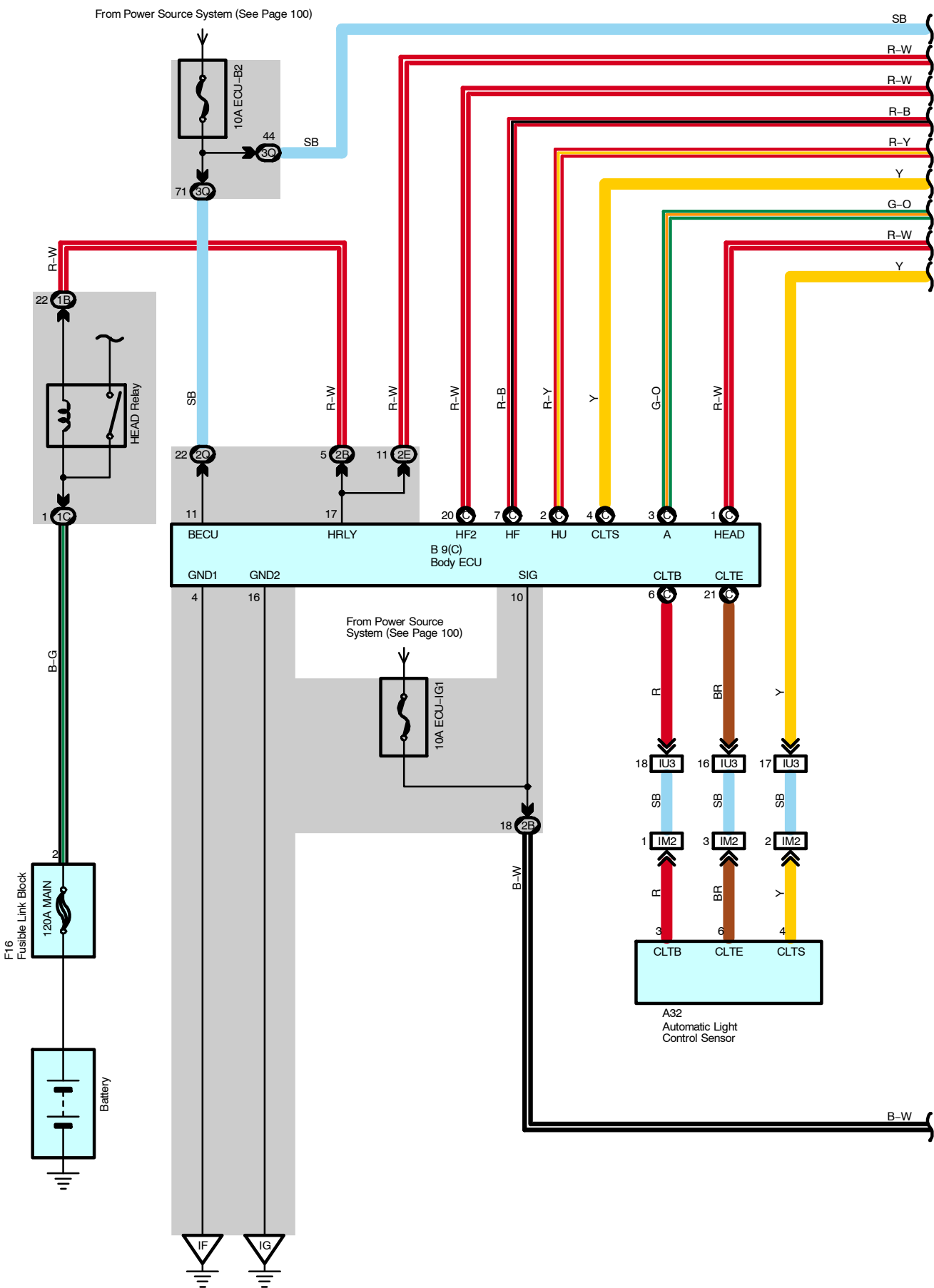
