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Maretron[®]

Maretron M003150 MConnect Lumishore



Product Information

Specifications

- Brand: Maretron, a Littelfuse Brand
- Address: 120 Intracoastal Pointe Dr. Jupiter, FL 33477 USA
- Website: <https://www.maretron.com>
- Manual Part #: M003150

Introduction

- From version 1.2.0 MConnect supports integration with Lumishore Lighting Systems through the NMEA 2000 interface.
- This integration is limited to controlling the Lighting Zones and triggering the Lighting Scenes. MConnect does not support the configuration of the Lumishore device.
- The application note describes how the MConnect Lighting parameters may be used to control Lumishore Lighting Systems.

Software Version

This manual corresponds to MConnect Version 1.2.0 and later and was tested against a Lumishore Eclipse Command Center running software version 02.16.00 (1.8/1)

Lighting Zones

- Lighting zones are set up in the Lumishore device and are identified by a number. Zone 0 is used to represent “All Zones”, so any command sent to Zone 0 will be applied to all the defined zones. Commands sent to any other zone will be applied to that zone only.
- The following parameter may be used with Lumishore Lighting Zones:

Lighting Zone Parameter

The components that may be used to display the parameter are listed below. Note that not all components may be applicable to all the light types that may be installed. (e.g. the ability to change colors on a monochromatic light.) MConnect is not able to detect the light type so it is up to the screen designer to choose the appropriate components.

- **Dimmer**

The Dimmer may be used to switch the zone on and off and control the brightness of the lights.

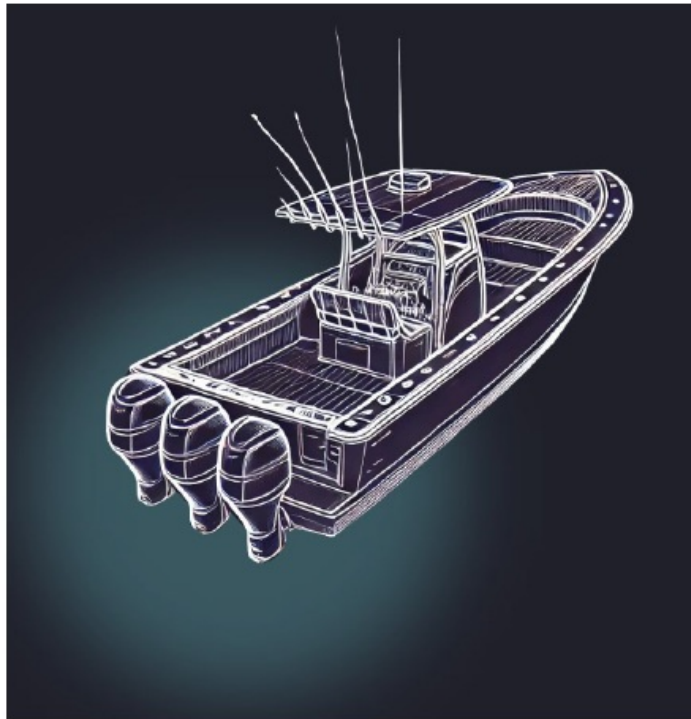
- **Indicators**

Indicators may be used to show if the zone is ON or OFF.

- **Lighting Beam (Glow)**

The Lighting Beam will give a visual indication of the color of the light. It should be combined with images to show where the light is shining.

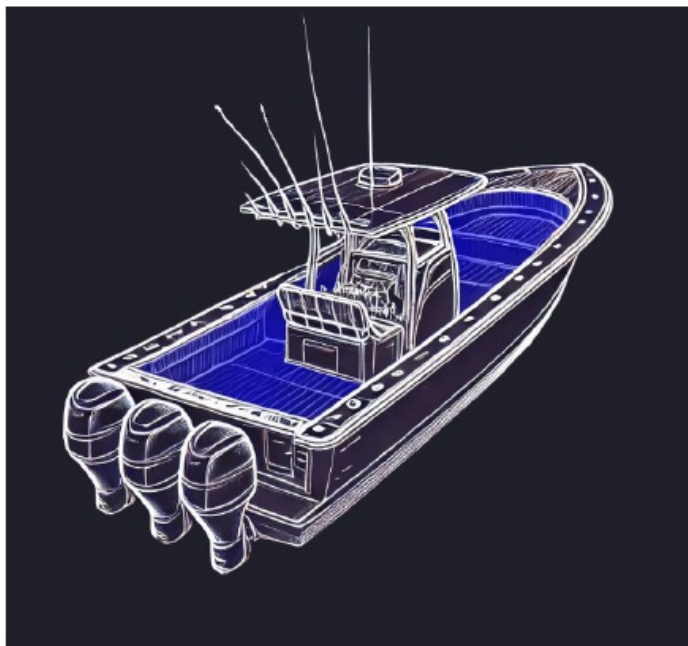
Instructions for use



Component Fields		
Left:	140	?
Top:	270	?
Width:	280	?
Angle:	230	?
Beam Width:	360	?
Opacity when ON:	1	?
Lighting Source:		
Spot		?

