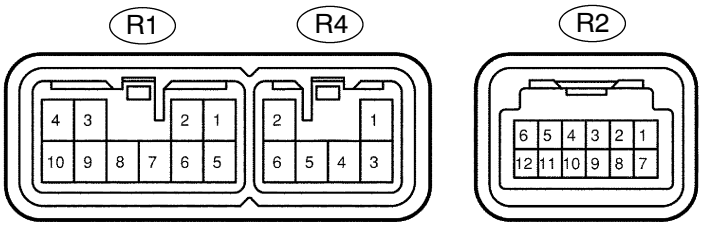
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TERMINALS OF ECU

1. Except 9 Speakers models:

RADIO RECEIVER ASSY



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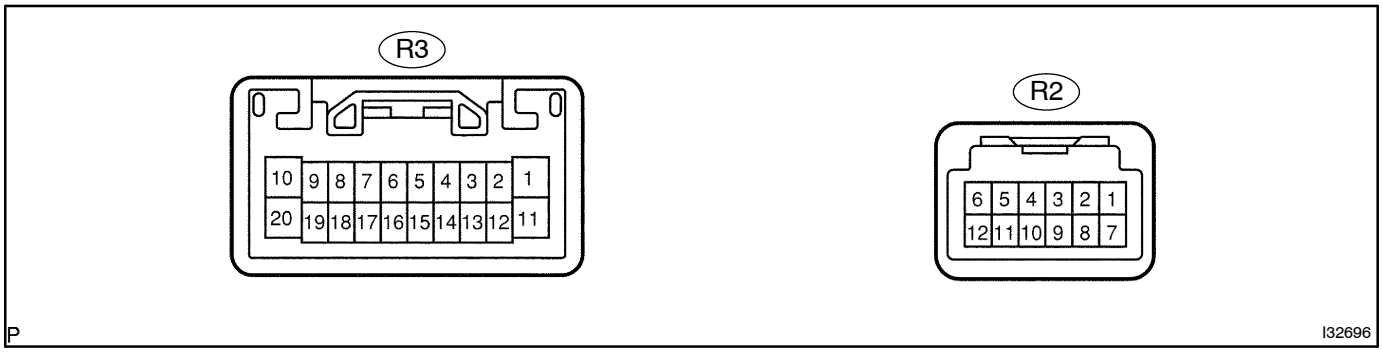
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Terminal No. (Symbols)	Wiring Color	Condition	STD Voltage (V)
R1–1 ⇔ R1–7 (FR+ ⇔ GND)	Y–G ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
R1–2 ⇔ R1–7 (FL+ ⇔ GND)	P ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
R1–3 ⇔ R1–7 (ACC ⇔ GND)	GR ⇔ BR	Ignition switch to ACC	10 – 14
R1–4 ⇔ R1–7 (+B ⇔ GND)	L–Y ⇔ BR	Always	10 – 14
R1–5 ⇔ R1–7 (FR– ⇔ GND)	W–L ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
R1–6 ⇔ R1–7 (FL– ⇔ GND)	P ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
R1–7 ⇔ Body ground (GND ⇔ Body ground)	BR ⇔ Body ground	Always	Continuity
R1–8 ⇔ R1–7 (ANT ⇔ GND)	B ⇔ BR	Radio switch ON and AM or FM	10 – 14
R1–10 ⇔ R1–7 (ILL+ ⇔ GND)	G ⇔ BR	Light control switch TAIL	10 – 14
R2–1 ⇔ Body ground (SLD ⇔ Body ground)	Shielded ⇔ Body ground	Always	Continuity
R2–2 ⇔ R1–7 (R+ ⇔ GND)	B ⇔ BR	Disc player changer system is sounding	A waveform synchronized with sounds is output
R2–3 ⇔ R1–7 (R– ⇔ GND)	W ⇔ BR	Disc player changer system is sounding	A waveform synchronized with sounds is output
R2–4 ⇔ R1–7 (L+ ⇔ GND)	R ⇔ BR	Disc player changer system is sounding	A waveform synchronized with sounds is output
R2–5 ⇔ R1–7 (L– ⇔ GND)	G ⇔ BR	Disc player changer system is sounding	A waveform synchronized with sounds is output
R2–6 ⇔ R1–7 (MUTE ⇔ GND)	P ⇔ BR	Audio system is sounding	Above 3.5
R2–9 ⇔ R1–7 (TX+ ⇔ GND)	L ⇔ BR	Always	Continuity

