



INSTALLATION & OPERATION MANUAL

Firmware Release Version 1.6.4

OceanBridge



Preface

READ AND FOLLOW ALL INSTRUCTIONS IN THIS MANUAL

IMPORTANT NOTICE

Attention Installer:

This manual contains important information about the installation, operation and safe use of this product. This information should be given to the owner and/ or operator of this equipment.

WARRANTY COVERAGE

For the full warranty statement, please visit:

🔗 www.oceanled.com/warranty

SAFETY NOTICES

⚠ General Warning – Installation and Use

Before installing the OceanBridge, read and follow all warning notices and instructions which are included. Failure to follow safety warnings and instructions can result in property damage, severe injury or even death.

⚠ Electrical Supply

Do not connect the product to a voltage supply higher than its rated maximum. Doing so may cause irreparable damage. Refer to the Technical Specifications section for exact voltage ratings.

⚠ Hazardous Locations

This product is not approved for installation in hazardous or flammable environments (e.g., engine rooms or near fuel tanks). Installing it in such areas is strictly prohibited.

⚡ Electric Shock Hazard

This OceanBridge installation must be carried out by a licensed or certified electrician, in accordance with all applicable local codes and safety regulations. Improper installation will create an electrical hazard which could result in death or serious injury to swimmers, installers, or others due to electrical shock, and may also cause damage to property.

⚠ Power Disconnection

Always ensure the vessel's power supply is switched OFF before installing, connecting, or disconnecting this equipment.

IMPORTANT INFORMATION

Power Protection

When installing this product and using the OceanLED power cable, make sure the power source is adequately protected by using a suitably-rated fuse or automatic circuit breaker.

Water Ingress Disclaimer

While the waterproof rating capacity of this product meets IP66 standards, water intrusion and subsequent equipment failure may occur if the product is subjected to activities such as, but not limited to, high-pressure washing and/or submersion/flooding. OceanLED will not warranty products if the cause of failure exceeds the requirements for an IP66 rating.

EMC Guidelines


All OceanLED equipment is designed to comply with EMC regulations, minimizing interference with other systems and ensuring optimal performance.

FCC Compliance

This device complies with FCC radiation exposure limits for an uncontrolled environment and meets the FCC radio frequency (RF) Exposure Guidelines. Maintain a minimum distance of 20 cm between the device and any person.

This product also meets FCC Part 15 rules:

1. This device may not cause harmful interference.
2. It must accept any interference received, including interference that may cause undesired operation.

 **Do not make unauthorized modifications** to this device — doing so will void your FCC authorization. This transmitter must not be co-located or used in conjunction with any other antenna or transmitter.

FCC Compliance Subsections:

- Part 15 Subpart C
- Part 15 Subpart E

USB Port Warning

The USB port is for USB memory devices only. Do not connect laptops, PCs, or other powered USB devices to this port.

Product Disposal

Dispose of this equipment according to the WEEE Directive and local electronic waste regulations.



Servicing and Repairs

This product does not contain user-serviceable components. Please direct all maintenance and repair inquiries to authorized OceanLED dealers. Unauthorized repairs may void your warranty.

Cleaning Instructions

The unit does not require regular cleaning. However, if you find it necessary to clean the unit, please follow the steps below:

1. Ensure power is switched off.
2. Wipe unit clean with a damp cloth.
3. If necessary, use a mild detergent solution to remove grease marks.

Remote Configuration via Wi-Fi

When making changes (e.g., factory reset, restoring backup, or Wi-Fi updates) via a remote device:

- The OceanBridge unit will reboot.
- Expect temporary Wi-Fi disconnection and temporary loss of DMX output.
- Reconnection may be required after reboot.

Technical Accuracy

This document reflects the best information available at the time of writing. However, OceanLED cannot accept liability for any inaccuracies or omissions it may contain.

For the most current version, visit:

 www.oceanled.com

Specifications are subject to change without notice.

Firmware Updates

To receive the latest firmware updates, register your OceanBridge Multizone Lighting Controller at:

 www.oceanled.com/downloads

Or scan the QR code below:



PRODUCT REGISTRATION

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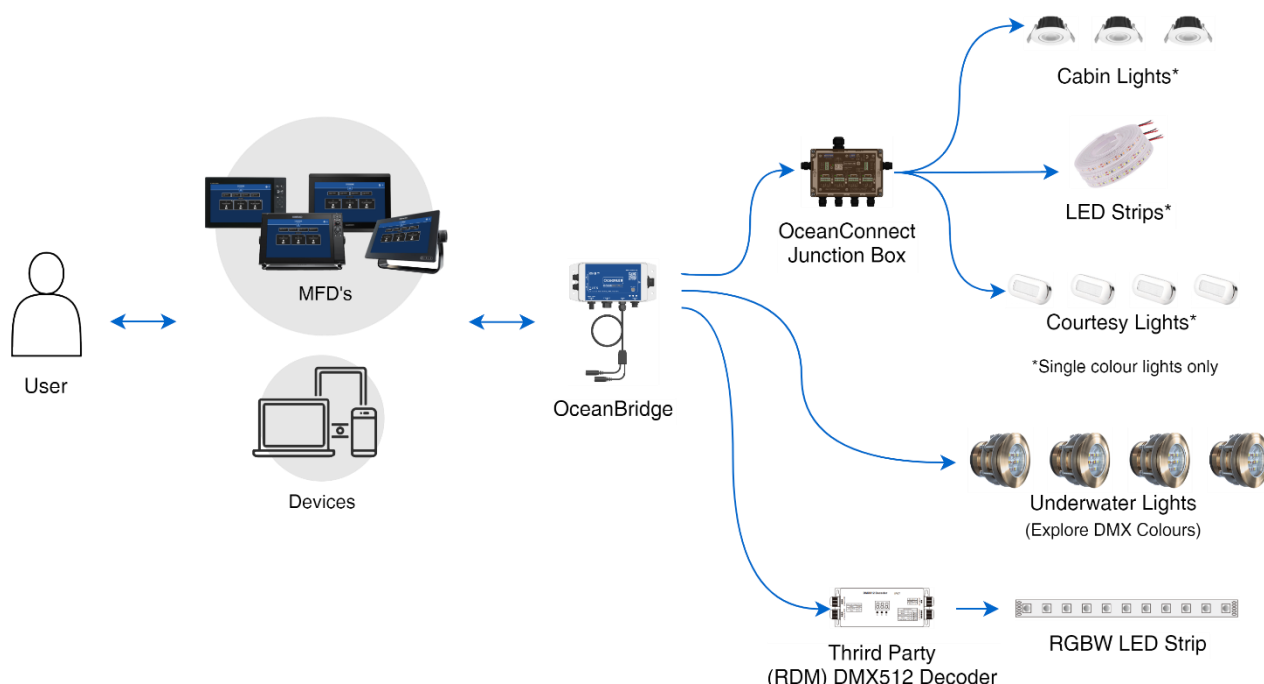
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1 Introduction

1.1 Product Overview

The OceanBridge is a control unit designed to enable the management of OceanLED lights and third-party lights through a Multi-Functional Display (MFD) commonly used on marine vessels. Furthermore, it also offers the ability to manage and control the lighting systems via a Wi-Fi network using various devices such as smartphones, tablets, laptops, etc.



Compatibility

The OceanLED OceanBridge is compatible with selected MFD units from four main brands: Garmin, Raymarine, Furuno, and the Navico group (including Simrad, Lowrance, and B&G products). The MFD units must support HTML app integration and/or NMEA 2000 (N2K) lighting PGNs.

Control Methods

Control of the OceanLED lights can be achieved through multiple methods:

- **HTML5 App:** Control through an HTML5 app integrated with the MFD unit.
- **NMEA 2000 Lighting PGNs:** Control via the newly released NMEA 2K lighting PGNs, provided the MFD unit supports this feature (Simrad, Lowrance, and B&G products only).
- **Web Browser Interface:** Control through a web-based interface accessible via a Wi-Fi connected device such as a phone, tablet, or PC.

Supported Lighting Configurations

The OceanLED OceanBridge allows for the configuration of lighting setups, including the setup of zones and addresses of connected lights via Remote Device Management (RDM). The lighting setup configuration can be performed through the web-based interface accessible via the Wi-Fi link or the MFD unit.

The OceanBridge supports the following lighting configurations:

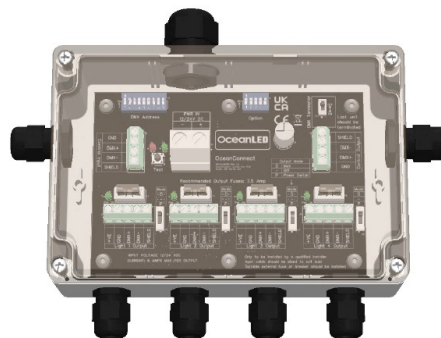
- Zone Addressing: Support for **up to 10 zones** with the following light types:
 - Four Channel: RGBW lights
 - Four Channel: RGBW Camera lights*
 - Three Channel: RGB lights
 - Two Channel: Dual-colour lights
 - Single Channel: Dimmable lights
 - Single Channel: Switchable lights
 - 2010/3010 Single Colour (legacy OceanLED lights)
 - Power Toggle Colour** (requires OceanConnect JB)
 - Power Toggle Single (requires OceanConnect JB)
 - Power Toggle Dual (requires OceanConnect JB)

* Supported starting from OceanBridge firmware version 1.6.4.

** Supported starting from OceanBridge firmware version 1.5.7 and OceanConnect JB serial number 1084 onward.

DC Switch Lights Support

Basic DC switch lights are supported through an additional DMX-controlled IP66 rated OceanConnect Junction Box. Please refer to the Appendix for more info.



