FLAShING TROUBLE CODES ON 2003 FUEL INJECTED MOTORCycles

Purpose

Due to changes to the ECM on 2003 fuel injected motorcycles, the procedure by which trouble codes are flashed through the check engine lamp has been affected. As a result, a slight modification to the flashing procedure must be made in order to successfully flash trouble codes.

NOTE

The flashing procedure on carbureted motorcycles and the procedures by which trouble codes are read using the Scanalyzer and Digital Technician are not affected and remain unchanged.

Motorcycles Affected

All 2003 fuel injected motorcycles.

Required Dealer Action

To successfully flash trouble codes through the check engine lamp on all 2003 fuel injected motorcycles, proceed as follows:

1. Remove parts as necessary to access the data link connector.
2. Remove protective plug from the data link connector and connect one end of the jumper wire to terminal 1. See Figure 1.
3. Place the Engine Stop/Run Switch in the Run position.
   
   NOTE
   
   In order to successfully flash trouble codes using the check engine lamp, both ends of the jumper wire must be connected to the appropriate terminals no more than eight seconds after the ignition/light key switch is turned ON.
   
4. When poised to connect the free end of the jumper wire to terminal 2, turn the ignition/light key switch to ON and quickly connect jumper wire.

5. If the jumper wire is not connected to terminal 2 within eight seconds after the ignition/light key switch is turned ON, then trouble codes will not be flashed.

   NOTE

   If trouble codes do not exist, then the check engine lamp will not flash even though the jumper wire is properly connected within the eight second period.

NOTE

Keep jumper wire connected for the duration of the flashing procedure. The procedure is aborted if the jumper wire is disconnected before all codes are flashed.

Figure 1. Jumper Wire

Part Number 72191-94
2 Inch (51 mm)
18 Gauge Wire

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