

Fuelling overview

The fuelling node is used to as an interface to configure fuel usage calculations and fuel level reset events. This node is particularly useful for configuring setups for endurance racing vehicles where it is important to monitor and analyse fuel usage. The fuelling node automatically generates fuel usage channels including:

- Fuel Consumption
- Fuel Lap Economy
- Fuel Level
- Fuel Remaining
- Fuel Used Last Lap

Configure fuel usage channels

Select the **Enable** check box to enable the **Fuelling** node (1), and then select the **Fuel Count Channel** (2). For example, this can be a channel from the ECU via ECU node, CAN streams, or a Math Channel.

Note: You must configure the fuel count channel with **Units of Volume**.

You can apply a fuel count adjustment factor to convert the units of volume to cubic metres (3). You must also specify the vehicle fuel tank volume (4).

Finally, select the fuel tank direction (**Down** or **Up**) (5):

- **Down** – The generated fuel remaining channel provides the amount of fuel left in the tank.
- **Up** – The generated fuel remaining channel provides the amount of fuel used since the last fill.

The screenshot shows the 'Fuelling' configuration window. It has a header 'Fuelling' and a sub-section 'Inputs'. The following settings are highlighted with red boxes and numbered:

- 1:** The 'Enabled' checkbox is checked, with the text 'Check to include fuelling in the setup sent to the device.' below it.
- 2:** The 'Fuel Count Channel' dropdown menu is set to 'fuel_used'.
- 3:** The 'Fuel Count Adjustment' field is set to '1.000'.
- 4:** The 'Fuel Tank Capacity' field is set to '120.000' and the unit is 'ltr'.
- 5:** The 'Fuel Tank Direction' radio buttons are set to 'Down - the Fuel Remaining generated channel provides the amount of fuel left in the tank.'.

Configure fuel level reset events

To reset the generated fuel used channels to 0, you can configure two reset events (1). These can be an event (see [Setups – System Status](#)) or a button (see [Setups – Buttons](#)). The fill tank event is used to reset the generated fuel remaining channel to the maximum fuel tank capacity configured in the inputs, and can be either an event or a button trigger (2).

Events

Reset Fuel Used 1 Select the button or event that resets the Fuel Used 1 channel to 0 (Fuel Used 2 and Fuel Remaining are not affected).

Event ...

Button ... Press Release Click Hold Long Hold

Reset Fuel Used 2 Select the button or event that resets the Fuel Used 2 channel to 0 (Fuel Used 1 and Fuel Remaining are not affected).

Event ...

Button ... Press Release Click Hold Long Hold

Fill Tank Select the button or event that resets the Fuel Remaining channel to the Tank Capacity (Fuel Used 1 and Fuel Used 2 are not affected).

Event ...

Button ... Press Release Click Hold Long Hold

Generated channels

When you enable the **Fuelling** node, eight channels are automatically generated that you can use to monitor and analyse fuel usage. The channel rates for these generated channels must be set on the **Channel Rates** node (see [Setups – Channel Rates](#)) to be logged and displayed in the offloaded data.

Channel Rates	
Channels	<div style="border: 1px solid #ccc; padding: 2px;"> <p>Logger 0 : Rate Group 0 <input type="radio"/></p> <p>SS <input type="text"/></p> <p>HS <input type="text"/></p> </div>
Fuel Consumption	Off
Fuel Lap Economy	Off
Fuel Level Reset Button	Off
Fuel Predicted Laps	Off
Fuel Remaining	Off
Fuel Used 1	Off
Fuel Used 2	Off
Fuel Used Last Lap	Off