OceanConnect Junction Box

Audio Support / Integration

The OceanLED MFD Bridge offers support for audio integration. The following audio-related features are included:

- External Audio Input: Support for an external audio (line) input.
- Bluetooth Connectivity: Capability to connect audio devices via Bluetooth.
- Modulation: Ability to modulate the intensity and/or colour of the lights based on an audio source.

- **Audio Output:** An audio out interface is provided for pass-through of the audio signal or output of the Bluetooth-connected audio. This interface can be connected to a stereo system or amplifier.

With a zone running in audio mode, the OceanBridge device supports passthrough functionality. This means that audio signals received through the Audio In connector are passed through to the Audio Out connector. This allows for seamless audio passthrough without any modifications or processing by the OceanBridge device.

Furthermore, when the OceanBridge device is connected to a Bluetooth audio source, the audio can also be routed to the Audio Out connector. This means that if the unit is connected to a Bluetooth audio device, users can choose to listen to the audio output by connecting external audio devices via the Audio Out connector.

Bluetooth Connectivity for Dynamic Audio Mode

The Bluetooth connectivity feature of the OceanBridge device allows for seamless integration with Bluetooth-enabled audio devices, such as smartphones, tablets, or other compatible devices. This feature enables the OceanBridge device to synchronize its lighting effects with the audio playing on the connected Bluetooth device, creating an immersive sound-to-light experience.

Wi-Fi Connection

The OceanBridge Wi-Fi connection supports either of the following modes:

- **Direct Access Point (AP) Mode (default):** In this mode, the OceanBridge device acts as an access point itself, creating its own Wi-Fi network. Users can connect their devices (such as smartphones, tablets, or laptops) directly to the OceanBridge Wi-Fi network to access its features and functionalities.
- **Client Mode:** In this mode, the OceanBridge device functions as a client and can connect to an existing Wi-Fi network created by a separate router or access point. Users can configure the OceanBridge to connect to their preferred Wi-Fi network, enabling the device to communicate with other devices on that network.

By supporting both Direct Access Point (AP) mode and Client mode, the OceanBridge device offers flexibility in how it connects to Wi-Fi networks. Users have the option to either connect directly to the OceanBridge Wi-Fi network or integrate it into their existing Wi-Fi infrastructure, depending on their specific needs and network setup.

External Switch Control

The OceanBridge device supports up to four external switch inputs, specifically momentary push-to-make type switches. These switches can be connected to the OceanBridge device to control various functionalities, such as selecting scenes or controlling the lights.

Key Features:

- **External Switch Inputs:** The OceanBridge device offers support for up to four external switch inputs, allowing users to connect momentary push-to-make type switches.
- **LED Drive Feedback:** The device provides LED drive feedback, enabling compatibility with switches that have internally illuminated LEDs. This feature ensures that the LEDs on the connected switches function properly and provide visual feedback.
- **Scene Control:** The connected external switches can be used to control the lights and select different scenes. Users can configure the switches to trigger specific lighting configurations or switch between pre-defined scenes, enhancing the versatility and customization options of the OceanBridge device.

Firmware Upgradability

The OceanBridge device includes USB connectivity, which allows for convenient in-field firmware updates.

- **Update from USB Drive:** The OceanBridge device supports firmware updates initiated through the graphical user interface (GUI), such as on your mobile device or MFD. Users can update the device's firmware by connecting a USB drive containing the updated firmware. Simply insert the USB drive into the appropriate USB port on the OceanBridge and follow the on-screen instructions to initiate the update process.
- **USB Connection Accessibility:** The USB connection is typically accessed through a USB connector with a removable cap on the device's housing. This design ensures easy access to the USB port when required for firmware updates. Users can easily remove the cap, connect the USB drive, and proceed with the firmware update process.

DMX Interfaces

The OceanBridge offers two DMX interfaces which can be configured as:

- **Dual Mirror /Output** - where both DMX connections are outputs
- **DMX Merge (Values takes precedence)** – where one DMX connection is used as an input, and the other as an output. The output DMX values are a 'merge' between the incoming DMX from the input and the OceanBridge generated values. The higher value from either source will be passed to the output.
- **DMX Pass Through** – where one DMX connection is used as input and the other as an output. The DMX signal from the input is passed through the output without modification.

Onboard Test / Reset switch

The OceanBridge device includes on-board Test/Reset switch that provide convenient functionalities for system testing, resetting, and restoring default settings.

Switch Modes:

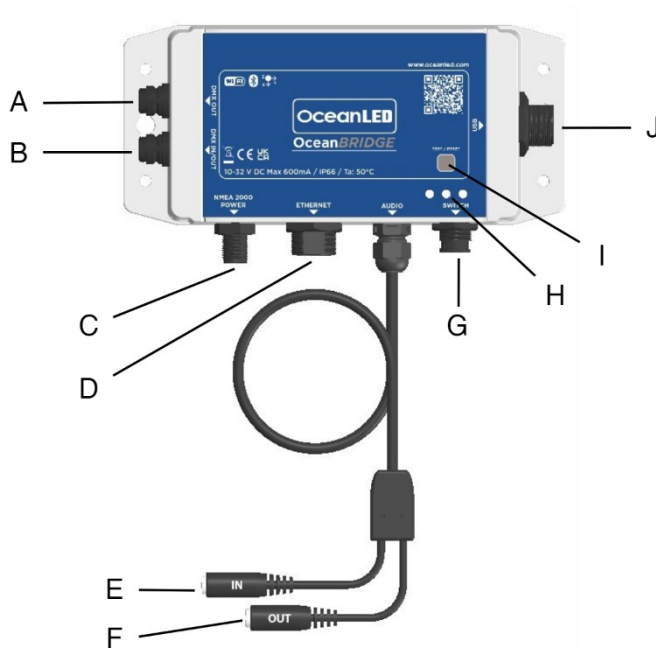
- **Test Mode:** OceanBridge outputs a predefined DMX sequence. This test sequence is specifically designed to allow users to test the system and observe the behaviour of connected lights or fixtures. By activating the test mode, users can assess the functioning and connectivity of the system components.
- **Reboot:** This option enables users to restart the OceanBridge device.
- **System/Factory Reset Mode:** This option enables users to perform a complete reset, erasing all settings and configurations stored in the device. By initiating a factory reset, users can start afresh with the device, eliminating any customized settings or configurations that might have been applied. This action erases all customized settings and configurations, returning the device to its default state.

Onboard sensors

Gyroscope & Accelerometer Sensor

The OceanBridge device incorporates a gyroscope and accelerometer sensor within its hardware, allowing it to detect and respond to the vessel's movement. By utilizing the data from these sensors, the device adjusts the lighting effects to enhance the visual experience. The gyroscope and accelerometer sensor play a crucial role in creating dynamic lighting effects that synchronize with the vessel's forward/backward movement (pitch) and left/right movement (roll).

1.2 Connections Overview



ITEM	FUNCTION
A	DMX Out
B	DMX In/Out
C	NMEA2000 / Power (12/24V)
D	Ethernet
E	Audio In
F	Audio Out
G	Switch Input
H	Diagnostic LEDs
I	Test / Reset Switch
J	USB Port (Memory Stick only)

1.3 Diagnostic LEDs and Test/Reset Switch

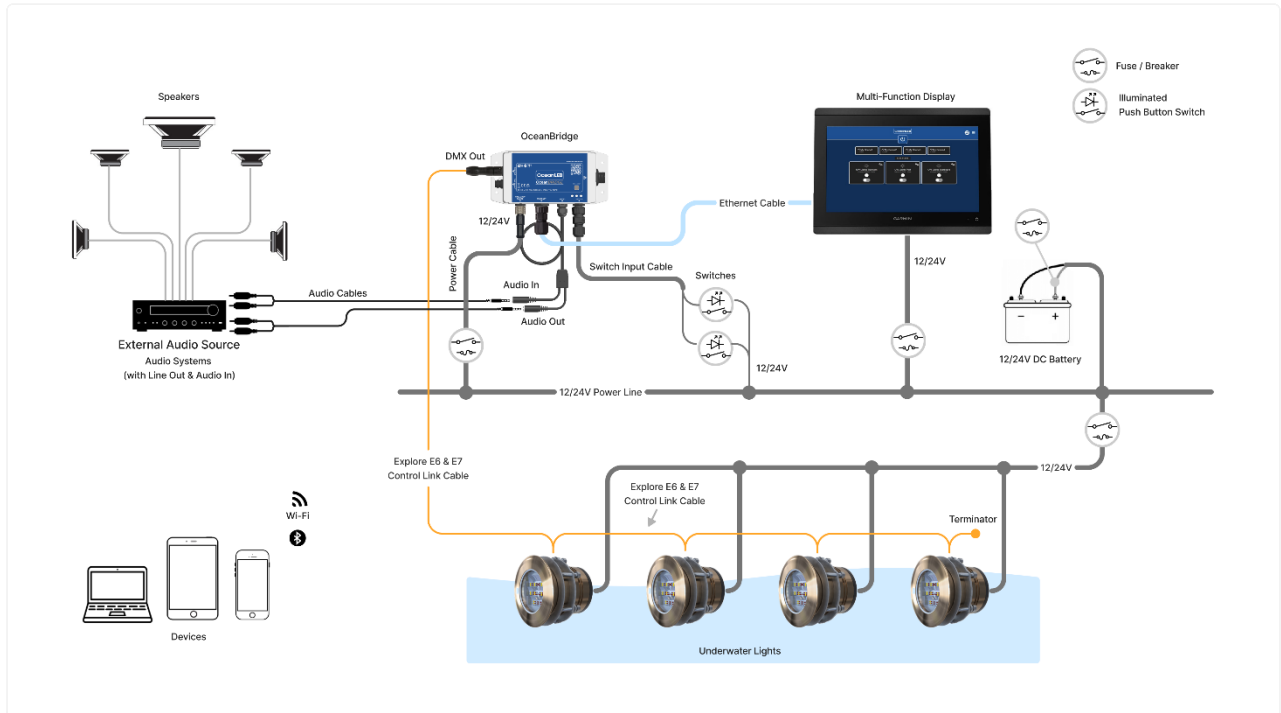
Diagnostic LEDs (H):		
ID	LEDs	STATUS
1	Green - ON	Unit operating properly
2	Amber - ON	Reading Devices (RDM mode)
3	Red - ON	Overheating
4	Amber, Green, Red - ON	Loading System
5	Green, Red - ON	Factory Reset Initialized

