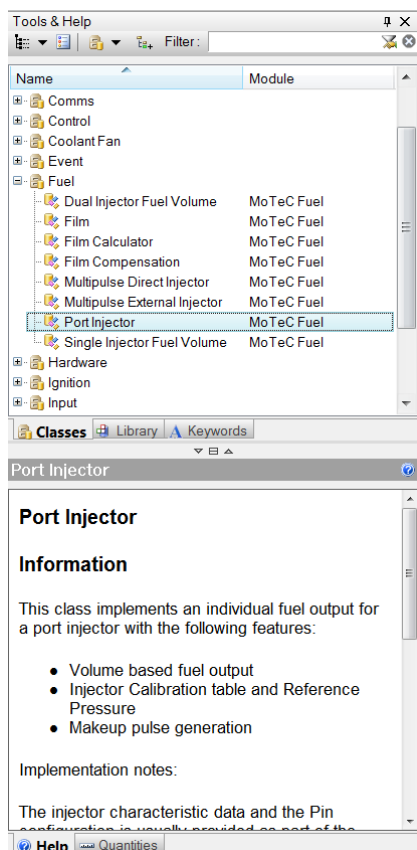# M1 BUILD

M1 Build comes with several supplements to get you started as quickly as possible.

After installing M1 Build, all manuals (except the M1 Tune User Guide) are accessible in M1 Build via the Help menu.

A built-in Tools & Help window is also provided, as in the Port Injector class example below.

▶ M1 BUILD USER MANUAL

The M1 Build User Manual contains comprehensive information on how to operate M1 Build and make use of all the menu options.

▶ M1 DEVELOPMENT MANUAL

The M1 Development Manual is your guide to successfully creating Projects. It explains the M1 Scripting Language as well as the components of a Project and how they are used in the M1 environment.

▶ M1 TUNE USER GUIDE

The M1 Tune User Guide explains how to calibrate a Package for an M1 ECU using M1 Tune.

▶ M1 ECU HARDWARE

M1 ECU Hardware shows the capabilities of the existing M1 ECU hardware versions.

▶ M1 VEHICLE HARDWARE SUPPORT

M1 Vehicle Hardware Support details the scope of vehicle/engine hardware that is currently supported by the integrated software classes of M1 Build.

▶ M1 BUILD LED SAMPLE PROJECT

The M1 Build LED Sample Project is a step by step guide with basic instructions for creating a simple Project. It consists of the Project itself, which can be opened in M1 Build, and an associated presentation.

The project is opened via the File > New Project > From Example Project menu.

The presentation is displayed via the Help > Manuals > Examples > LED Sample menu.

▶ M1 BUILD ENGINE EXAMPLE PROJECT

The M1 Build Engine Example Project shows a complete engine Project. It also consists of the Project itself, which can be opened in M1 Build, and an associated presentation that explains step by step how this project can be set up.

The Project is loaded via the File > New Project > From Example Project menu.

The presentation is displayed via the Help > Manuals > Examples > Engine Example menu.

▶ TOOLS & HELP

The Tools & Help window in M1 Build lists all Classes that are provided by MoTeC, plus Library functions and Keywords of the M1 Programming Language. Classes group parameters that are needed often, or facilitate the inclusion of complex tasks. For example, all interaction with physical hardware in the M1 ECU is provided in the Hardware Class.

By selecting a Class, the Help window describes the purpose and features of the Class and its integration into a Project. Similarly, by selecting a Library function or a Keyword, the Help window shows associated information.

The M1 Development Manual explains how Projects can be generated using Classes, Library functions and the M1 Programming Language.