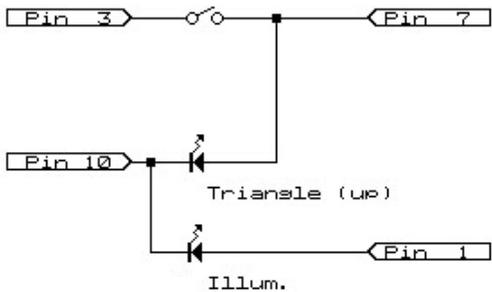
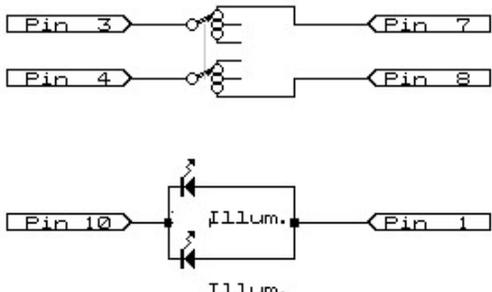
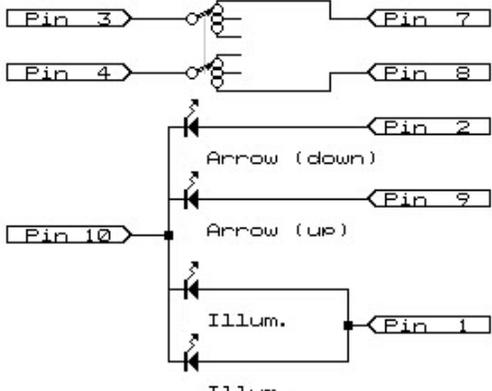


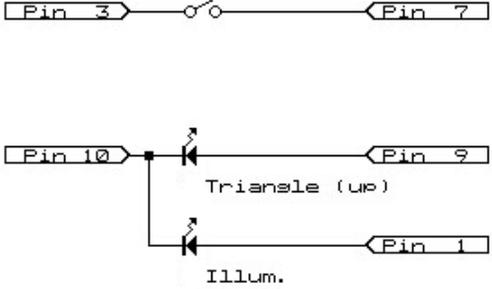
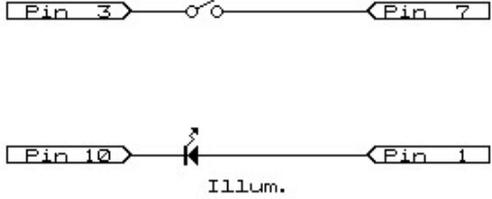
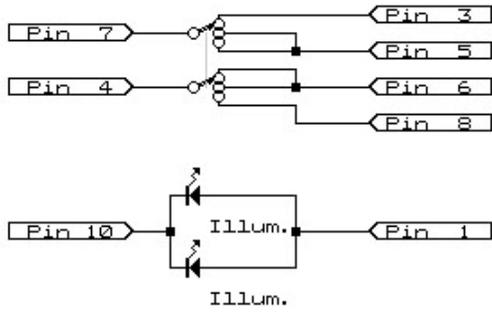
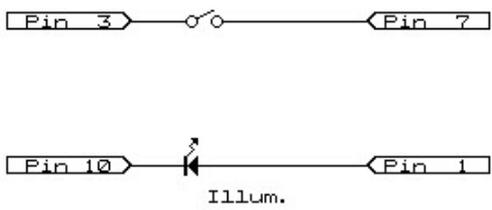
**Dodge Sprinter Console Switches**  
**17-Sep-2006**

The following table documents some of the Dodge Sprinter console toggle switches available from Dodge dealers. Although each is intended for a specific Sprinter accessory, they may be ordered separately and used for other purposes. The icons will, of course, tend not to be very sensible when used for arbitrary functions, but then again they are not all that sensible when used for their intended purpose, either. This list is not exhaustive--it only contains the switches that happen to exist on my Sprinter (either because it came with them or because I bought them for use in one of my mad-scientist experiments), or which were kindly provided to me by other Sprinter owners. I'd be glad to add any additional switches for which anyone is moved to send me the data.

This document is for your hacking pleasure only, and probably contains errors. You are solely responsible for any use you may make of this information.

Please send additions and corrections to [lucas@maya.com](mailto:lucas@maya.com).

Dodge Part #	MB Part #	Description	Type	Momentary?	Icon	Schematic	Price
5103 853AA	005-545-01-07	Switch, Rear Blower	SPST	no			\$28.07
5120 484AA	006-545-51-07	Switch, Fog Lamp	DPST, Center Off	no			\$28.07
5103 855AA	005-545-36-07	Switch, Central Locking	DPST, Center Off	yes			

5103 854AA	005-545-24-07	Switch, Cargo Lamp	SPST, Normally Open	yes			\$28.07
5120 472AA	006-545-08-07	Switch, Traction Control	SPST, Normally Open	yes			
5120 490AA	901-545-04-07	Switch, Ventilator	DP3T	no			\$32.01
5103 864AA	006-545-52-07	Switch, Fog Lamp	SPST	no			\$12.49

**Notes:**

- If the "Momentary?" column says "yes", that means that when you release the switch it returns to its initial state (like a pushbutton). If it says "no", it means that the switch will stay where you put it until you change it (like a light switch).
- In typical applications, Pin 1 should be connected to a circuit switched with the headlights, and Pin 10 should be connected to ground.
- The LEDs marked "illum" are for overall illumination of the switches at night (and are always connected to Pins 1 and 10). Sometimes there is only one of these, and sometimes there are two, depending on the needs of the particular icon on a given switch. The others are for particular status indicators, and may or may not be separately controllable. See the schematics for details.
- As far as I can tell, each of these switches is physically interchangeable with all others. There have been some reports that they are matched to specific holes in the console, but I have been unable to detect any sign of this.
- The icons on the front of the switches are printed on thin plastic caps that fit tightly over a common mechanism. These caps are physically interchangeable, so you can swap them around. However, the LEDs may or may not align with the translucent places where the light shines through. Also, whether a given switch latches or is momentary seems to be determined by little ridges molded into these caps, not by the switch itself.