Test/Reset Switch (I):		
ID	SWITCH	FUNCTION
1	Press once (short press; less than 1s)	Test Mode – The unit will execute power on sequence on all connected devices
2	Press and hold until Amber LED ON (approx. 5s)	Reboot/Reload the OceanBridge App
3	Press and hold until Red LED ON (approx. 30s)	Factory Reset – All data and settings will be erased

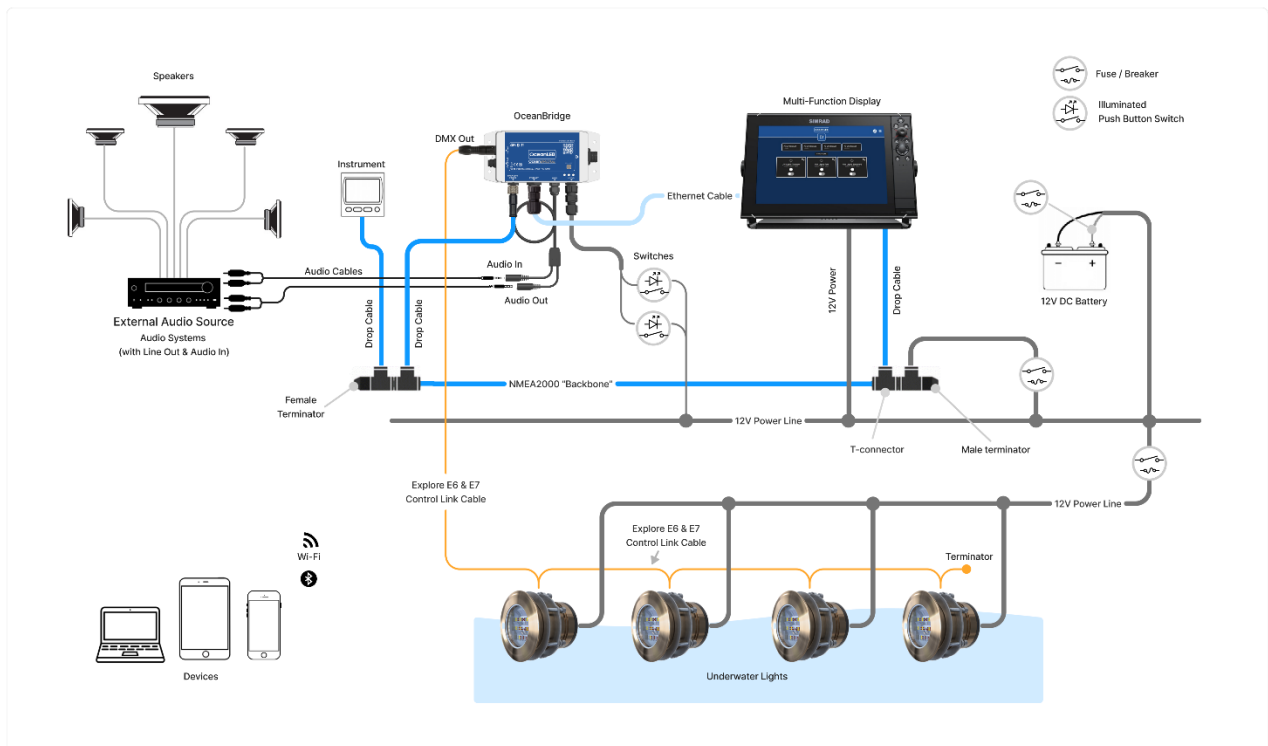
1.4 System Configuration Examples

A schematic diagram showing the locations of all components and cables is an essential aspect of planning any installation. Furthermore, it proves useful for potential future system additions or maintenance. Below, you can find examples of basic OceanBridge system installations. See [Appendix 9.7](#) for more examples.

OceanBridge System Configuration Example



OceanBridge System Configuration Example Using NMEA2000 Network




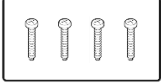



2 Planning The Installation

INSTALLATION CHECKLIST

1. Plan your installation.
2. Obtain all required equipment and tools.
3. Mount the system components.
4. Route all cables.
5. Drill holes for cable routing and mounting as required.
6. Make all the necessary connections to the equipment.
7. Secure all equipment in place.
8. Complete the post-installation check.

2.1 Parts Supplied

PRODUCT CODE: 013201

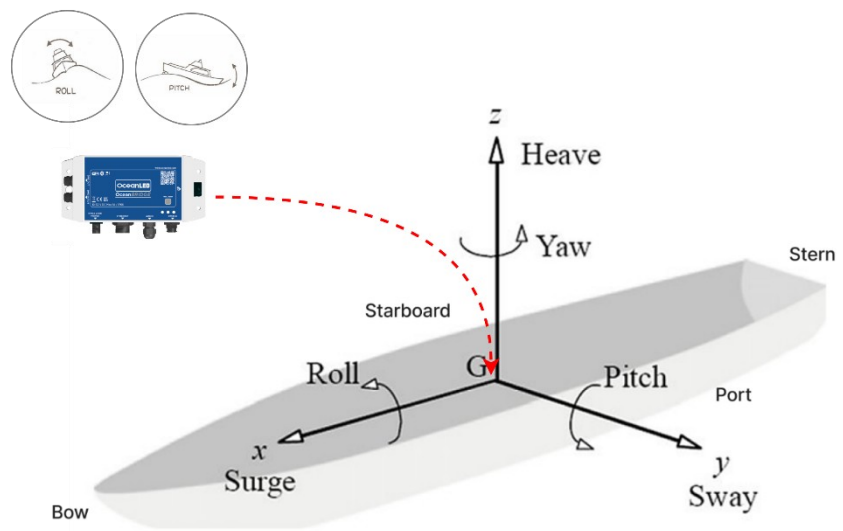
OceanBridge Unit	4x Fixing Screws	RJ45 IP67 Cable Mount Housing	Quick Install Guide	USB Memory Stick
				

3 Mounting

3.1 Finding the Mounting Location

When choosing a mounting location for the OceanBridge the following recommendations need to be followed:

- Consider the wiring routing / connections:
 - The distance to the 12 / 24 V DC power source (or NEMA 2000 connection point/ backbone).
 - The distance to the MFD unit or local LAN network depending on configuration.
 - The distance to the first DMX device/ DMX Junction Box/ OceanConnect JB (i.e. check length of DMX cable).
- For optimum function of the Wave Motion mode, please consider mounting location and position of the OceanBridge device, see the illustration below. The unit should be mounted in or as close as possible to the rotational centre of the vessel – to maximise the accelerations the unit can detect due to wave motion.



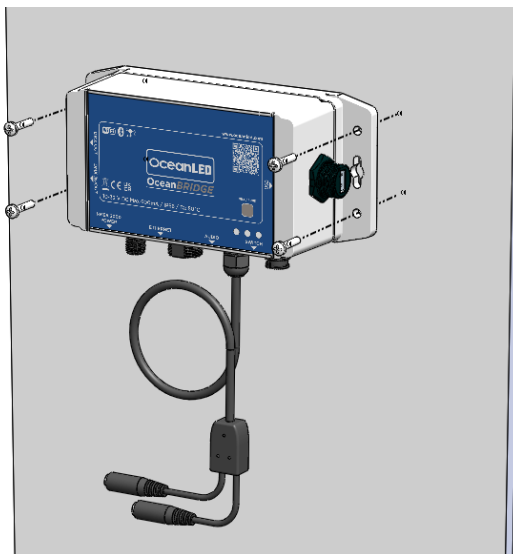
OceanBridge Mounting Alignment with Vessel's Axis

- Select flat surface in a dry location away from sources of heat.
- If planning to use the Wi-Fi / Bluetooth functionality, the unit should be mounted away from metal objects to ensure good Wi-Fi / Bluetooth coverage. Avoid areas surrounded by metallic insulation or coverings as this may interfere or restrict the Wi-Fi / Bluetooth signal.
- To improve the responsiveness of the movement function the unit should be firmly mounted to a solid surface directly connected to the vessels structure. (i.e. not mounted to a structure that will move or vibrate).
- For maintenance and checking purposes, leave sufficient space around the unit and some slack in cables. Minimum recommended space is shown in the outline drawing for the OceanBridge unit – please see [Appendix 9.3 – Dimensions](#).

3.2 Mounting the OceanBridge Unit

Once a suitable location has been found, use the following steps to mount the unit:

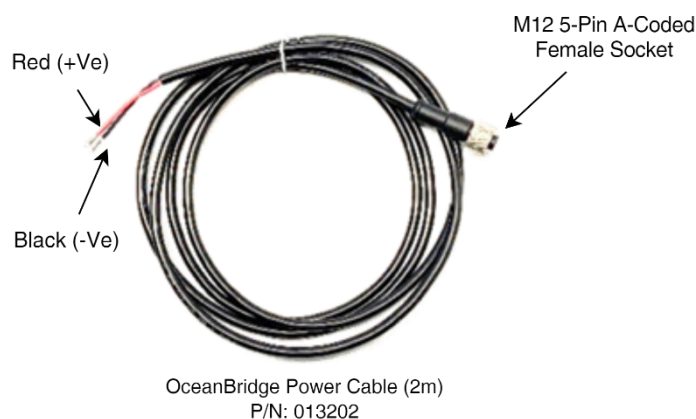
1. The unit's mounting holes are located at the four corners of the lid.
2. The provided mounting screws are designed to be compatible with various surfaces, such as wood or fibreglass. Before mounting, mark the desired hole positions and drill pilot holes accordingly. Take caution to verify the absence of any obstructions, such as cables or pipes, behind the drilling area.
3. Screw the unit to the surface using the screws provided. Never use power tools to mount the unit. Hand tighten only!