Figure 1 - Underwater Lights Example

This shows an example where the Lighting Beam covers a full circle (Beam Width = 360), such as Underwater Lights. The boat image is after the beam in the drawing order.



Component Fields		
Left:	465	?
Top:	179	?
Width:	120	?
Angle:	255	?
Beam Width:	60	?
Opacity when ON:	0.4	?
Lighting Source:		
Flood		?

Figure 2 - Gunwale Lights Example

The Component Fields on the right show one of the beams under the gunwales. The glow under the gunwales is made up of several beams carefully placed around the boat, and with another image of the gunwales and superstructure on top of the beams. Note that if the “Opacity when ON” is set to 1, the detail under the beams will be washed out by the beams when they are at full brightness, so this has been set to 0.4 for the best

effect.



Figure 3 - Spotlight Example

- Spotlights are best displayed by setting Lighting Source to Spot and using a small beam width.
- A long press on a Lighting Beam will bring up the following dialog:

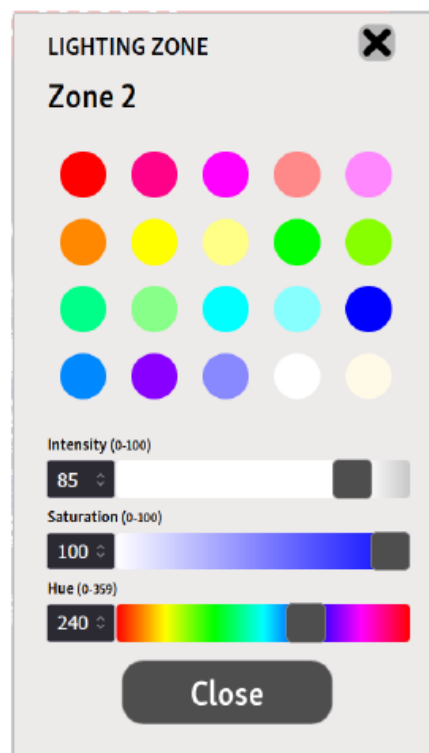


Figure 4 - Lighting Beam Pop-up

- This enables full control of the zone without cluttering the screen with other buttons to change colors or intensity.
 - **Push Buttons**
Push Buttons may be used to switch the lights ON and OFF.

- **Rocker Switches**

Rocker Switches Buttons may be used to switch the lights ON and OFF.

Lighting Zone: Set Color Parameter

This parameter may be used to change the color of the Zone to a preset value.

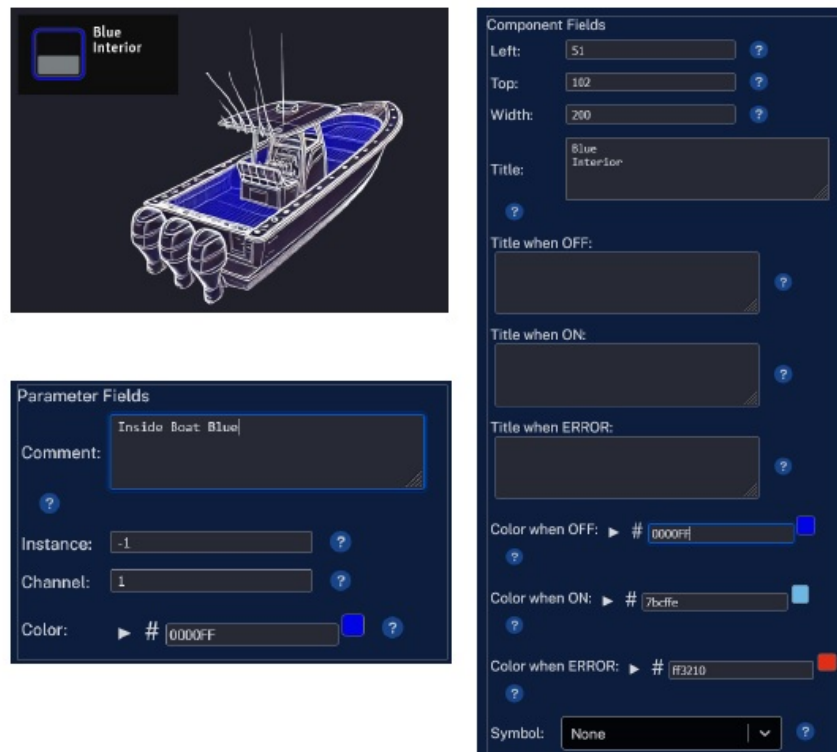


Figure 5 - Lighting Zone example

- In the Parameter Fields, set the color to the desired light color. Setting the Channel to 0 will command all the lights to the desired color.
- In the Component Fields, only the Title field is required to show the title as the button will never go into the ON or ERROR states. The Color when OFF field should be set to the same color as the Color in the Parameter Fields. This color will be displayed in the border of the Push Button. The Symbol should be set to None.

