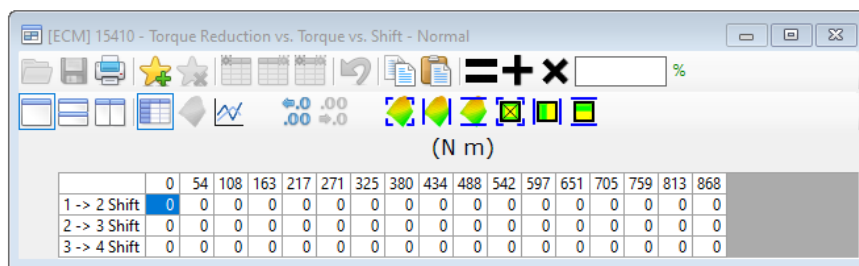


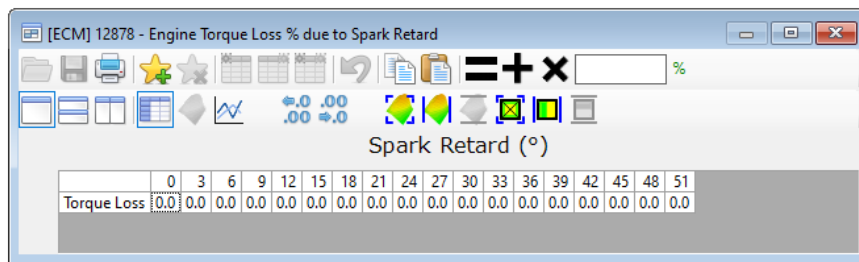
There is Tuning and Tooning. I find it funny when I see the forums and Facebook posts of odd looking Maps and multiple commenters on how poor these are without any explanation of why and what the tuner has done wrong, and how it should be.

So I thought I would offer a few examples of what I have seen in recent times many from reputable tuners who's claims to big numbers and fast ¼ mile times give them credibility. Unfortunately, the easiest way to tune is wrongly and a good-looking dyno figure does not denote a quality or correct tune.

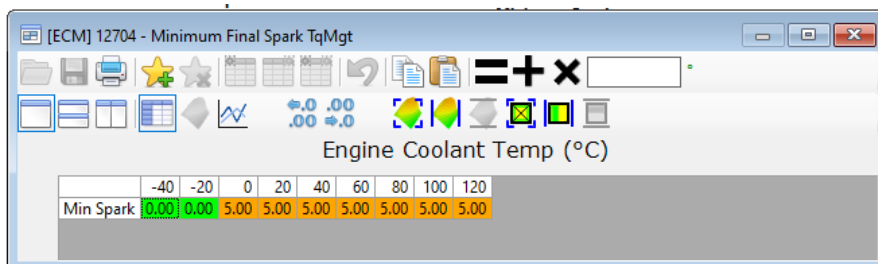
Turning off intentionally or accidentally transmission torque reduction. Modern gearboxes are fully clutched and rely on a slip/stick principle where there is some forced slippage as the oncoming clutch takes up the torque, this occurs as the next gear is engaging and the internal gearbox parts adjust to the correct speed.



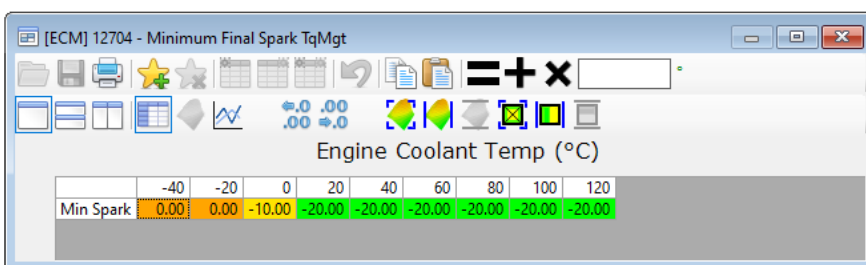
If we remove the torque reduction by setting the requests to 0, it only overstresses the transmission.



If we alter the engines' ability to calculate the torque loss vs spark retard we loose spark torque reduction even if the gearbox requests are still present.