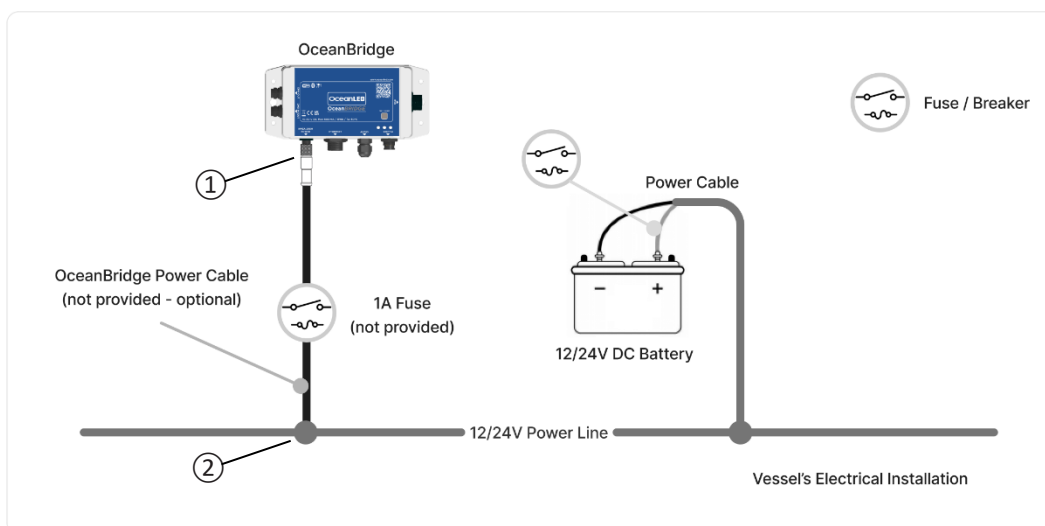
4 Electrical Installation / Wiring

4.1 Power Connection (without NMEA2000)

- For a straightforward power connection, use the OceanBridge Power Cable (p/n: 013202; not included with OceanBridge – p/n: 013201). Connect the end with the socket to the OceanBridge NMEA2000/Power port ① and link the other end to the 12/24V DC power source ② typically from the onboard battery. Utilize waterproof butt splices or IP66 waterproof junction boxes to create watertight connections. This cable must be protected with a suitable fuse or breaker (1A recommended).



- Connect the +VE Red wire to a +12/24V fused power source.
- Connect the -VE Black wire to the battery - (Ground) supply.



OceanBridge Power Connection

4.2 NMEA2000 Connection

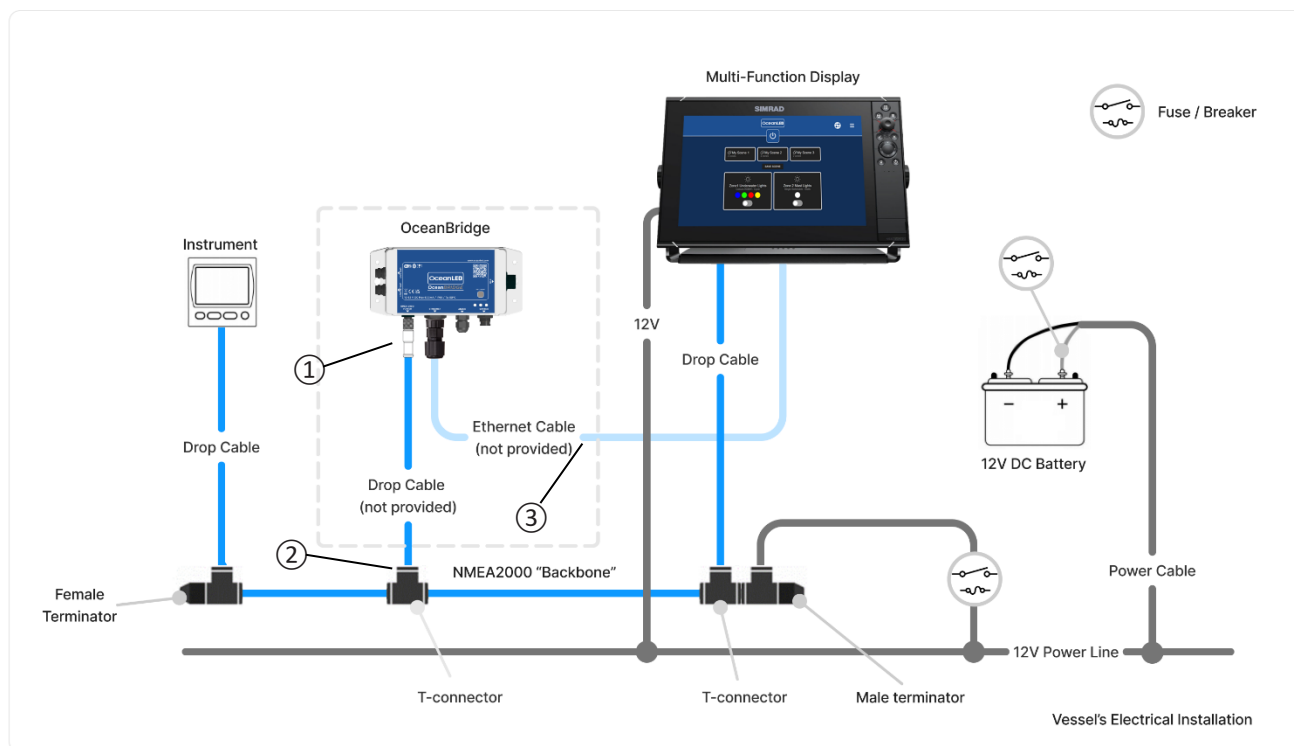
To connect to the existing NMEA2000 system, acquire a NMEA2000 drop cable (not provided). If there is no free port on the backbone, you will need to extend it by adding an additional T-connector (not provided).

Connect the female end of the drop cable to the OceanBridge NMEA2000/Power port ① and the male end to the NMEA2000 installation backbone ② (T-connector female port). Power for the unit will be supplied through the NMEA2000 network (Bus Powered).



NMEA2000 (N2K) Drop Cable
(not provided)

i The maximum drop cable length should not exceed 6 meters. To access the full functionality of OceanBridge, ensure that the MFD unit is also connected to the OceanBridge unit via an Ethernet cable ③. For detailed instructions on setting up the MFD Ethernet connection, please consult paragraph 4.3.

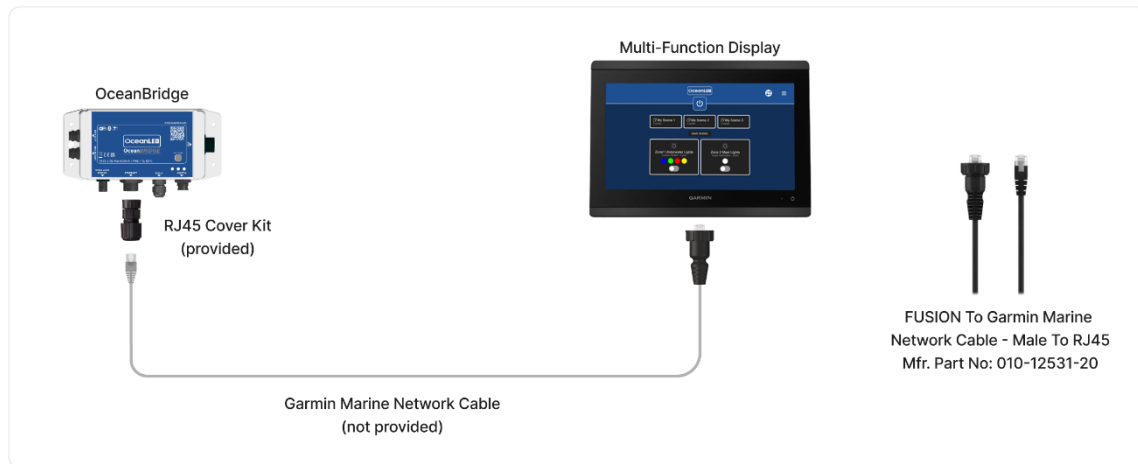


OceanBridge NMEA2000 Connection

4.3 GARMIN MFD Connection

Obtain the Garmin Ethernet cable (not provided). Fit the RJ45 Cover Kit supplied with the OceanBridge over the RJ45 plug of the Garmin Ethernet cable and connect to OceanBridge Ethernet port. Connect the other end of Garmin Ethernet cable to the Garmin MFD device (RJ45 socket).

 Please refer to the [Appendix 9.4](#) for instructions on assembling the RJ45 waterproof cover kit.

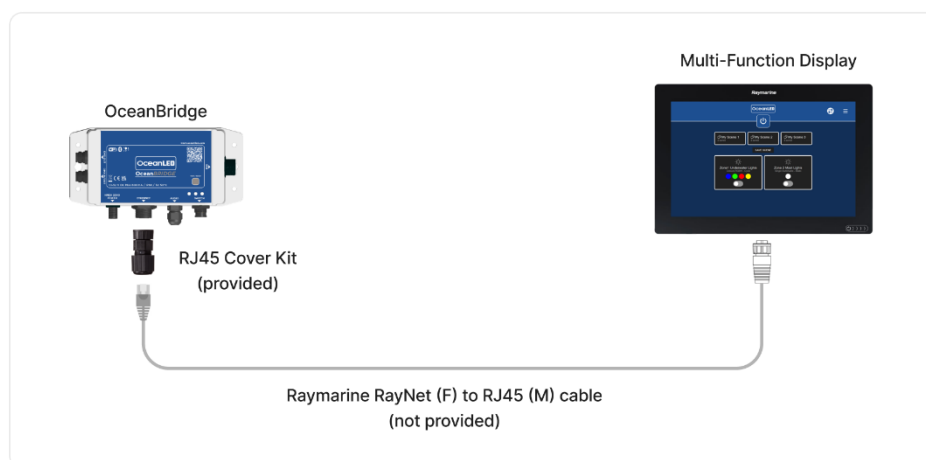


Garmin MFD Install - Ethernet Connection

4.4 RAYMARINE MFD Connection

Obtain the Raymarine RayNet (F) to RJ45 (M) cable (not provided). Pull back or remove the RJ45 connector boot from the cable and install the RJ45 Cover Kit supplied with the OceanBridge. Connect the RJ45 plug with the fitted cover kit to the OceanBridge Ethernet port and connect the other end to the Raymarine MFD device.

