Blind spot monitoring

BSM automatically switches on and becomes active when the vehicle is travelling at more than 16 km/h (10 mph) in a forward gear. When the system initiates, it performs a self-check, during which the warning icons in the mirrors illuminate alternately for a short period of time.

The indicator dot (2) remains illuminated until forward vehicle speed exceeds 16 km/h (10 mph).

BSM can be turned off in the Vehicle settings area of the instrument panel menu. See 55, INSTRUMENT PANEL MENU.

Note: If an overtaking vehicle is detected on both sides of the vehicle simultaneously, the warning icons in both mirrors will illuminate.

Note: BSM is automatically turned off when reverse (**R**) gear is selected, when the vehicle is in park (**P**), the vehicle is travelling below 16 km/h (10 mph). Under these conditions, an amber warning indicator within the exterior mirror is displayed.

BSM SENSORS

The BSM system will automatically disable if either of the sensors become completely obscured, an amber warning indicator dot (2) is displayed in the exterior mirror and the message BLIND SPOT MONITOR SENSOR BLOCKED appears in the message centre.

Note: Blockage testing is only initiated when vehicle speed is above 32 km/h (20 mph) and will take at least two minutes of accumulated driving above this speed, to determine that the sensor is blocked.

If the sensors become blocked, then please check that there is nothing obscuring the rear bumper and that it is clear from ice, frost and dirt.

If a fault with one of the radar sensors is detected, an amber warning indicator dot is displayed in the exterior mirror and the message BLIND SPOT MONITOR NOT AVAILABLE is displayed in the message centre.

Note: Even if the detected fault only affects the radar sensor on one side of the vehicle, the whole system is disabled. If the fault is temporary, the system will operate correctly once the engine has been switched off and then on again.

If a fault in the system occurs, consult your Dealer/Authorised Repairer.