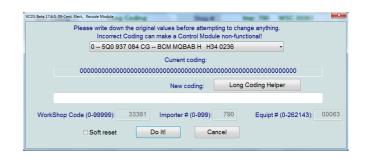
To get High beam assist:

Select Controller 09. Click Security Access. Enter the number 31347 as suggested by the tool tip.

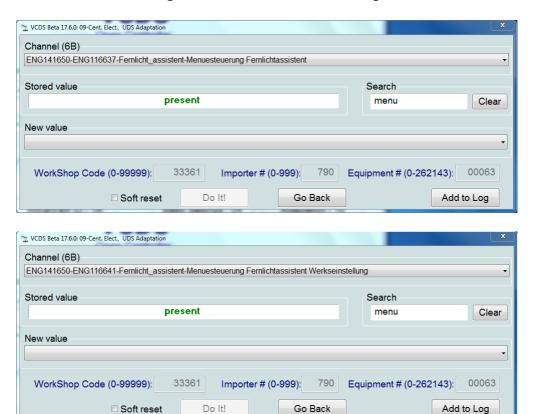
If you click 07-Coding (as some guides suggest) you may see the current coding is all zeros and the long coding helper wont work for you.

Close this window and click Adaptations.



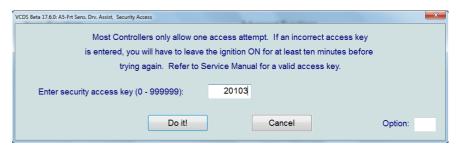
In the Search section type "menu". This will limit the selections in the Channel menu to any option with "menu" in it.

Find the following TWO options in the Channel menu and set them to Present, remembering to click Do It! After selecting the new value in each.



After changing both values, close the controller.

Select Controller A5. Click Security Access. Enter the number 20103 and click Do it!



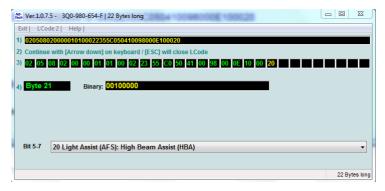
Select 07-Coding.

You may see the error that no coding information is available.



After clicking OK you will see a window.

Click once in the box at Byte 21 (the last box in this example that is highlighted yellow. Hover the mouse pointer over the box for a tooltip that displays the byte number).



From the pulldown menu at Bit 5-7, select 20 Light Assist (AFS): High Beam Assist (HBA).

Close all the controllers and exit VCDS.

Reset the Infotainment unit.

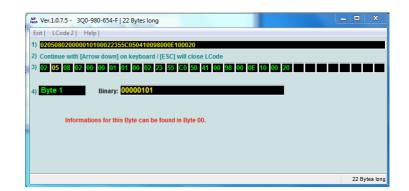
While the Infotainment unit is on, press and hold the power button for a long time. The unit will, at first, switch off (perhaps back to the clock screen) then it will completely power down to a black screen. Release the power button, then press it once to turn it back on.

Wait for the Unit to boot and press the Car button on the right of the screen. Tap Settings and look for the Light menu. Select the Light menu and at the top you should see Light Assist. Ensure that the option is ticked.

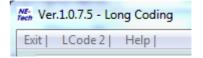


If you run into problems:

If you click into some of the items on row 3 you may see red text stating "Informations for this Byte can be found in Byte 00."



At the top of the window click the option LCode 2.



A new window will open that will let you edit the bits directly.