 Please refer to the [Appendix 9.4](#) for instructions on assembling the RJ45 waterproof cover kit.

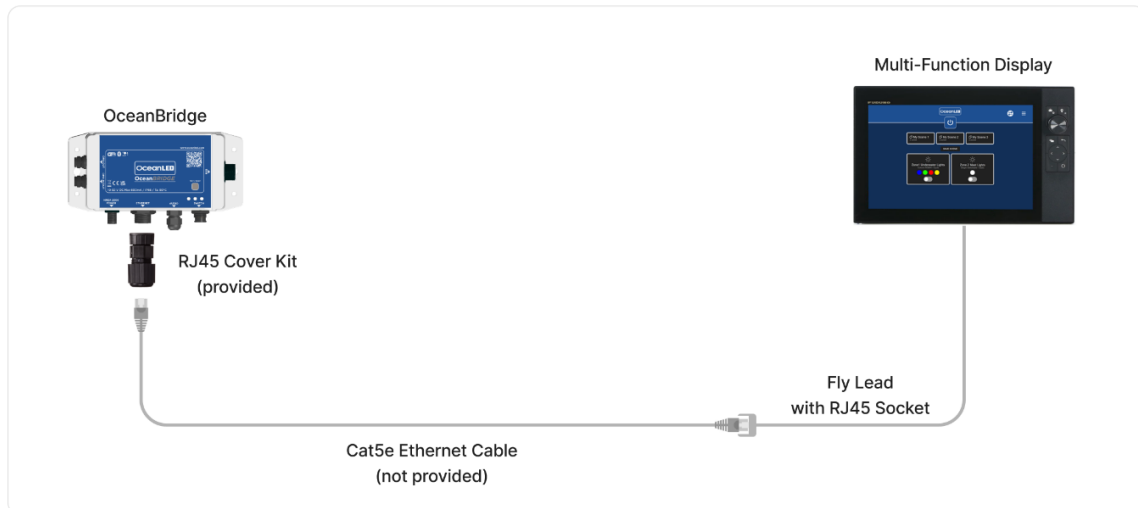


Raymarine MFD Install - Ethernet Connection

4.5 FURUNO MFD Connection

Obtain a shielded Ethernet cable (min Cat5e, not provided). Fit the RJ45 Cover Kit supplied with the OceanBridge over one of the RJ45 plugs and connect to OceanBridge Ethernet port. Connect the other end of the Ethernet cable to the Furuno MFD fly lead RJ45 socket or Ethernet port, depending on the model of the MFD device.

 Please refer to the [Appendix 9.4](#) for instructions on assembling the RJ45 waterproof cover kit.

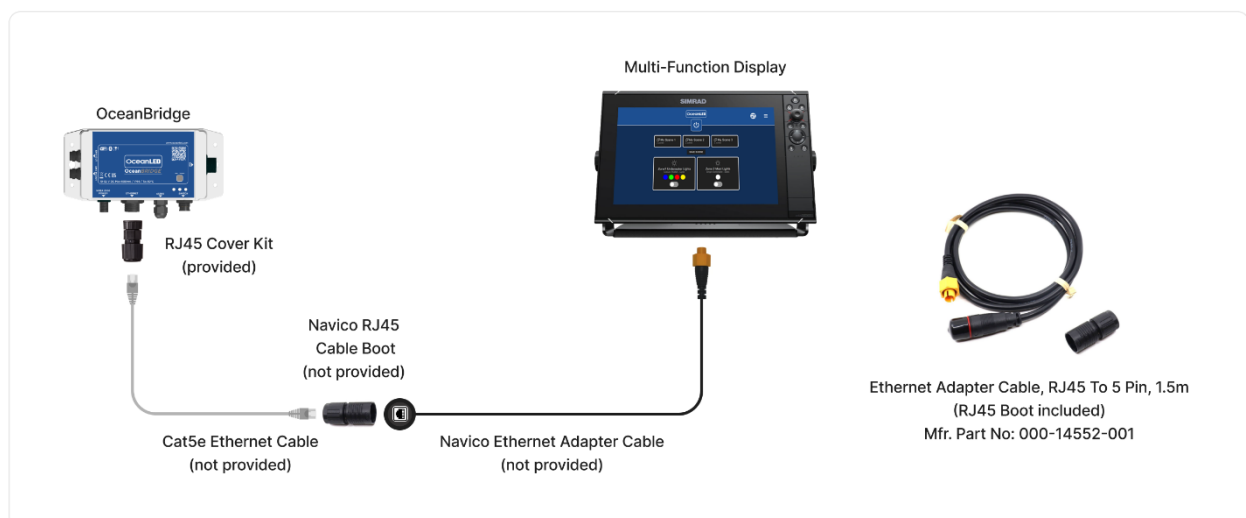


Furuno MFD Install - Ethernet Connection

4.6 NAVICO GROUP – SIMRAD MFD Connection

Obtain the Navico Ethernet Adapter and Shielded Ethernet cable (min Cat5e, not provided). Fit the RJ45 Cover Kit supplied with the OceanBridge over one end of the Ethernet cable's RJ45 plug and fit the Navico RJ45 cable boot over the other end. Connect the RJ45 plug to the OceanBridge Ethernet port and connect the other end to Navico Ethernet Adapter Cable RJ45 connector. Finally, connect the yellow 5-pin male plug to the SIMRAD Ethernet yellow 5-pin female socket.

 Please refer to the [Appendix 9.4](#) for instructions on assembling the RJ45 waterproof cover kit.

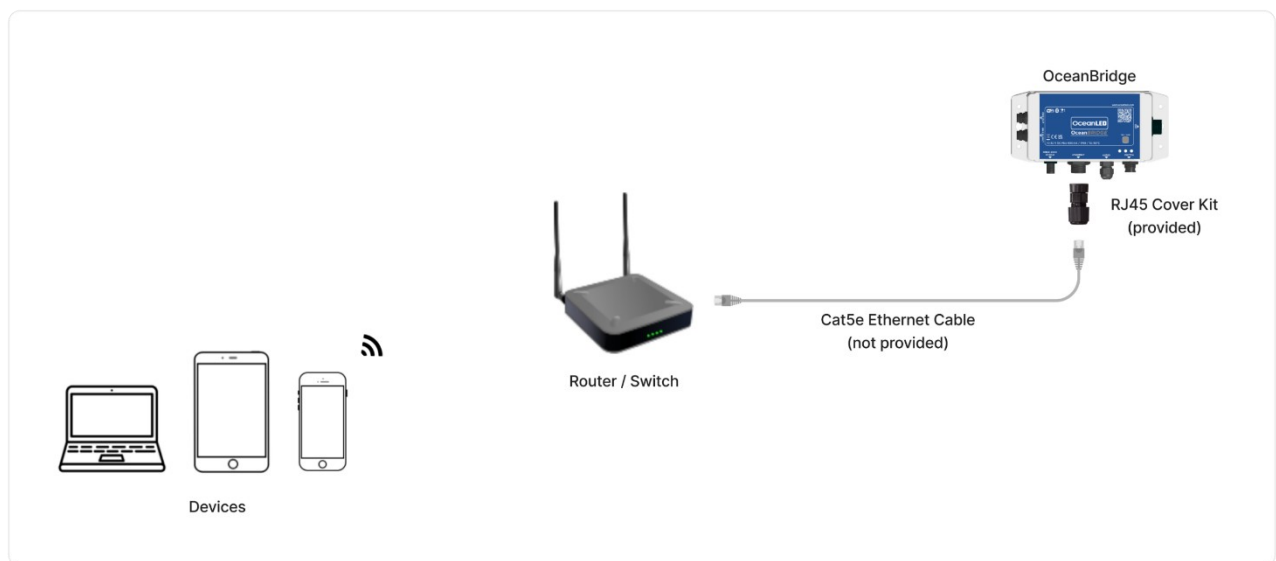


Simrad (Navico Group) MFD Install - Ethernet Connection

4.7 LAN Ethernet Connection - No MFD

The OceanBridge unit can connect directly to the local vessel's LAN network (switch/router) without the need for the MFD unit. All functionalities can be accessed using devices such as a laptop/PC, smartphone, or tablet, as long as they are connected to the same network via an Ethernet cable (for PCs) or Wi-Fi. Please obtain a Shielded Ethernet cable (min Cat5e, not provided). Use the RJ45 Cover Kit (Appendix 9.4 assembling instructions) supplied with the OceanBridge to cover one end of the Ethernet cable's RJ45 plug. Connect the covered end to the OceanBridge Ethernet port and the other end to the Router/Switch.

 Please refer to the Appendix 9.4 for instructions on assembling the RJ45 waterproof cover kit.