If we reduce the amount of available spark retard, we remove the ability to reduce torque the required amount. This is worse than requesting less torque reduction as the gearbox will request a reduction that will not be deliverable.

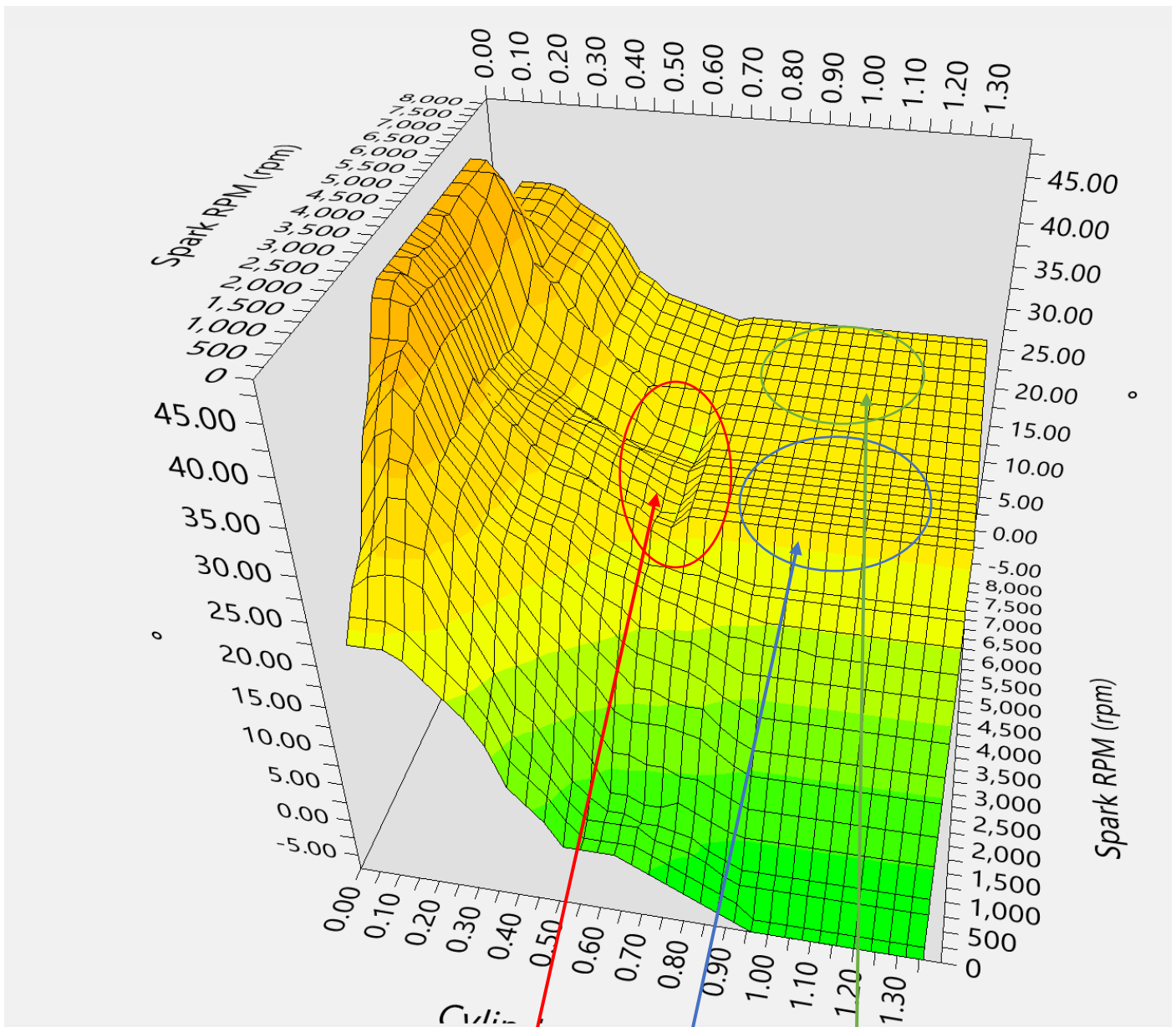


We can see here in the stock file the spark retard limit is much lower (more retarded) allowing for a larger torque loss.

