

## AiM Race Map Table

- **Map 1 *Top Performance*** : a map that allows the engine to take full advantage of its power in terms of output and performance. This map is developed in collaboration with the best teams and pilots of the world.
- **Map 2 *Linear*** : a variation of *Top Performance* that allows a more linear output of the engine's power. The bike will be less aggressive ensuring a more fluid and constant acceleration.
- **Map 3 *RPM Optimizer*** : with this map the power output of the bike remains unchanged like in *Top Performance* but the engine revving is optimized. The bike's RPM won't go over the engine's maximum ensuring a better rev power.
- **Map 4** : a variation of *Top Performance* with less engine brake. The engine will thus keep a racing output with the considerable gain of a lesser intervention of the engine brake during the braking phase.
- **Map 5** : a variation of *Linear* with less engine brake. This map allows for a greater fluidity even during the braking phase.
- **Map 6 *Neutral Map***

Every map has a dedicated quick shifter and launch control.