OceanBridge Ethernet Connection with Router/ Switch

4.8 Audio Connections

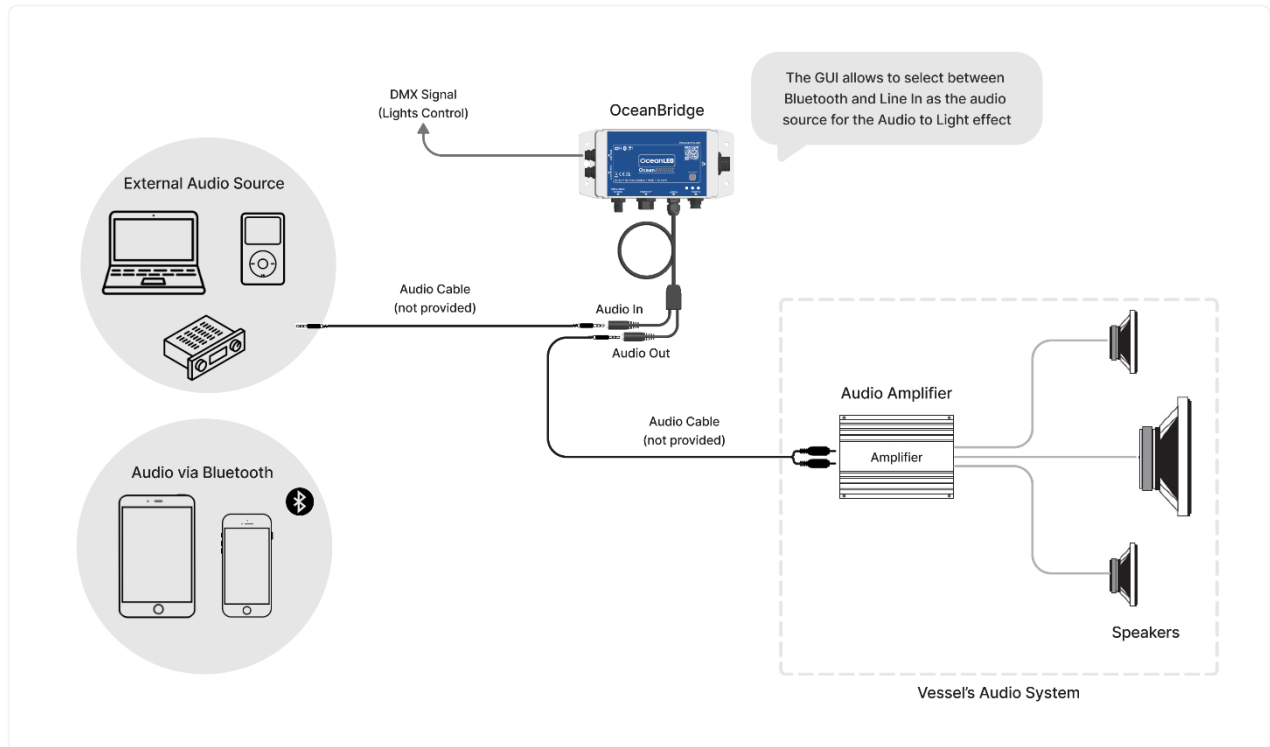
The OceanBridge device includes the following audio connectors:

- 1 x Audio In 3.5mm stereo connector : This connector allows for the input of audio line-in signals from external sources. Users can connect devices such as smartphones, MP3 players, or other audio devices to play audio through the OceanBridge.
- 1 x Audio Out 3.5mm stereo connector : This connector serves as an output for audio line-out signals. It enables users to connect external audio systems to enjoy the audio output from the OceanBridge device.

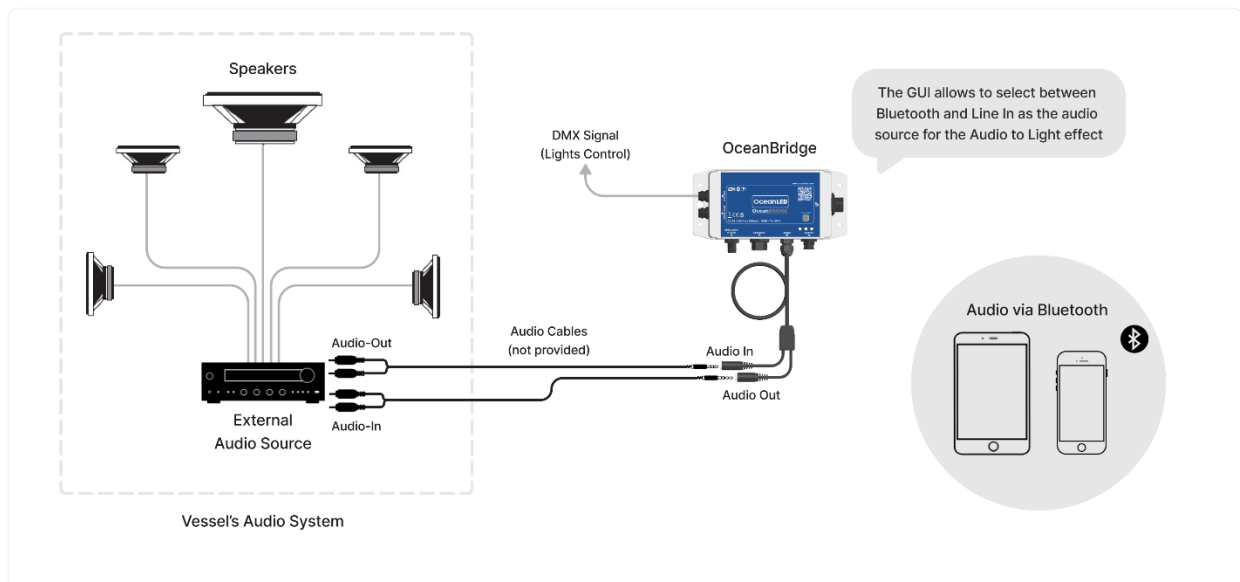
Use the 'Audio In' input when connecting an external device as the source of the audio signal. Depending on your audio device, you will need the appropriate extension cable (not provided). Connect the 3.5mm stereo input jack to the OceanBridge 'Audio In' fly lead input jack socket and connect the other end to the external audio source. Ensure to waterproof the audio connection. Damage to the OceanBridge unit through poor installation of third party cables will void your warranty.

 For best results use the 'line-out' connection from an audio source, rather than a headphone outlet, as levels should not change with volume.

Below, you can find examples of typical OceanBridge Audio system connections:



OceanBridge Simple Audio Setup



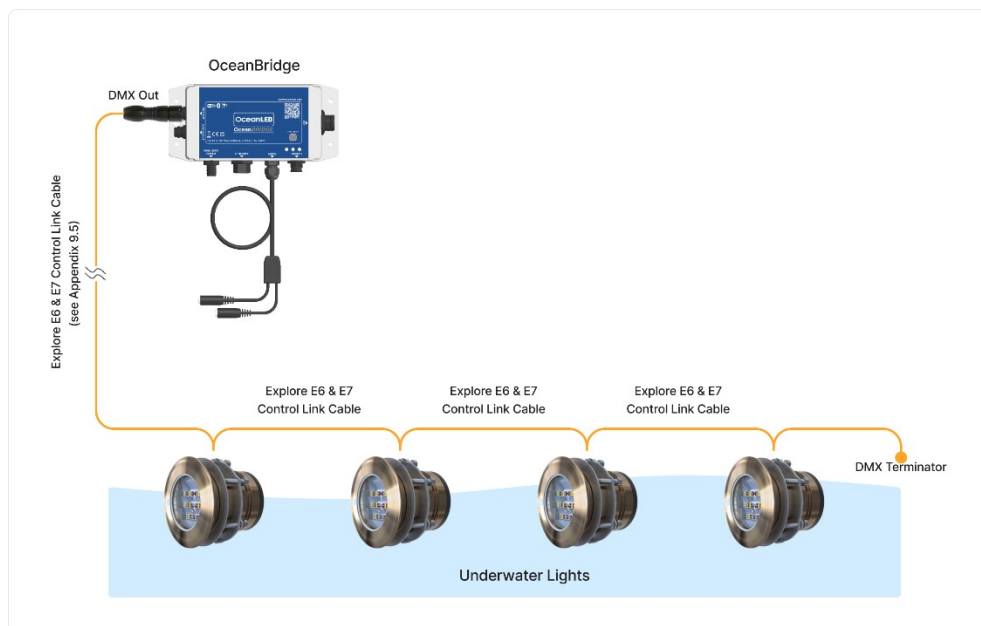
OceanBridge Audio Setup with an Advanced Audio System

4.9 DMX Connections

i The DMX standard recommends a maximum of 32 devices and a maximum network length of 300m/980ft to be connected in one chain without using additional DMX signal splitters. The OceanBridge supports up to 32 devices per channel, allowing for a total maximum of 64 devices to be connected using both DMX channels. If your installation requires more lights than this, please contact OceanLED for advice.

4.9.1. Explore Series E6 & E7 DMX

For the straightforward connection with the Explore E6 & E7 lights use Explore E6 & E7 Control Link Cable (see [Appendix 9.5](#)). Connect the male plug of the cable with the OceanBridge DMX OUT port and connect the other end to the first light in the DMX chain. Ensure to terminate the last device in the DMX chain with the DMX terminator (not provided; p/n: 011044).



