

BMW CAS4+ Add Key and All Keys Lost with CGDI Prog

About: How to add CAS4+ keys (and when all keys are lost situation), using CGDI key programmers.

Optional tools: CG PRO 9s12, [CGDI BMW](#), CG100 full-featured

Tutorial:

[Part 1: Add CAS4+ key](#)

[Part 2: Program CAS4+ all keys lost](#)

Part 1: Add CAS4+ key

CAS4 antitheft buggy key programming, needs to be read to configure the key, read CAS4+ antitheft data and load data to match keys

Step 1: Read CAS4+ anti-theft data using [CG Pro 9S12](#)

CAS4 anti-theft computer module



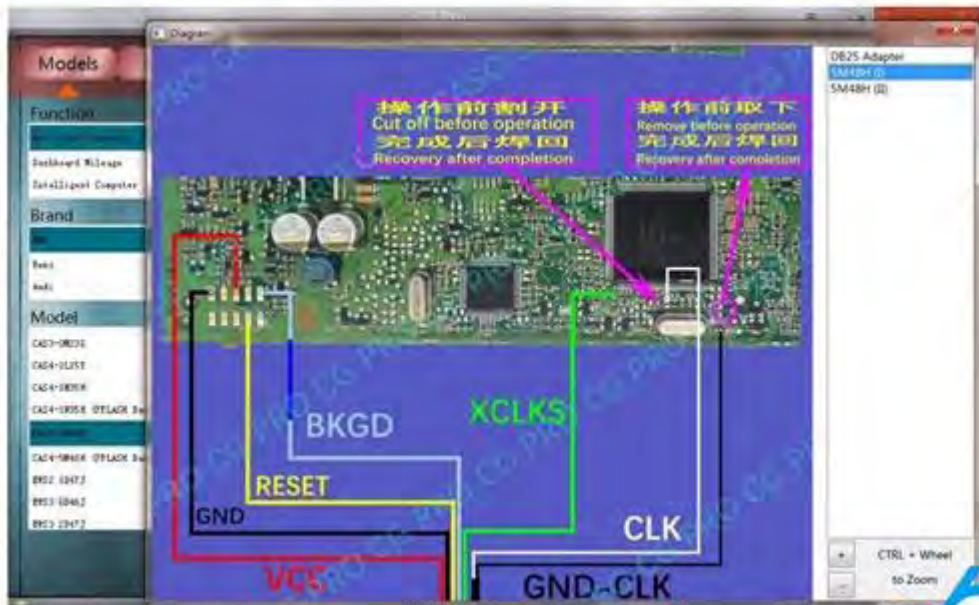
CAS 4+ anti-theft computer modul



CAS 4+ anti-theft computer modul



CGDI-Pro and CAS4 wiring diagram



Software physical wiring diagram



Connect to CGDI-PRO



Physical connection

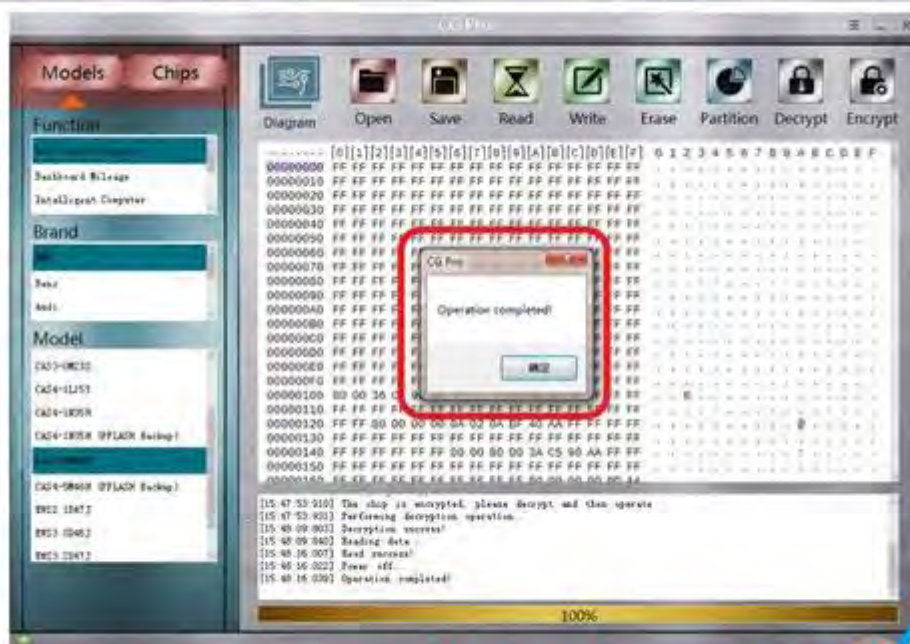




Connect the CG-Pro



Decrypt successfully and save data



Decrypt successfully and save the



Step 2: Match the new key with [CGDI BMW](#)

