ASSEMBLY INSTRUCTIONS Yamaha MT10 2016-2021, PPV-MT10

The **PPV-MT10** is a programmable controller designed to manage the operation of the EXUP valve in Yamaha MT-10 motorcycles and other compatible models. It provides riders with the ability to switch between the factory-original valve operation and a fully open mode, depending on their riding needs.

This controller is ideal for both street and track use allowing noise reduction and improved lowend torque during normal riding, while enabling maximum performance and unrestricted exhaust flow for racing environments. The PPV-MT10 supports both switch and push-button input and also includes an option for permanently setting the valve to the open position.

The EXUP valve can be operated in two modes:

Original Mode – functions as intended by the manufacturer.

Always Open Mode – keeps the valve fully open at all times (ideal for track use).

Switch Operation

- When the switch is in the closed position, the servo operates in Always Open Mode
- When the switch is in the open position, the servo operates in Original Mode.

Push Button Operation

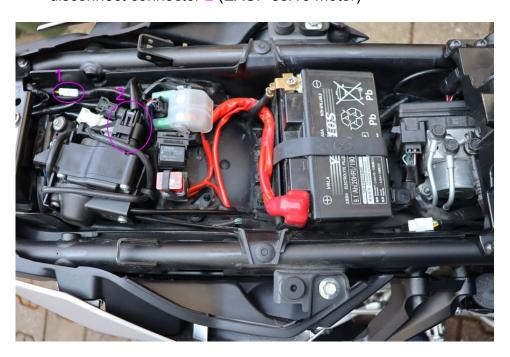
- Press and hold the button for more than 2 seconds to activate Always Open Mode.
- A short press returns the servo to Original Mode.

Permanent Open

 To permanently keep the servo in the open position (without using a switch/ push button), connect the **brown** and **brown/white** wires together.

ASSEMBLY:

- Remove seat.
- Disconnect connectors (look at picture below):
 - disconnect connector 1 (rear light power supply)
 - disconnect connector 2 (EXUP servo motor)



Connect connectors from PPV-MT10 to previously disconnected connectors (look at pictures

below):





Connector **3** is for the switch/ push button used to select the operation mode. To keep the servo permanently in the open position (without using a switch/ push button), connect the **brown** and **brown/white** wires together at the connector **3**.

After everything is connected correctly, tidy up the wires as shown in the picture below.