OceanBridge Explore DMX Series Connection Diagram

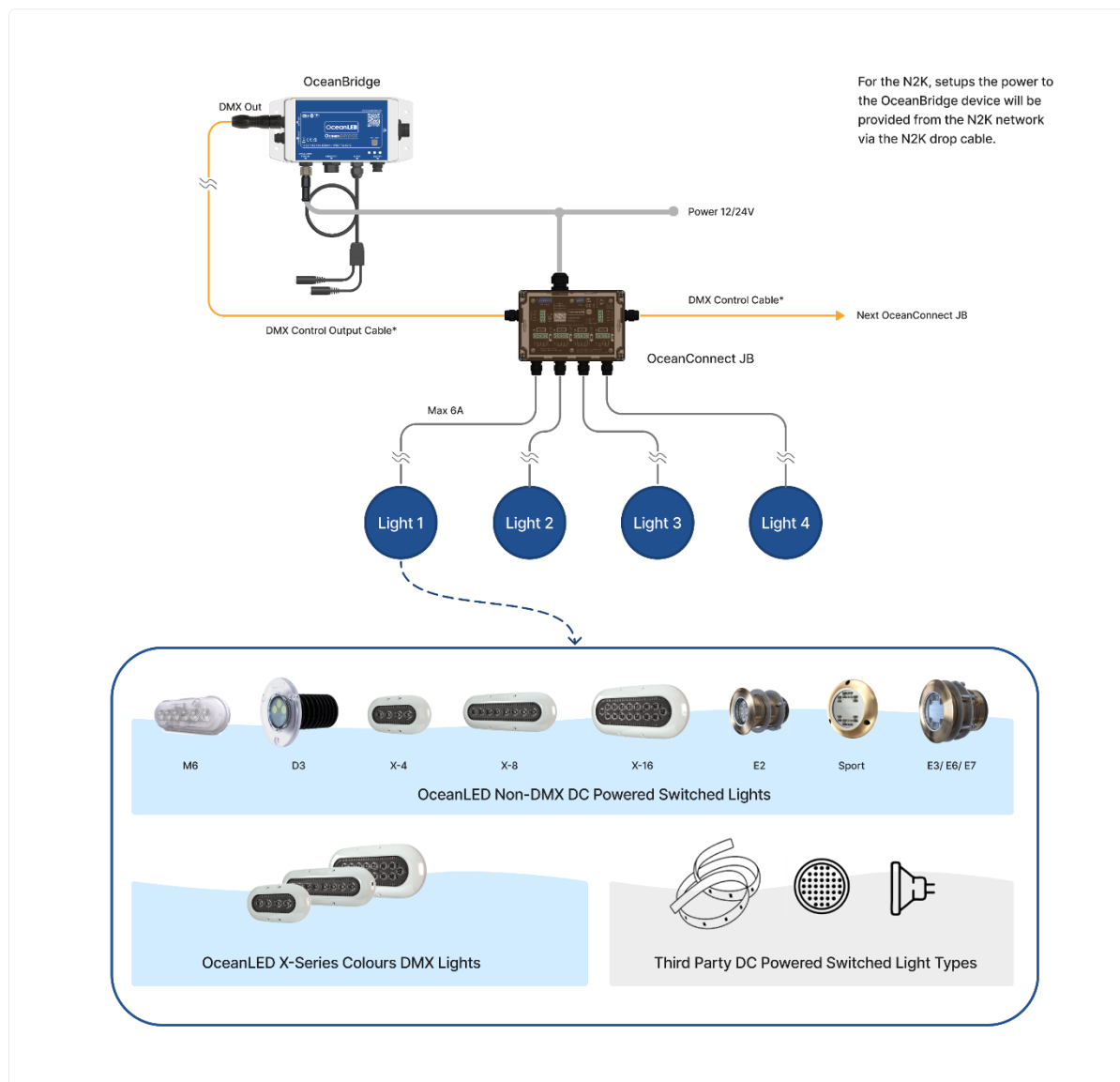
4.9.2. DC Powered Switched Lights via OceanConnect Junction Box

The OceanConnect Junction Box (JB) (p/n: 013204) allows to control any DC-powered switched light types where the maximum current does not exceed 6A. It can also be used to split the power and DMX signal to X-Series DMX lights.

OceanConnect converts the DMX signal from OceanBridge to control non-DMX lights, allowing to assign different DMX addresses for each light if required. Furthermore, in configuration with X-series DMX colour lights, it allows to assign a unique DMX address for each light if necessary (by default, the X-series DMX address is set to 1 and cannot be changed within the device).

For the connection with the OceanConnect JB, use the DMX Control Output Cable*. Connect the male plug of the cable with the OceanBridge DMX OUT port and connect the bare end to the first OceanConnect JB. If only one OceanConnect JB has been used, ensure to switch ON the onboard terminator in the OceanConnect JB. For more than one OceanConnect JB installation use the DMX Control Cable* to link the OceanConnect JB or use Control Input Cable* to link with the Explore series lights. Please refer to the OceanConnect Installation Manual for instructions on connecting the lights.

* not included with OceanBridge – see [Appendix 9.5](#)

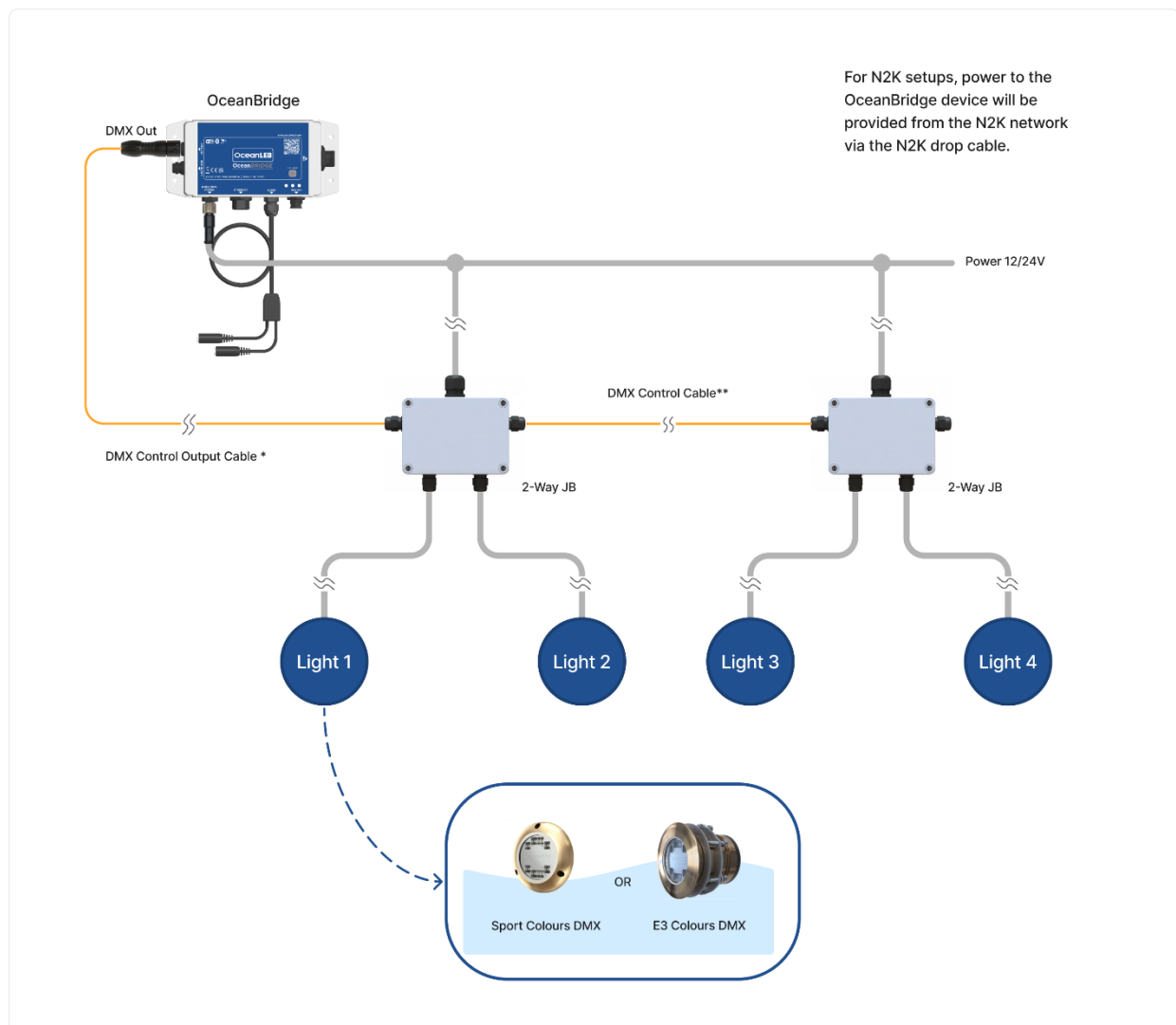


OceanBridge and OceanConnect JB Connection Diagram

4.9.3. Sport & E3 Colours DMX with 2-Way Junction Box

For the connection with the 2-Way Junction Box (JB) (p/n: 013205) use the DMX Control Output Cable*. Connect the male plug of the DMX Control Output Cable* with the OceanBridge DMX OUT port and connect the bare end to the first 2-Way JB. If only one 2-Way JB has been used, ensure to switch ON the onboard terminator inside the 2-Way JB. For more than one 2-Way JB installation use the DMX Control Cable** to link the Junction Boxes. Please refer to the 2-Way JB Installation Manual for instructions on connecting the lights.