Go to "CAS4 Key Match"



Click on the "CAS4 key match"



Load CAS data



Load CAS 4+ data read by CG-Pro





Choose the engine data with CG 

Display key data in the CGDI interface

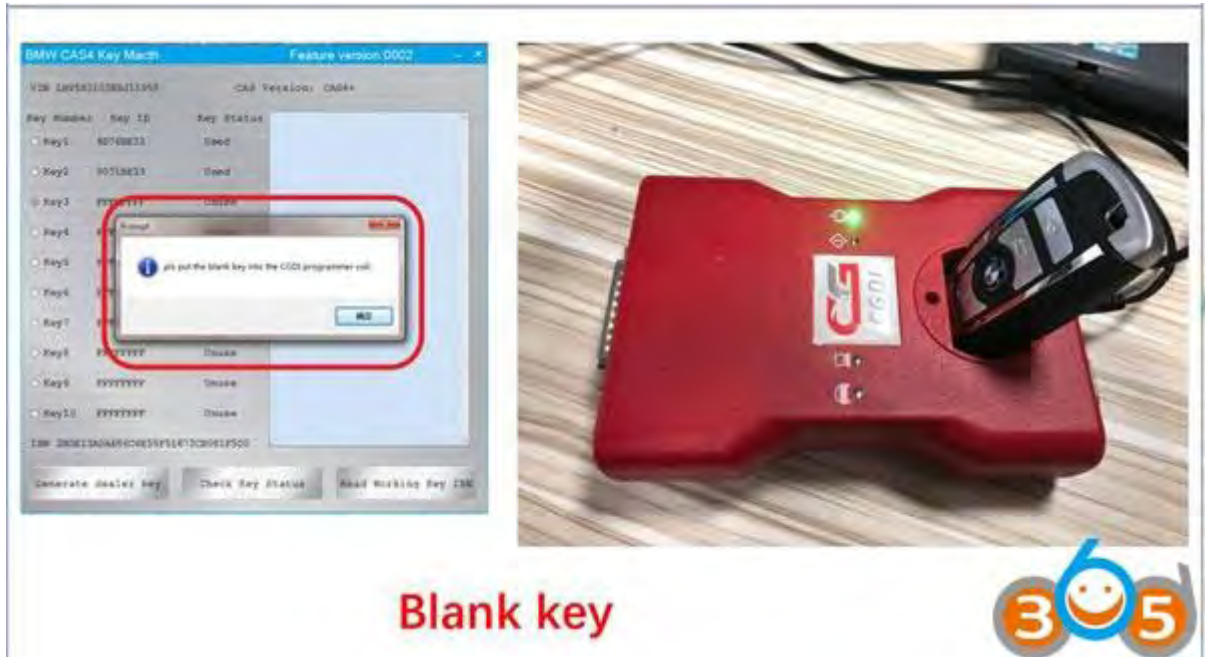


Display relevant information 

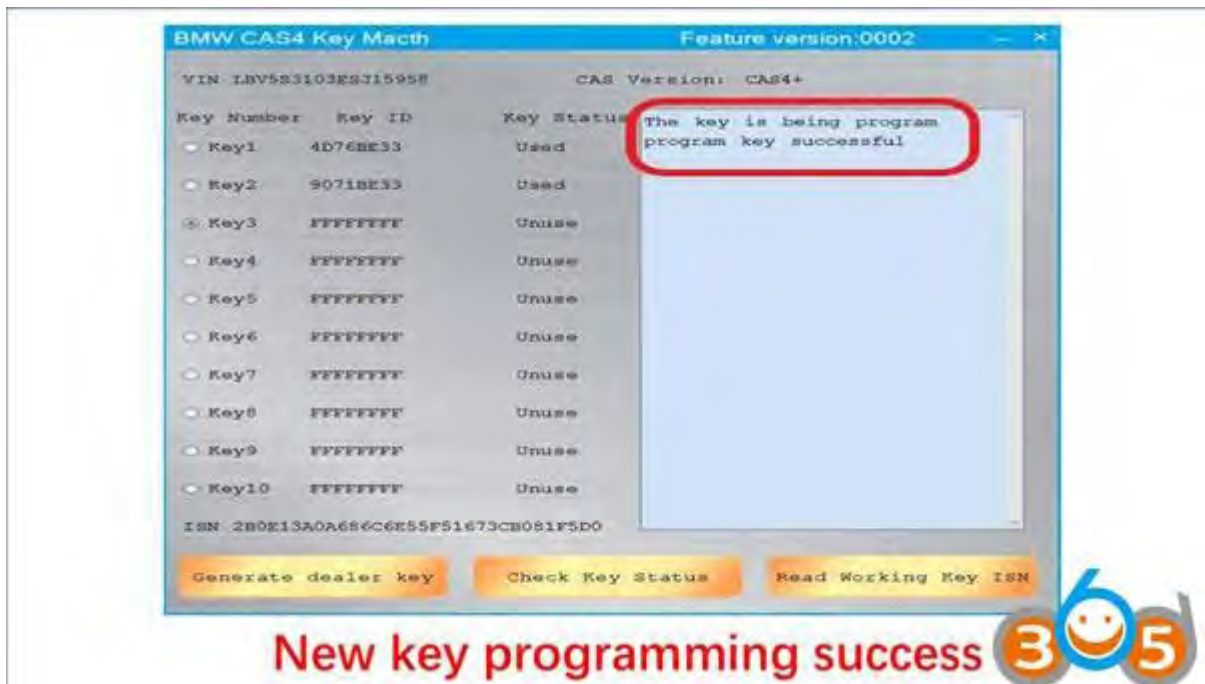
Select the key position that need to be configured

Click to generate the dealer key

Put in the blank key into CGD I BMW



Program a new key successfully!



Work good as the original after learning



After learning, it can be used normally 3 5

DONDE!

Part 2: CAS4+ all keys lost programming

CAS4+ anti-theft buggy key programming, needs to be read to configure the key, read CAS4+ anti-theft data and load data to match keys

Step 1: Read CAS4+ anti-theft data using [CGDI-Pro](#)