Given that in most instances the vehicles are road cars whose customers expect reasonable drivetrain life and with a higher torque output to retain transmission life retain the torque reduction.

Removing shift torque reduction is the equivalent of driving a manual transmission car and shifting gears without taking your foot off the accelerator, how long would the clutch last?. Shift torque reduction is the last piece of the shift puzzle, its job is to reduce the torque such that the on coming clutch can grab 100% and stop slipping, by not having shift torque reduction clutch life will be compromised.



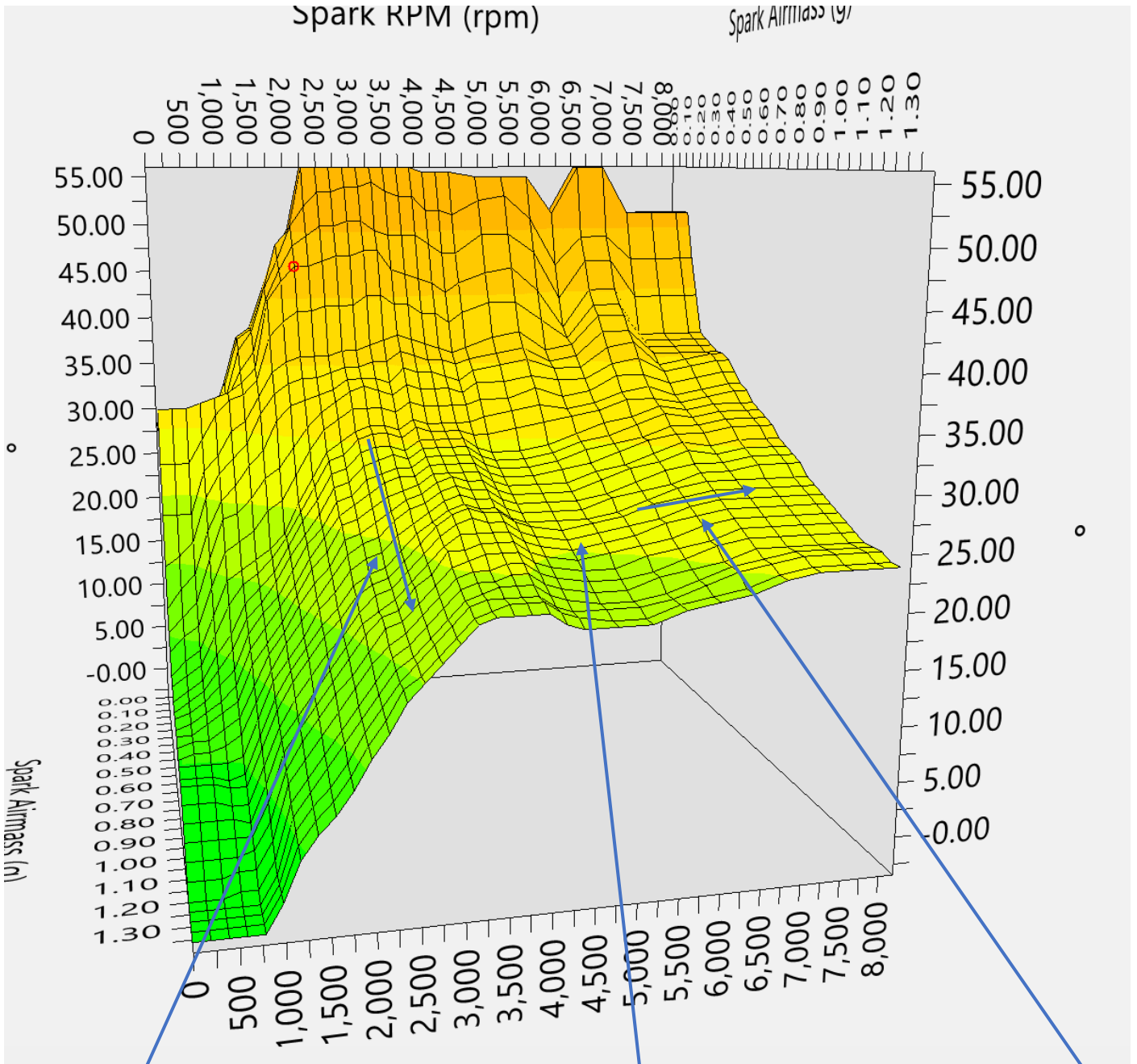


How much time can we spend at full throttle relative to part throttle in reality? The above spark table is one of the most common lazy edits I have come across. For an LS with a CAM I would agree that the full throttle timing is close, but this lacks finesse, will likely knock in some areas which degrades the timing onto the low octane MAP and will be lacking in timing leaving power on the table in other areas.

Understanding how an engine works, camshaft efficiency, piston speed and cylinder pressure help form the correct spark map however time and experimentation on the dyno will also.

