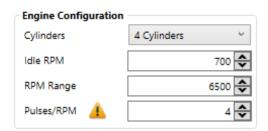# Engine Settings

Cylinders – Number of cylinders on the engine can be selected in this block. It is not used by the current firmware but reserved for future development of different firmware.

Idle RPM – Idle RPM of the engine can be typed in this block. It is used by the firmware to release the lockup clutch if the revs fall below this value plus 200 RPM. Example if you select 800 the lockup will release below 1000 RPM's.

Engine Max RPM – Maximum RPM of the engine can be typed in this block. It is used to scale the gear profile graphs so that the whole graph can be used for tuning. It also calibrates the maximum scale of the analogue RPM gauge.

Pulses / RPM – This setting is the number of RPM pulses per engine revolution that the TCU receives. It is used for correct revolution calculation and display. Example: If you connect to a 36-1 gear then enter 35 pulses per rpm.
This signal is a critical setting which means it is saved separate from the 4 maps. It can only be calibrated in MAP 1 and does not change when other maps are loaded in the TCU. The Clone function will alter this calibration to the Clone map.