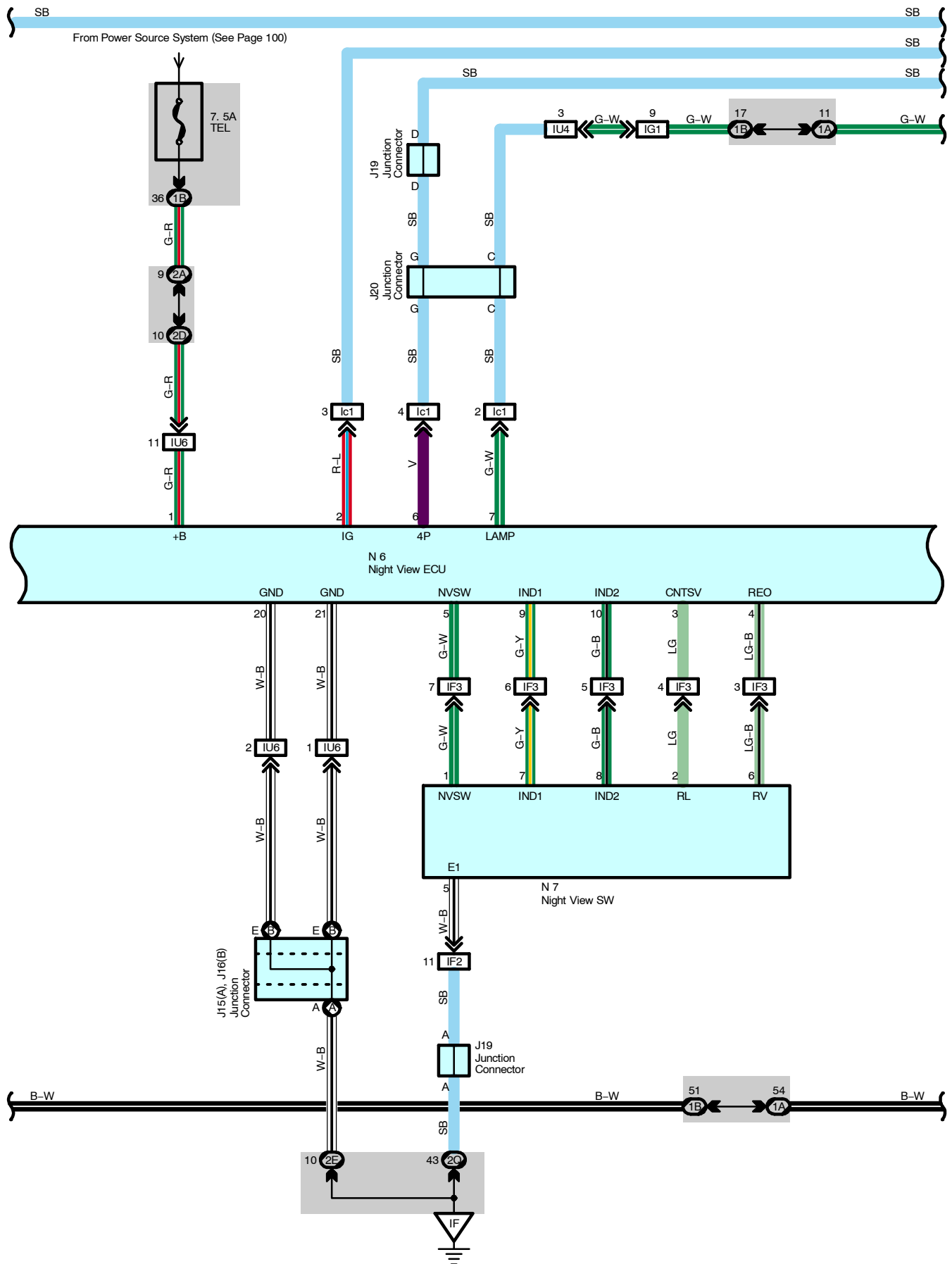