CAS4+ anti-theft computer module

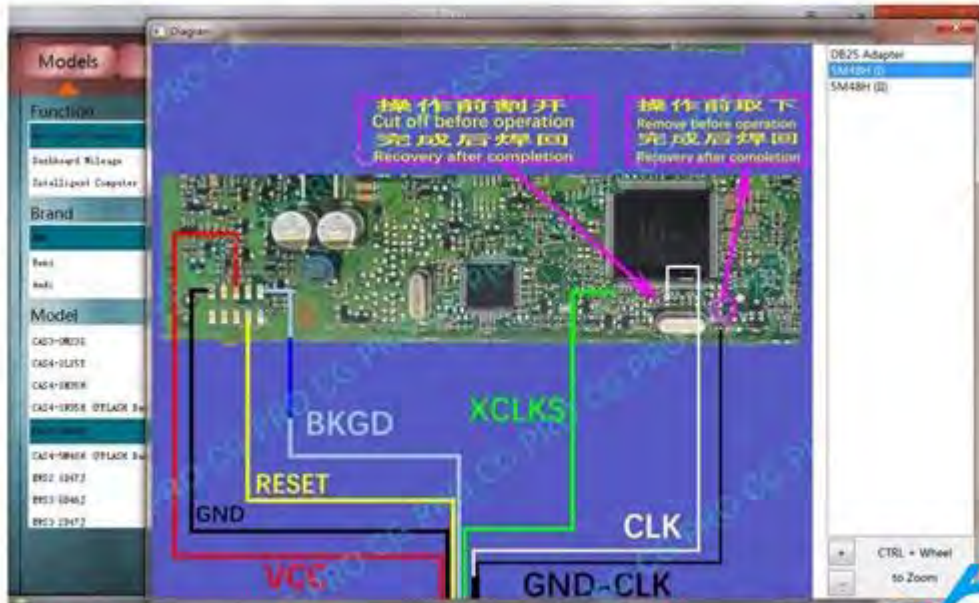


CAS 4+ anti-theft computer modul 



CAS 4+ anti-theft computer modul 

CGDI-Pro and CAS4+ wiring diagram



Software physical wiring diagram



Connect to CGDI-PRO



Physical connection

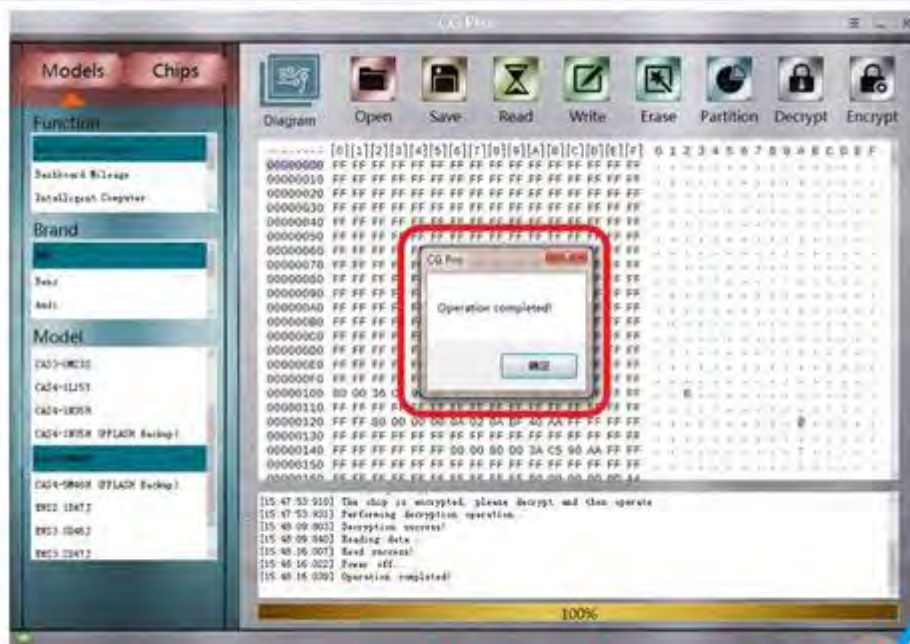