Terminal No. (Symbols)	Wiring Color	Condition	STD Voltage (V)
R2–10 ⇔ R1–7 (TX– ⇔ GND)	LG ⇔ BR	Always	Continuity
R4–1 ⇔ R1–7 (RR+ ⇔ GND)	R ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
R4–2 ⇔ R1–7 (RL+ ⇔ GND)	B ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
R4–3 ⇔ R1–7 (RR– ⇔ GND)	W ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
R2–5 ⇔ R1–7 (ILL– ⇔ GND)	W–G ⇔ BR	Light control switch TAIL	Continuity
R4–6 ⇔ R1–7 (RL– ⇔ GND)	Y ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output

2. 9 Speakers models:

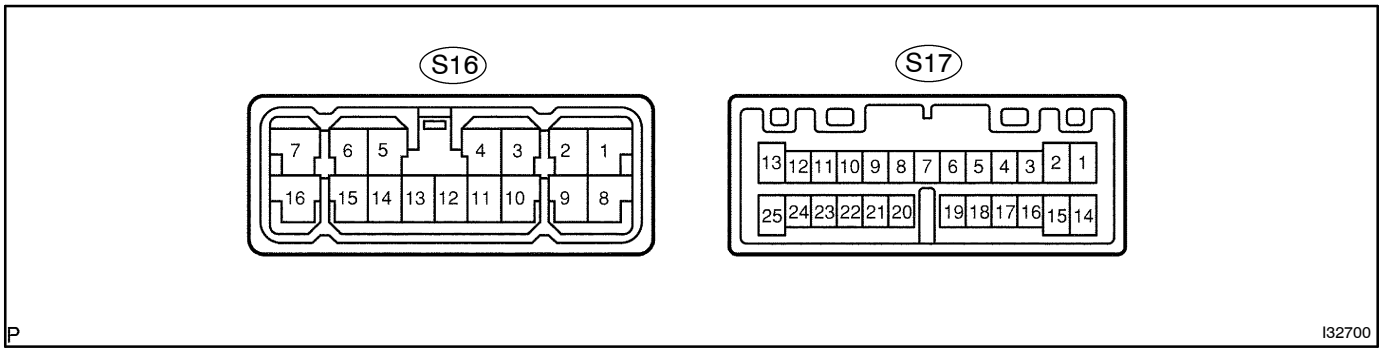
RADIO RECEIVER ASSY



Terminal No. (Symbols)	Wiring Color	Condition	STD Voltage (V)
R2–1 ⇔ Body ground (SGND ⇔ Body ground)	Shielded ⇔ Body ground	Always	Continuity
R2–2 ⇔ R3–20 (R+ ⇔ GND)	B ⇔ BR	Disc player changer system is sounding	A waveform synchronized with sounds is output
R2–3 ⇔ R3–20 (R– ⇔ GND)	W ⇔ BR	Disc player changer system is sounding	A waveform synchronized with sounds is output
R2–4 ⇔ R3–20 (L+ ⇔ GND)	R ⇔ BR	Disc player changer system is sounding	A waveform synchronized with sounds is output
R2–5 ⇔ R3–20 (L– ⇔ GND)	G ⇔ BR	Disc player changer system is sounding	A waveform synchronized with sounds is output
R2–6 ⇔ R3–20 (MUTE ⇔ GND)	P ⇔ BR	Audio system is sounding	Above 3.5
R2–9 ⇔ R3–20 (TX+ ⇔ GND)	L ⇔ BR	Always	Continuity
R2–10 ⇔ R3–20 (TX– ⇔ GND)	LG ⇔ BR	Always	Continuity
R3–1 ⇔ R3–20 (BU ⇔ GND)	L–Y ⇔ BR	Always	10 – 14
R3–5 ⇔ R3–20 (TX+ ⇔ GND)	P ⇔ BR	Always	Continuity