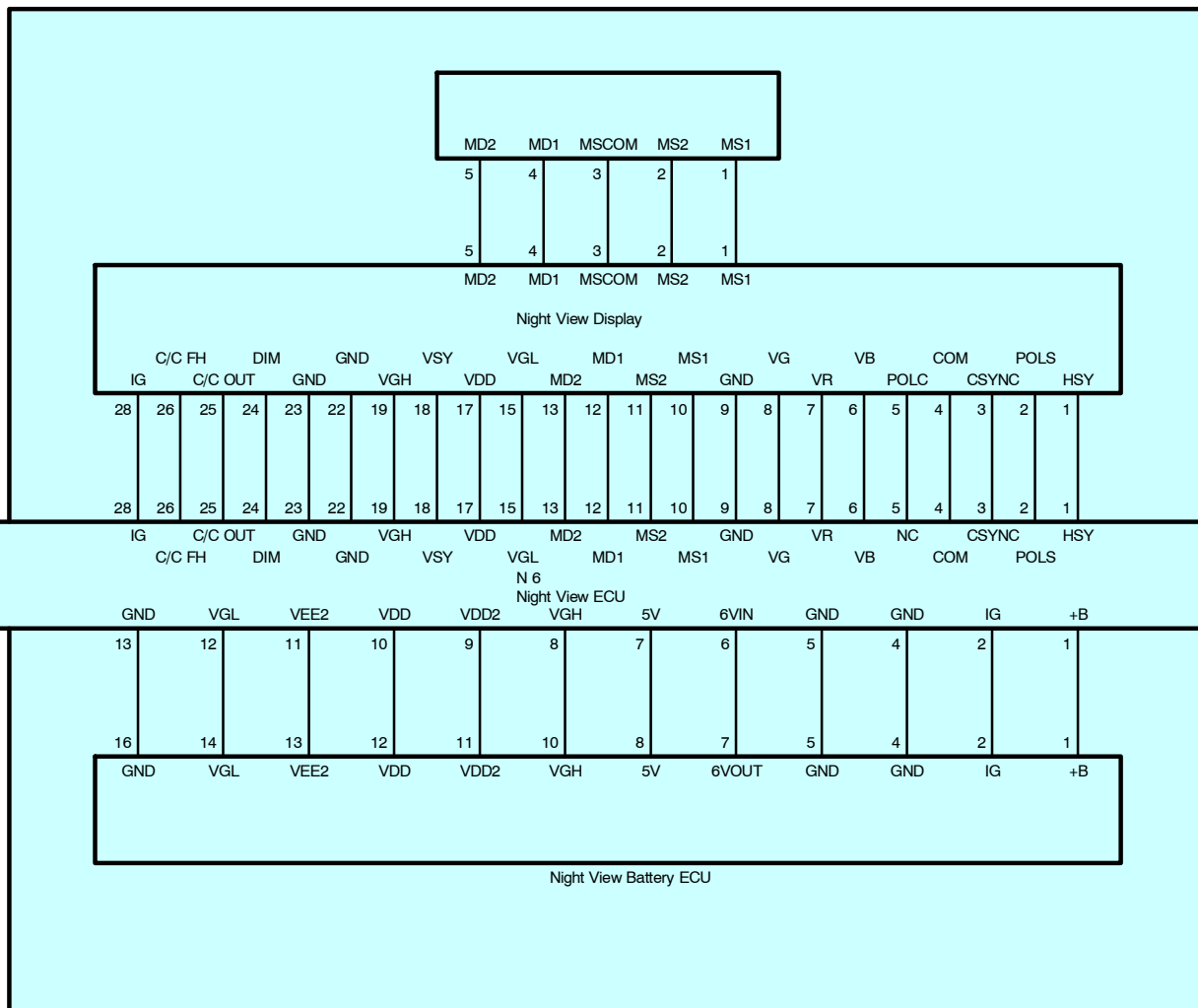