Connect the CG-Pro



Decrypt successfully and save data



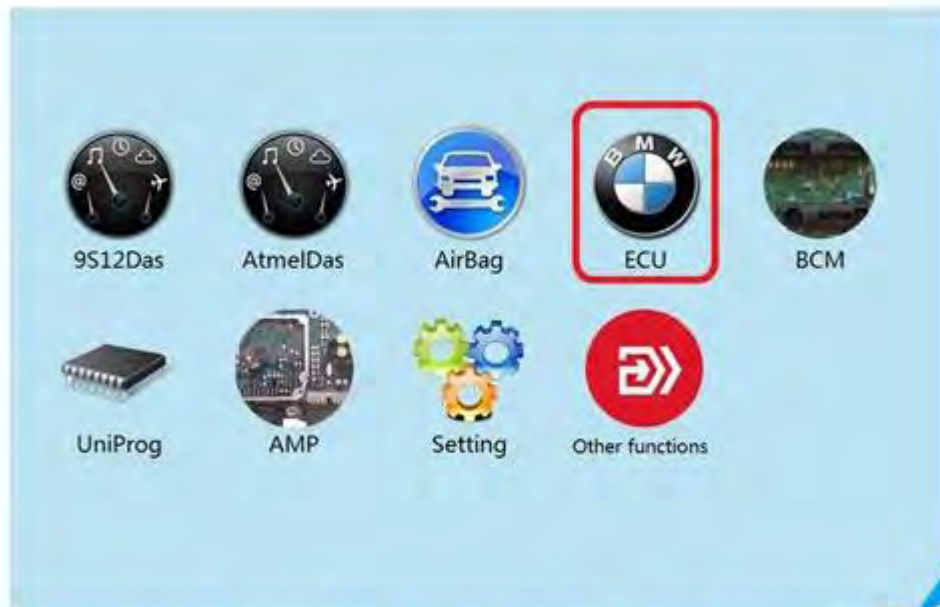
Decrypt successfully and save the



Step 2: Read engine ECU data with [CG100](#)

Note: CG100 Prog III full-featured support

Click on "ECU"



Click to enter "ECU"



Select the engine model

Here: BMW E series MEVD1724(N20)