Copying the high-octane spark MAP to the low octane spark MAP is not the solution to false knock. The low octane spark table provides safety for varying fuel quantity. The correct tuning of the knock sensors provides optimum spark and protection from poor fuel quality.

In theory and general practice, a spark table will need to have similar traits.



Reduced timing at peak torque, this is the peak cylinder pressure.

Increasing timing after peak torque, as the engine continues to speed up its ability to fill the cylinders as efficiently as possible falls away, to the point where the torque loss will be greater that the RPM increase and power will drop. Reduced cylinder efficiency (pressure) requires more timing, increased piston speed requires more timing, generally after peak torque the timing should continue to rise to maintain maximum torque and power.

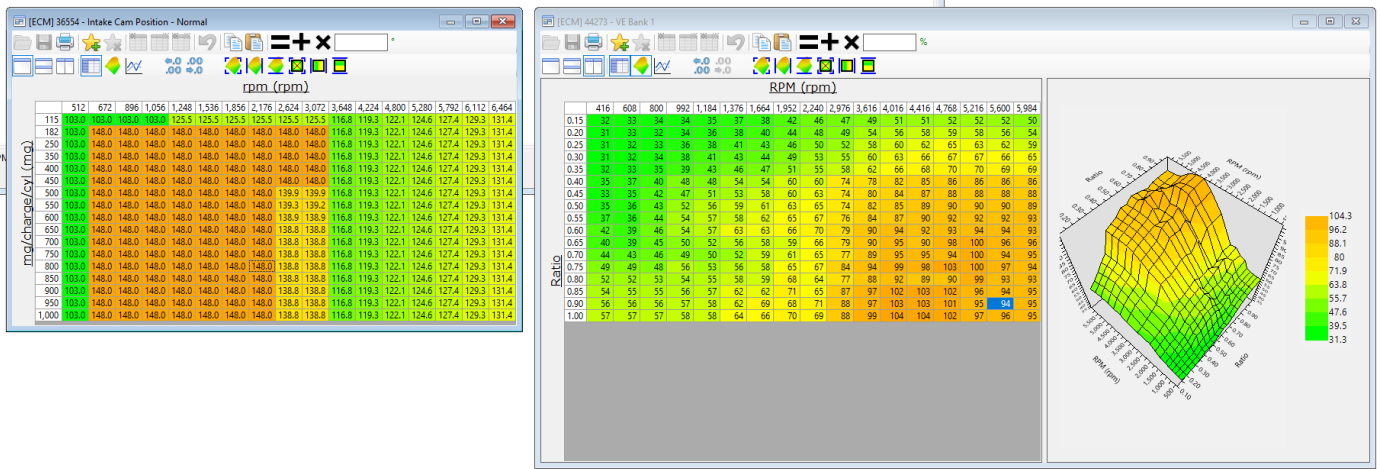
Reducing timing with increasing load, opening the throttle fills the cylinder with more air and fuel resulting in greater turbulence, faster combustion speed and higher cylinder pressures requiring less timing.

The old hole in the throttle.