Terminal No. (Symbols)	Wiring Color	Condition	STD Voltage (V)
R3–7 ⇔ R3–20 (MUTE ⇔ GND)	B–W ⇔ BR	Audio system is sounding	Above 3.5
R3–8 ⇔ R3–20 (R+ ⇔ GND)	R ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
R3–9 ⇔ R3–20 (L+ ⇔ GND)	B ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
R3–11 ⇔ R3–20 (ACC ⇔ GND)	GR ⇔ BR	Ignition switch to ACC	10 – 14
R3–13 ⇔ R3–20 (ANT ⇔ GND)	B ⇔ BR	Radio switch ON and AM or FM	10 – 14
R3–15 ⇔ R3–20 (TX– ⇔ GND)	V ⇔ BR	Always	Continuity
R3–18 ⇔ R3–20 (R– ⇔ GND)	G ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
R3–19 ⇔ R3–20 (L– ⇔ GND)	W ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
R3–20 ⇔ Body ground (GND ⇔ Body ground)	BR ⇔ Body ground	Always	Continuity

3. 9 Speakers models:
STEREO COMPONENT AMPLIFIER



Terminal No. (Symbols)	Wiring Color	Condition	STD Voltage (V)
S16–1 ⇔ S16–13 (FR+ ⇔ GND)	L ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
S16–2 ⇔ S16–13 (FL+ ⇔ GND)	(*1) L ⇔ BR (*2) G ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
S16–3 ⇔ S16–13 (RR+ ⇔ GND)	R ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
S16–4 ⇔ S16–13 (RL+ ⇔ GND)	B ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
S16–5 ⇔ S16–13 (WFR+ ⇔ GND)	G–B ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
S16–6 ⇔ S16–13 (WFL+ ⇔ GND)	L–R ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output