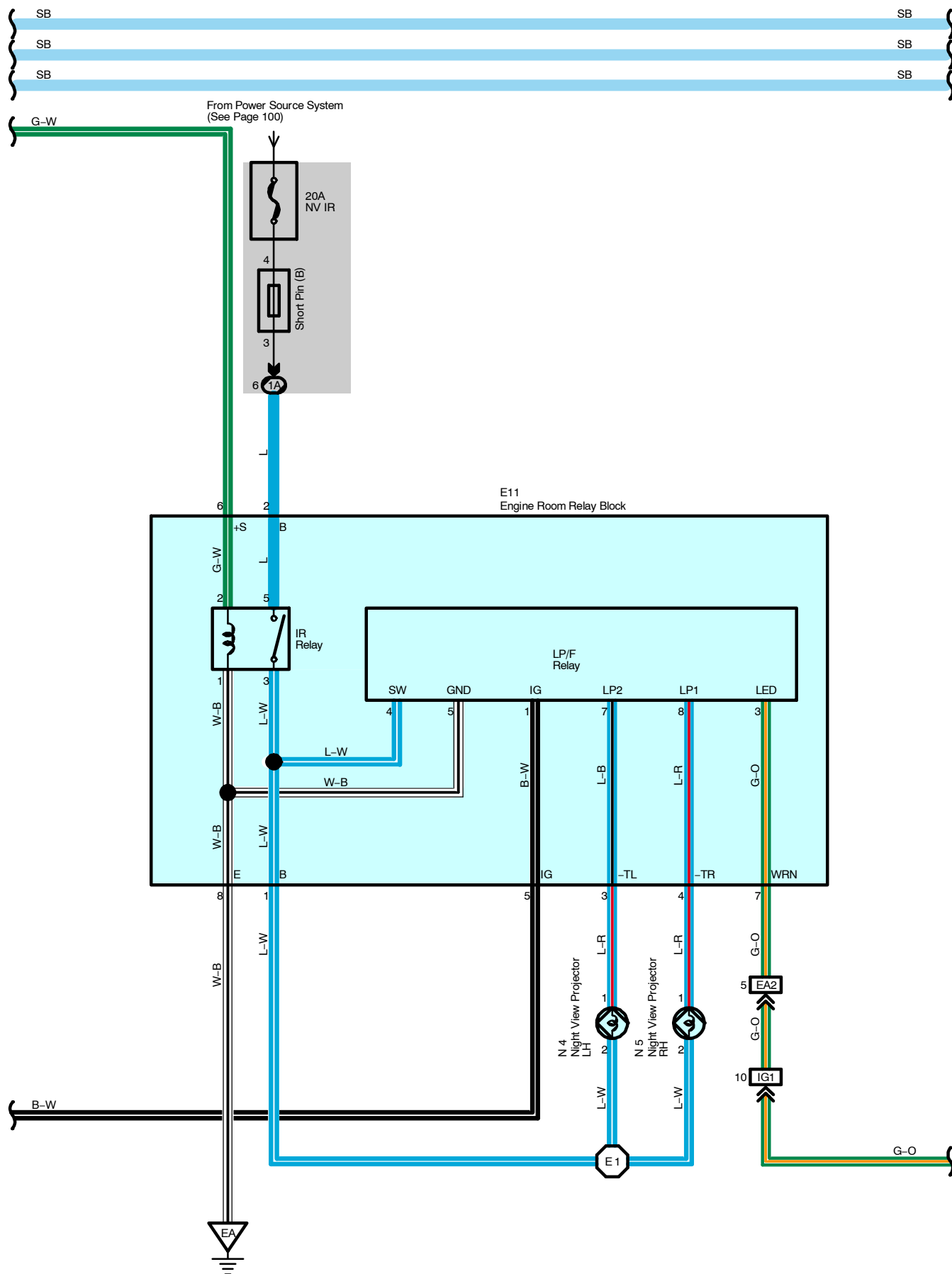