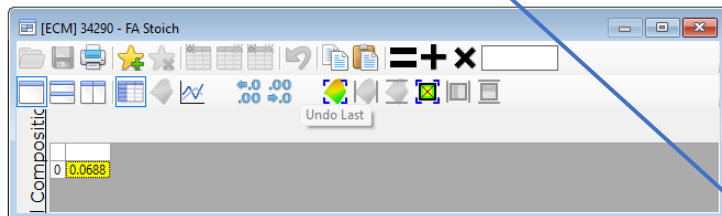
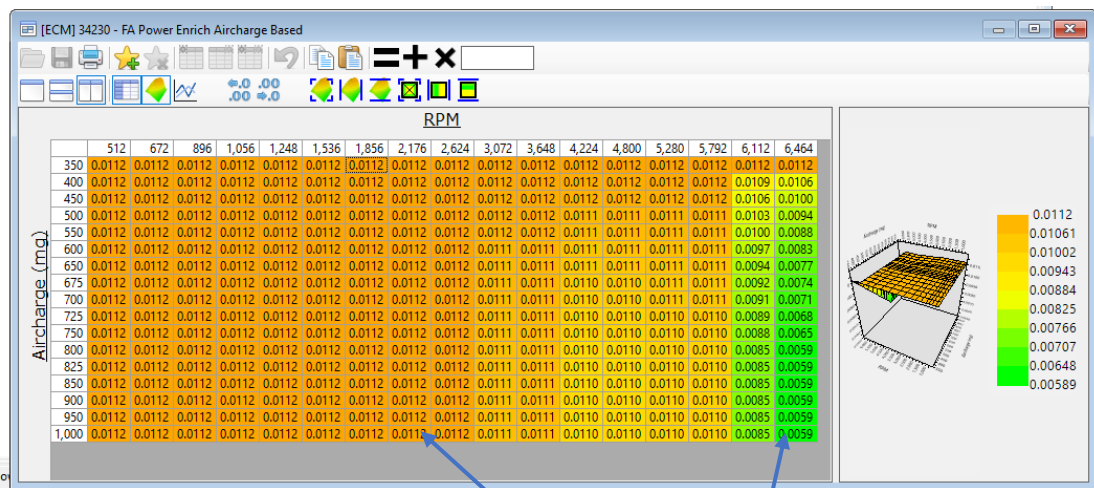
I find it hard to believe this still happens and it can create some tuning challenges when it comes to making a car slow down. Cruise control should only happen when you push the cruise button! The software provides all the adjustment and logging needed to dial in the throttle blade or IAC motor to correctly control the idle speed.

Jeep things.

As time goes by engines and engine management gets more sophisticated, a variable Camshaft means a variable volumetric efficiency. One VE table cannot calculate the variable airflow of a variable camshaft which is why Jeep, Dodge have moved to a Neural Network where multiple VE tables are trained through a Network trainer to generate an airflow for the different efficiencies of the different camshaft positions. This is more time-consuming to tune but will give superior results. There is redundant code in the later ECU than can be used to tune a single VE table as was the case prior to variable camshaft. Still commonly used along with manipulation of the injector data both methods lead to incorrect airflow calculation resulting in idle issues, torque calculation issues and drivability issues that extend beyond a modified camshaft.



Above we can see the desired camshaft angle and to the right an attempt to tune the redundant single VE table. This vehicle also had a camshaft limiter, unfortunately the desired camshaft positions were not adjusted to reflect the restricted range of the camshaft.



Once again in the same vehicle we see a PE table modified to make a pretty AFR on the dyno sheet but fundamentally incorrect.

The desired AFR is  $1/(0.068+0.0059) = 13.5:1$

The desired AFR is  $1/(0.068+0.012) = 12.5:1$

Its pretty unlikely this tuner wants to lean the car out at 6500 rpm and is far more likely to they could not correct the airflow. This equates to an overtorque calculation which can impact the shift torque reduction as the airflow calculation is too high resulting in an overly rich mixture, leaning the commanded fuel is not correct, the mixture as measure should equal the commanded EQ.