Click on the engine model option to enter the curre



CG100 and CAS4+ wiring diagram



According to the software physical wiring diagram



Engine module wiring



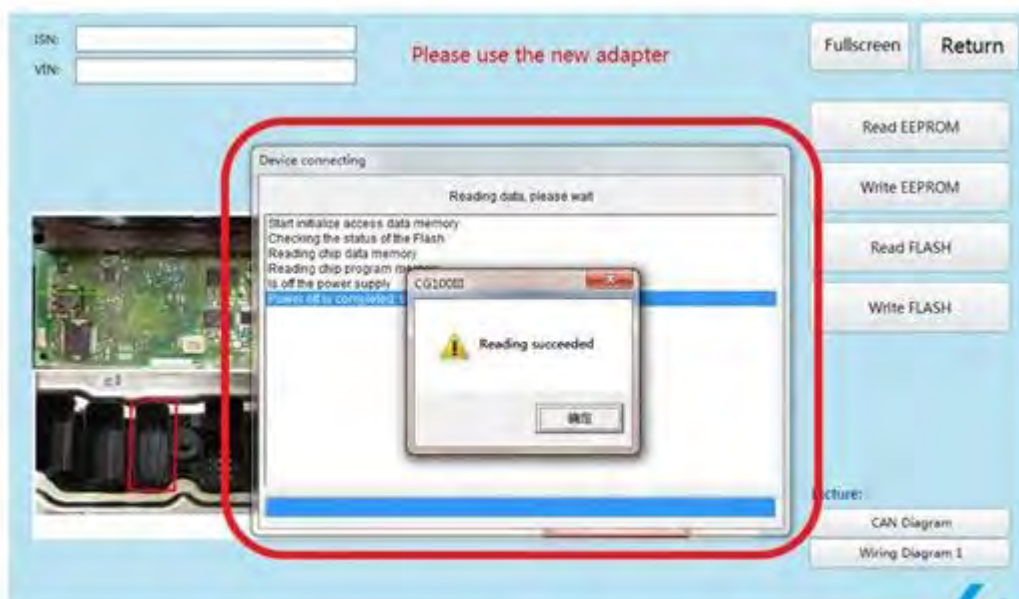
Read EEPROM



Click read EEPROM



Read data successfully and save data



Read successfully and save the data



Display ISN and VIN



Show ISN and VIN



Step 3: Match the new key by [CGDI Prog BMW](#)

Go to "CAS4 Key Match"



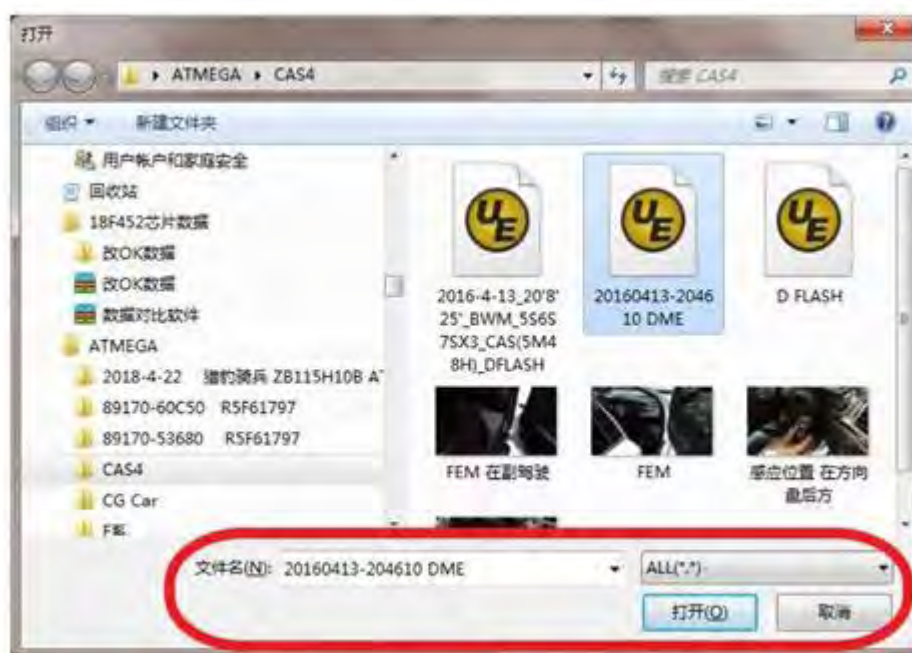
Click on the "CAS4 key match"