LEXUS Night View System







LEXUS Night View System

System Outline

- * A LEXUS night view system uses night view projectors and a night view camera to capture an image of a field of vision farther than the forward field of vision visible to the driver at night. Then, it displays the image at the bottom of the front windshield to supplement the driver's vision.
- * While infrared rays in general cannot be seen by the naked eye, near-infrared rays are characterized by their ability to become reflected by objects. This system uses night view projectors that emit near-infrared rays in front of the vehicle in the same distance as the high-beam headlights. Then, a night view camera receives the reflected rays and converts them into image data. Due to the properties of the near-infrared rays that cause them to become reflected by objects, this system can capture a natural image of the objects in front of the vehicle.
Because near-infrared rays are also included in the light that is emitted by the headlights, the night view camera also captures the resulting reflected rays.
- * The two night view projectors are mounted on the front bumper, and the night view camera is mounted above the front windshield.
- * The night view display, located above the instrument panel at the driver side, displays the image, which was captured by the night view camera, at the bottom area of the driver side of the front windshield.
- * The operation of this system is permitted only when the ignition switch is ON, the headlights are ON, and the light control sensor of the automatic light control system has determined that the surroundings of the vehicle has become dark. The system activates when the driver turns ON the night view switch under these conditions.

○ : Parts Location

Code	See Page	Code	See Page	Code	See Page
A32	70	F16	68	N4	69
B9	70	J7	72	N5	69
C14	71	J15	72	N6	72
C16	71	J16	72	N7	72
C17	71	J18	72	N9	74
C18	71	J19	72	V2	69
E11	68	J20	72		

○ : Junction Block and Wire Harness Connector

Code	See Page	Junction Block and Wire Harness (Connector Location)
1A	24	Engine Room Main Wire and Engine Room J/B (Engine Compartment Left)
1B	24	Engine Room No.2 Wire and Engine Room J/B (Engine Compartment Left)
1C		
2A	28	Engine Room No.2 Wire and Cowl Side J/B LH (Left Kick Panel)
2B		
2D	28	Dash Wire and Cowl Side J/B LH (Left Kick Panel)
2E		
2Q	30	Instrument Panel Integration Wire and Cowl Side J/B LH (Left Kick Panel)
3E	40	Dash Wire and Cowl Side J/B RH (Right Kick Panel)
3Q	42	Instrument Panel Integration Wire and Cowl Side J/B RH (Right Kick Panel)

 : **Connector Joining Wire Harness and Wire Harness**

Code	See Page	Joining Wire Harness and Wire Harness (Connector Location)
EA2	78	Engine Room Main Wire and Engine Room No.2 Wire (Engine Compartment Right)
EB1	78	Engine Wire and Transmission Wire (On the Transmission)
IE2	80	Dash Wire and Roof No.1 Wire (Left Kick Panel)
IF2	80	Instrument Panel Integration Wire and Instrument Panel Wire (Left Side of Instrument Panel)
IF3		
IG1	82	Engine Room No.2 Wire and Dash Wire (Behind the Combination Meter)
II3	82	Dash Wire and Column Wire (Near the Ignition SW)
II5		
IM2	82	Instrument Panel Integration Wire and Instrument Panel No.3 Wire (Right Side of Instrument Panel)
IO3	82	Engine Wire and Dash Wire (Behind the Glove Box)
IU3	84	Instrument Panel Integration Wire and Dash Wire (Behind the Glove Box)
IU4		
IU6		
IX1	86	Instrument Panel Integration Wire and Engine Wire (Behind the Glove Box)
Ic1	86	Instrument Panel Integration Wire and Instrument Panel Integration Wire (Left Side of Instrument Panel)
Ie2	86	Dash Wire and Dash Wire (Behind the Combination Meter)

 : **Ground Points**

Code	See Page	Ground Points Location
EA	78	Front Right Side of Fender Apron
EC	78	Rear Bank of Right Cylinder Head
IF	80	Set Bolt of Cowl Side J/B LH
IG		
II	80	Set Bolt of Cowl Side J/B RH

 : **Splice Points**

Code	See Page	Wire Harness with Splice Points	Code	See Page	Wire Harness with Splice Points
E1	78	Engine Room Main Wire	E4	78	Engine Wire