

Activating/deactivating the residual heat function



It is possible to make use of the residual heat of the engine to continue heating the stationary vehicle for up to 30 minutes after the engine has been switched off. The heating time depends on the temperature that has been set.

► **To activate:** press the **REST** / **A/C REST** button. The indicator lamp in the **REST** / **A/C REST** button lights up.

i The blower will run at a low speed regardless of the airflow setting.

i If you activate the residual heat function at high temperatures, only the ventilation will be activated. The blower runs at medium speed.

► **To deactivate:** press the **REST** / **A/C REST** button. The indicator lamp in the **REST** / **A/C REST** button goes out.

Residual heat is deactivated automatically:

- after approximately 30 minutes
- when the ignition is switched on
- if the battery voltage drops
- when the auxiliary heating is activated

the immediate vicinity of the air vents. There is a risk of injury.

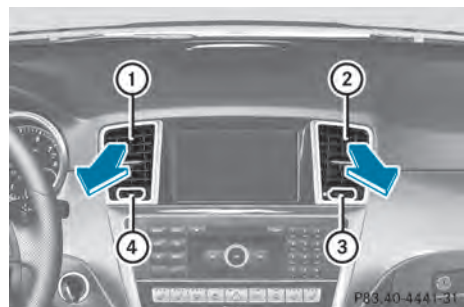
Make sure that all vehicle occupants always maintain a sufficient distance to the air outlets. If necessary, redirect the airflow to another area of the vehicle interior.

In order to ensure the direct flow of fresh air through the air vents into the vehicle interior, please observe the following notes:

- keep the air inlet grille on the hood and in the engine compartment on the front-passenger side free of blockages, such as ice, snow or leaves.
- never cover the air vents or air intake grilles in the vehicle interior.

i For virtually draft-free ventilation, adjust the sliders of the air vents to the center position.

Setting the center air vents



- ① Center air vent, left
- ② Center air vent, right
- ③ Center vent thumbwheel, right
- ④ Center vent thumbwheel, left

► **To open/close:** turn thumbwheels ③ and ④ to the right or left.

Setting the air vents

Important safety notes

⚠ WARNING

Very hot or very cold air can flow from the air vents. This could result in burns or frostbite in