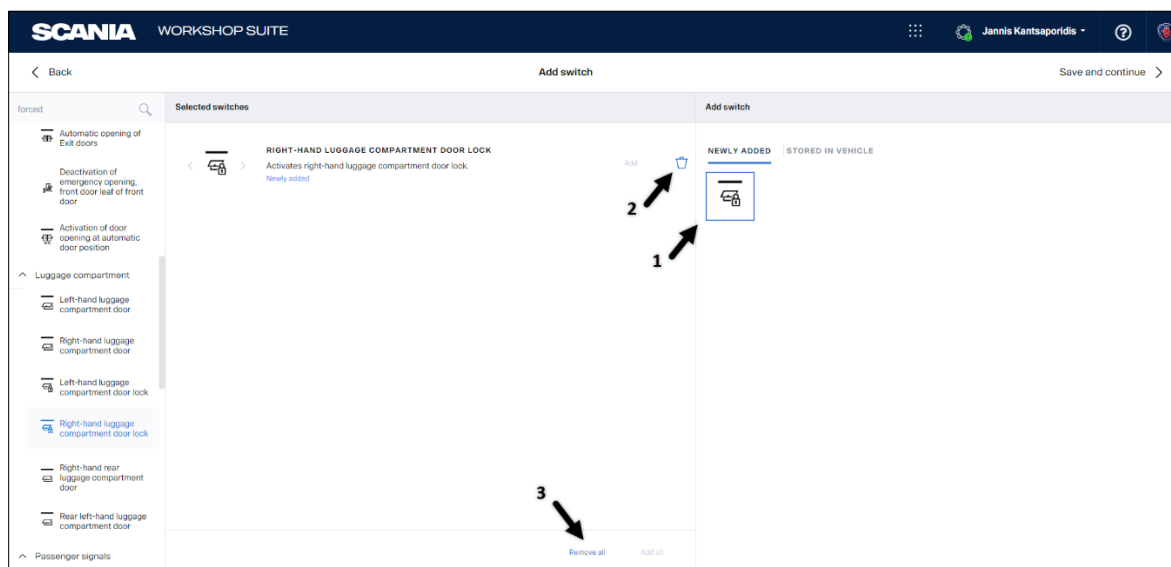


## Note

If no changes have been done, the *Save and continue* button is greyed out.

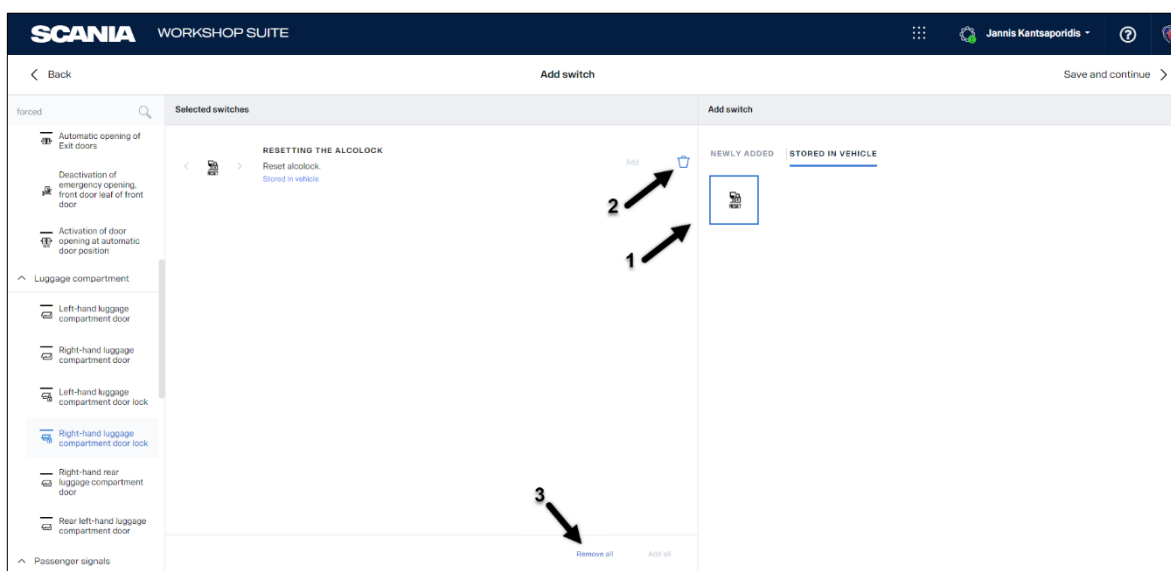
## Remove switch from Newly added

Select the switches (1) you want to remove and press either the bin icon (2) or the *Remove all* button (3). A prompt appears to verify that you are certain of your actions.



## Remove switches from Stored in vehicle

Select the switches (1) you want to remove and press either the bin icon (2) or the *Remove all* button (3). A prompt appears to verify that you are certain of your actions.

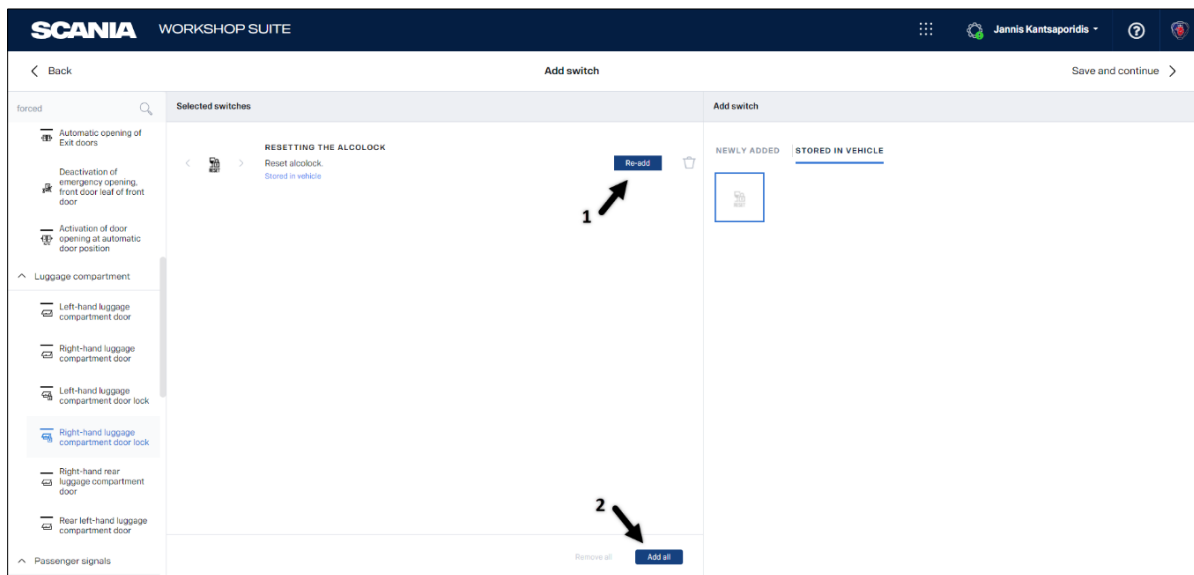


### Note

Selected switches from *Stored in vehicle* that are greyed out will not be affected by the *Remove all* button.

## Re-add switch to Stored in vehicle

If switches have been removed, you can re-add them by pressing either the *Re-add* (1) or *Add all* button (2).



### Note

Selected switches from *Newly added* and *Stored in vehicle* (not greyed out) are not affected by the *Add all* button.