

VSETT Fault Code Resolution

ERROR CODE	Fault Code	Diagnostic Step	Resolution
0	Normal Status	Normally ok; Turn off and on the scooter to see if the error persists	Normally ok
2	Brake	Check brake lever on handlebar and see if brake spring all the way back;	Give the brake lever a few hard presses to ensure that it is not stuck; If jammed, then unclog the source of the jam.
		Check brake caliper to see if the brake line is springing back to original position. Also check brake hose to see if it is jammed.	If brake caliper is not springing back, spray some wd40 to make sure it springs back to original position.
6	Battery Undervoltage	Check LCD setting P03 and P15; Give battery a full charge to see if issue persists	P03 should be in accordance to the voltage specified in the user manual. P15 should be the specified voltage - 6V
7	Motor Fault	Unplug and plug motor connector back in to see if issue persists;	If problem is resolved, then make sure connector is pushed in all the way.
		If issue persists; check motor wire and connector pins to see if there are any issues.	Either replace the motor or replace motor wire.
8	Turnstile Fault	Check if back screw or magnet has come loose in the throttle/LCD	Tighten back screw or replace magnet in the throttle
9	Controller Fault	Replace controller	Replace controller
10	Communication Receiving Fault	Unplug and plug in LCD connector and see if issue persists; IF issue persists, then wiggle the LCD wire in different directions to see if problem persists	Change of wiring harness from LCD to controller might be needed if the issue persists
11	Communication Transmission Fault	Unplug and plug in controller connector and see if issue persists; IF issue persists, then wiggle the LCD wire in different directions to see if problem persists	Change of wiring harness from LCD to controller might be needed if the issue persists
12	BMS comm Failure	Check if battery is able to charge; if battery is able to charge, then check connector of battery to controller;	If problem persists, then a battery change might be necessary