Lighting Scenes

Lighting Scenes are set up in the Lumishore device and are identified by a number.

When triggered, a Scene will command one or more Zones to a pre-defined state.

Scene 1 is predefined to turn all the lights OFF.

The following parameter may be used with Lumishore Lighting Scenes:

Lighting Scene Parameter

- This parameter is displayed on the screen using a Push Button component. The button will always show in the OFF state. Pressing the button will trigger the Lighting Scene.

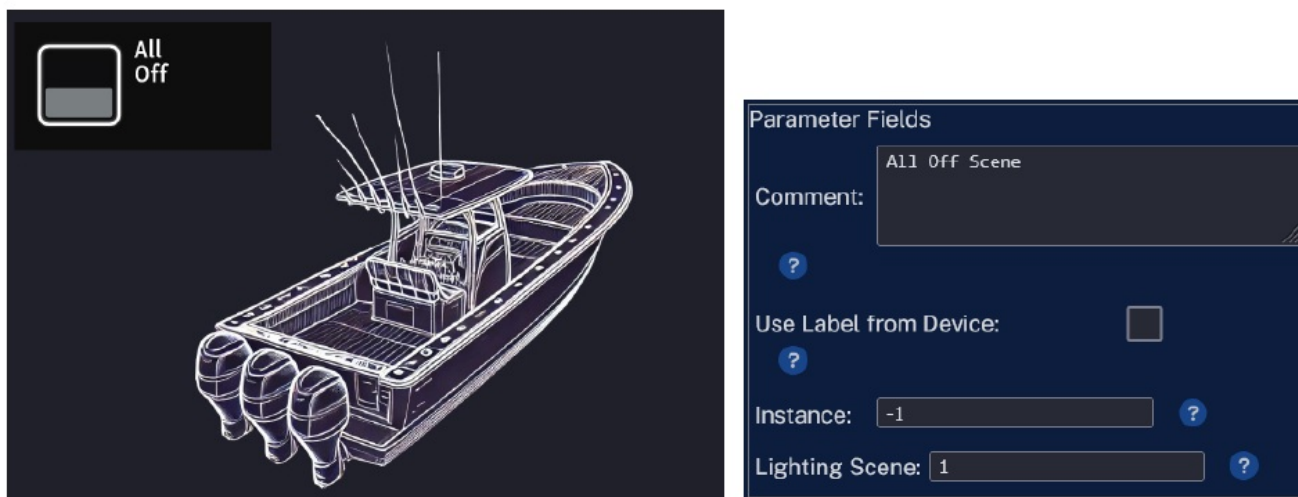


Figure 6 - Lighting Scene example

- Because Lumishore devices do not provide label data, the Use Label from Device checkbox has effect.

Lighting Programs

Lighting Programs are not supported by Lumishore.

Technical Support

If you require technical support for Maretron products, you can reach us in any of the following ways:

- **Phone:** +1-[602-861-1707](tel:602-861-1707)
- **Telephone:** +1-[866-550-9100](tel:866-550-9100)
- **Fax:** +1-[602-861-1777](tel:602-861-1777)
- **Sales email:** sales@maretron.com
Support email: support@maretron.com
- **World Wide Web:** <https://www.maretron.com>
- **Mail:** Maretron, Attn: Technical Support 120 Intracoastal Pointe Drive Jupiter FL, 33477 USA

FAQ


- **Q: What is the purpose of Zone 0 in Lighting Zones?**
 - A: Zone 0 represents All Zones, allowing commands to be applied to all defined

zones simultaneously.

- **Q: How can I change the color of a specific Lighting Zone?**

- A: You can use the Set Color Parameter to change the color of a specific zone to a preset value.

Documents / Resources

	Maretron M003150 MConnect Lumishore [pdf] Instruction Manual M003150 MConnect Lumishore, M003150, MConnect Lumishore, Lumishore
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References

- [M Homepage - Maretron](#)
- [User Manual](#)

◆ LUMISHORE, M003150, M003150 MConnect Lumishore, Maretron, MConnect

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