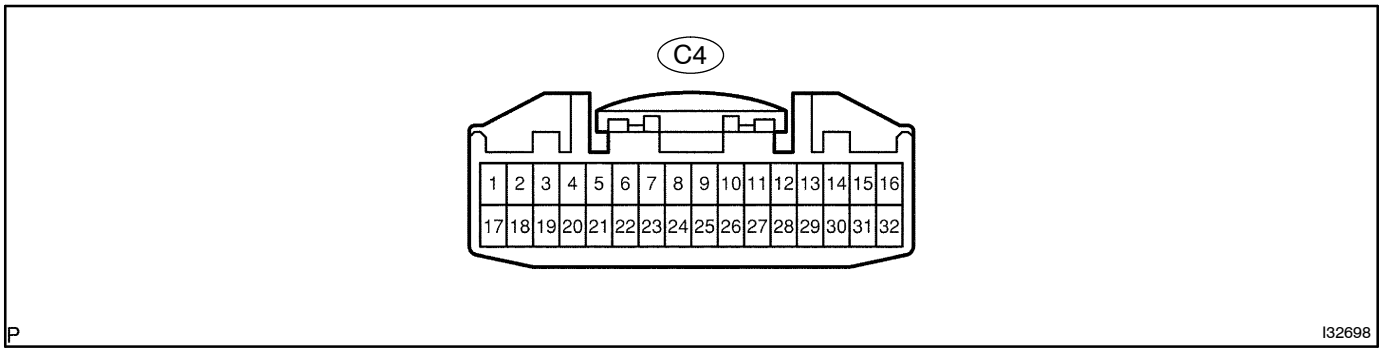
Terminal No. (Symbols)	Wiring Color	Condition	STD Voltage (V)
S16–7 ⇔ S16–13 (+B ⇔ GND)	L–Y ⇔ BR	Always	10 – 14
S16–8 ⇔ S16–13 (FR– ⇔ GND)	LG ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
S16–9 ⇔ S16–13 (FL– ⇔ GND)	(*2) G–B ⇔ BR (*1) LG ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
S16–10 ⇔ S16–13 (RR– ⇔ GND)	W ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
S16–11 ⇔ S16–13 (RL– ⇔ GND)	Y ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
S16–12 ⇔ Body ground (E ⇔ Body ground)	BR ⇔ Body ground	Always	Continuity
S16–13 ⇔ Body ground (GND ⇔ Body ground)	BR ⇔ Body ground	Always	Continuity
S16–14 ⇔ S16–13 (WFR– ⇔ GND)	G ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
S16–15 ⇔ S16–13 (WFL– ⇔ GND)	L–B ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
S16–16 ⇔ S16–13 (+B2 ⇔ GND)	L–Y ⇔ BR	Always	10 – 14
S17–1 ⇔ S16–13 (MR+ ⇔ GND)	Y ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
S17–2 ⇔ S16–13 (ML+ ⇔ GND)	P ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
S17–5 ⇔ S16–13 (TX+ ⇔ GND)	L ⇔ BR	Always	Continuity
S17–11 ⇔ S16–13 (R+ ⇔ GND)	R ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
S17–12 ⇔ S16–13 (L+ ⇔ GND)	B ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
S17–13 ⇔ S16–13 (SPD ⇔ GND)	V–R ⇔ BR	Vehicle is driving	Pulse generation
S17–14 ⇔ S16–13 (MR– ⇔ GND)	B ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
S17–15 ⇔ S16–13 (ML– ⇔ GND)	V ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
S17–18 ⇔ S16–13 (TX– ⇔ GND)	LG ⇔ BR	Always	Continuity
S17–20 ⇔ S16–13 (ACC ⇔ GND)	GR ⇔ BR	Ignition switch to ACC	10 – 14
S17–21 ⇔ S16–13 (MUTE ⇔ GND)	B ⇔ BR	Audio system is sounding	Above 3.5
S17–22 ⇔ Body ground (ASGD ⇔ Body ground)	Shielded ⇔ Body ground	Always	Continuity

Terminal No. (Symbols)	Wiring Color	Condition	STD Voltage (V)
S17–23 ⇔ S16–13 (R– ⇔ GND)	G ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output
S17–24 ⇔ S16–13 (L– ⇔ GND)	W ⇔ BR	Audio system is sounding	A waveform synchronized with sounds is output

*1: LHD w/ Navigation System

*2: Except *1

4. DISC PLAYER CHANGER



Terminal No. (Symbols)	Wiring Color	Condition	STD Voltage (V)
C4–1 ⇔ C4–21 (MUTE ⇔ GND)	P ⇔ BR	Audio system is sounding	Above 3.5
C4–2 ⇔ C4–21 (CDL– ⇔ GND)	G ⇔ BR	Disc player changer system is sounding	A waveform synchronized with sounds is output
C4–3 ⇔ C4–21 (CDL+ ⇔ GND)	R ⇔ BR	Disc player changer system is sounding	A waveform synchronized with sounds is output
C4–4 ⇔ C4–21 (CDR– ⇔ GND)	W ⇔ BR	Disc player changer system is sounding	A waveform synchronized with sounds is output
C4–5 ⇔ C4–21 (CDR+ ⇔ GND)	B ⇔ BR	Disc player changer system is sounding	A waveform synchronized with sounds is output
C4–17 ⇔ C4–21 (+B ⇔ GND)	L–Y ⇔ BR	Always	10 – 14
C4–18 ⇔ C4–21 (ACC ⇔ GND)	GR ⇔ BR	Ignition switch to ACC	10 – 14
C4–19 ⇔ C4–21 (TXM– ⇔ GND)	LG ⇔ BR	Always	Continuity
C4–20 ⇔ C4–21 (TXM+ ⇔ GND)	L ⇔ BR	Always	Continuity
C4–21 ⇔ Body ground (GND ⇔ Body ground)	BR ⇔ Body ground	Always	Continuity