Load CAS data that read by CG-100



Load CAS 4+ data read by CG-Pro



Choose the engine data with CG



Display key data in the CGDI interface



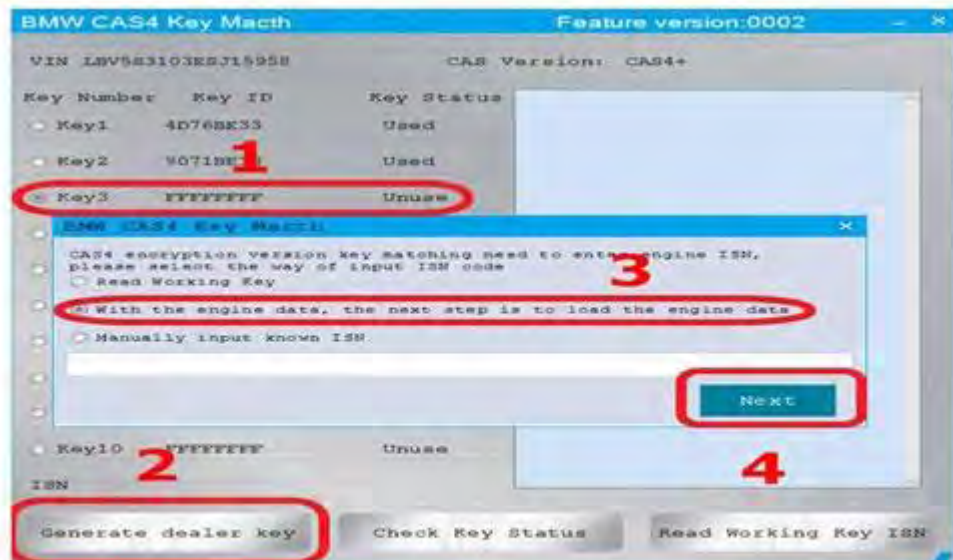
Display relevant information



Select the key position that need to be configured

Click to generate the dealer key

Put in the blank key into CGD I BMW



Select the key position that needs to be configured, click to generate key, and click on the engine data to determine the next step





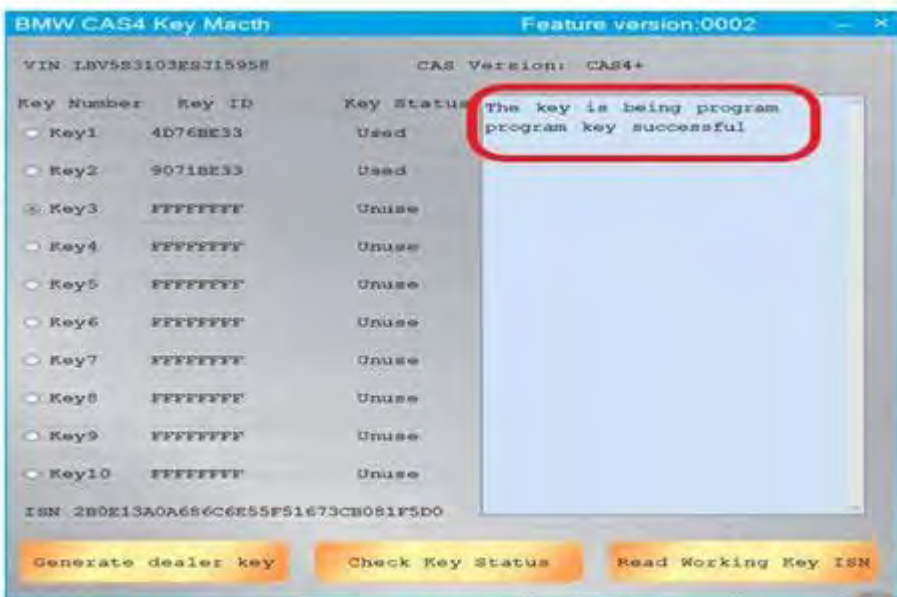
Choose the engine data with CG 



Blank key



Program a new key successfully!



The screenshot shows the 'BMW CAS4 Key Match' software interface. At the top, it displays 'Feature version:0002' and 'VIN: 1BV5E3103E3715958'. Below this, a table lists key statuses:

Key Number	Key ID	Key Status
Key1	4D76E33	Used
Key2	90718E33	Used
Key3	FFFFFFFF	Unuse
Key4	FFFFFFFF	Unuse
Key5	FFFFFFFF	Unuse
Key6	FFFFFFFF	Unuse
Key7	FFFFFFFF	Unuse
Key8	FFFFFFFF	Unuse
Key9	FFFFFFFF	Unuse
Key10	FFFFFFFF	Unuse

At the bottom of the window, there are three buttons: 'Generate dealer key', 'Check Key Status', and 'Read Working Key ISN'. A red box highlights a message in the software's output area: 'The key is being program program key successful'. Below the screenshot, the text 'New key programming success' is displayed in red, followed by a smiley face icon and the numbers '3' and '5'.

Work good as the original after learning



After learning, it can be used normally

DONE!