* not included with OceanBridge – see [Appendix 9.5](#)

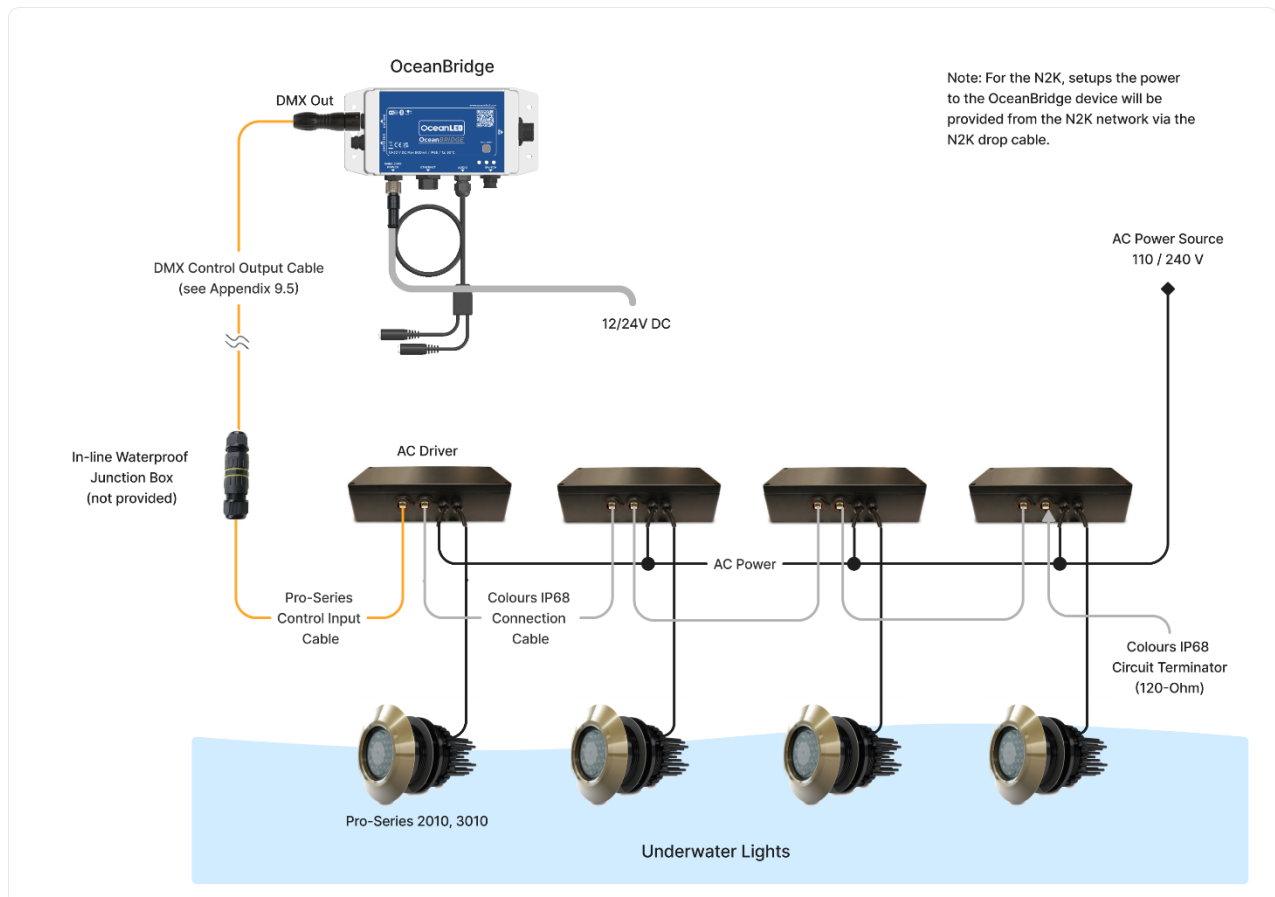


OceanBridge and 2-Way Junction Box Connection Diagram

4.9.4. 2010, 3010 Single Colour/Colours (Legacy Lights)

To connect the Pro-Series AC Underwater Light Installation, use the DMX Control Output Cable* and a Waterproof 3-Way In-line Junction Box (not provided). Connect the male plug of the DMX Control Output Cable* to the OceanBridge DMX OUT port. Then, using the In-line Junction Box, connect the exposed end of the DMX Control Output Cable* to the corresponding end of the Pro-Series Control Input Cable*.

* not included with OceanBridge – see [Appendix 9.5](#)



OceanBridge DMX Connection - Pro-Series 2010, 3010 (AC Drivers)



Function	DMX Control Output Cable Wire Colour	Pro-Series Control Input Wire Colour
GND	BLACK	BROWN/ BROWN-WHITE
DMX+	YELLOW	ORANGE
DMX-	BROWN	ORANGE-WHITE
SHIELD	SCREEN	N/C
Not Used	RED	N/C

4.9.5. External DMX Controller Connection

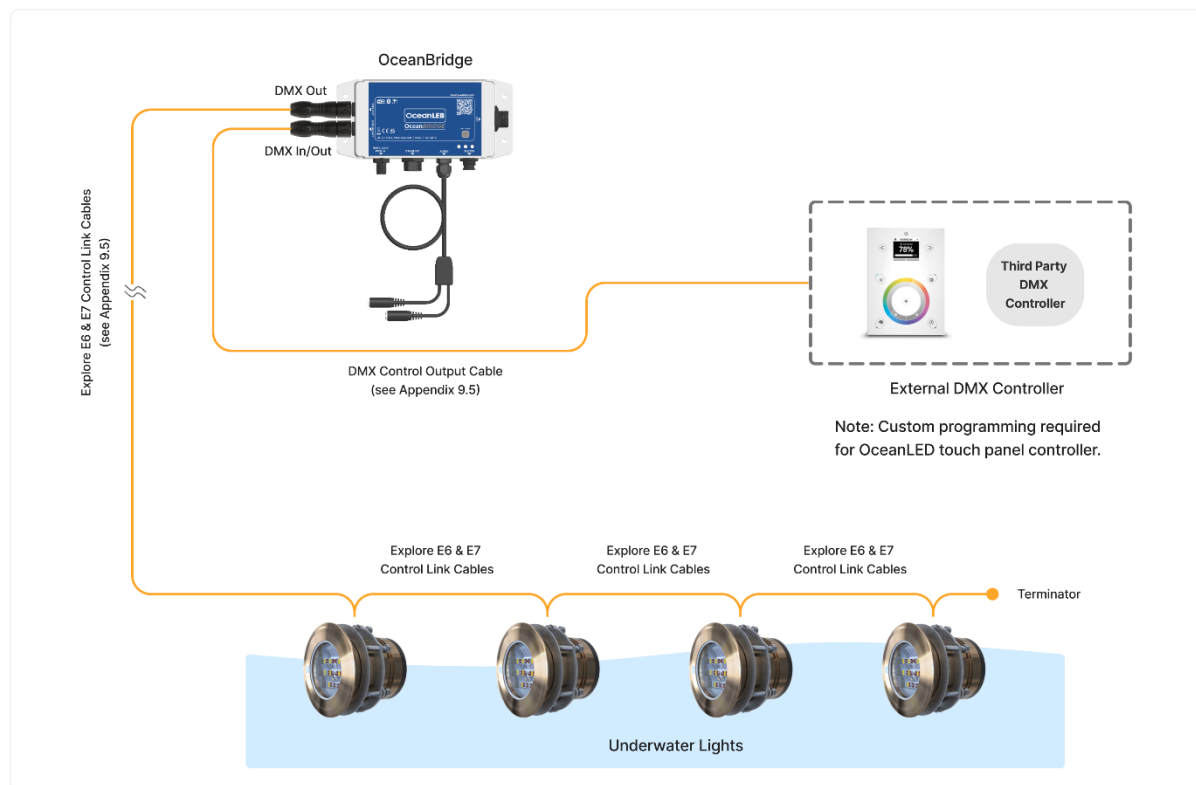
OceanBridge has the capability to work with an additional external DMX controller, where the external DMX signal can either be mixed with OceanBridge own output or passed through the device. The OceanBridge GUI allows users to select the required functionality.

To connect the external DMX controller, wire the bare end of the DMX Control Output Cable (not included see [Appendix 9.5](#)) to the DMX output of the control device and connect the other end to the OceanBridge DMX In/Out. Please refer to the controller's own Installation Manual for instructions on connecting the control cable.

Control Output Cable Wiring:

DMX In	Control Cable Wire Colour
GND	BLACK
DMX+	YELLOW
DMX-	BROWN
SHIELD	SCREEN
Not Connected	RED

Control Cable Wire Colour	Function
BLACK	GND
YELLOW	DMX+
BROWN	DMX-
SCREEN	Not Connected
RED	Not Connected

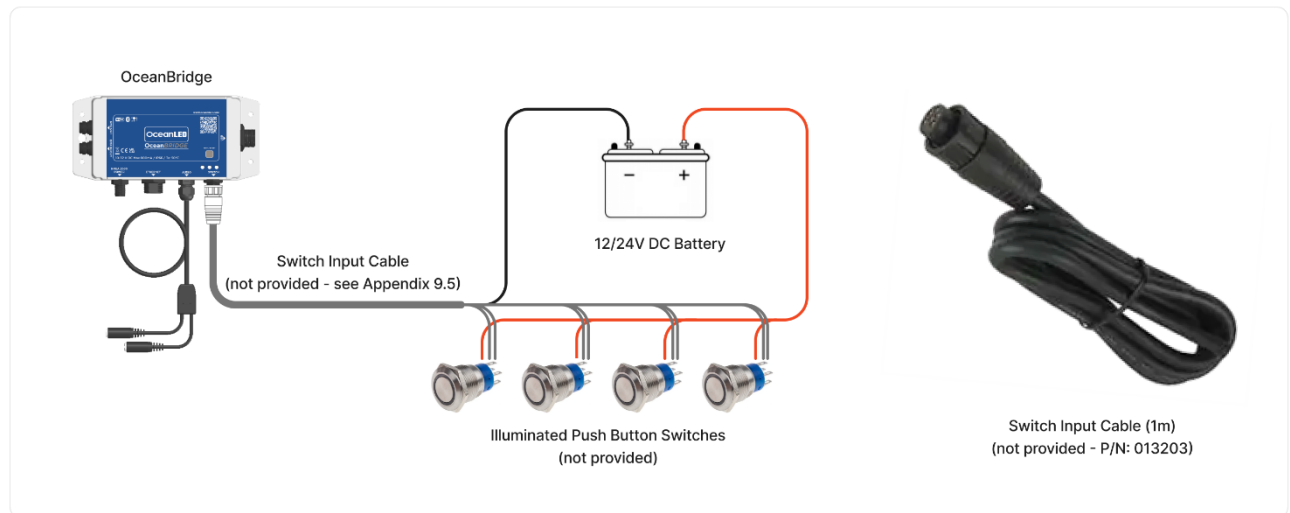


OceanBridge External DMX Controller Connection Diagram

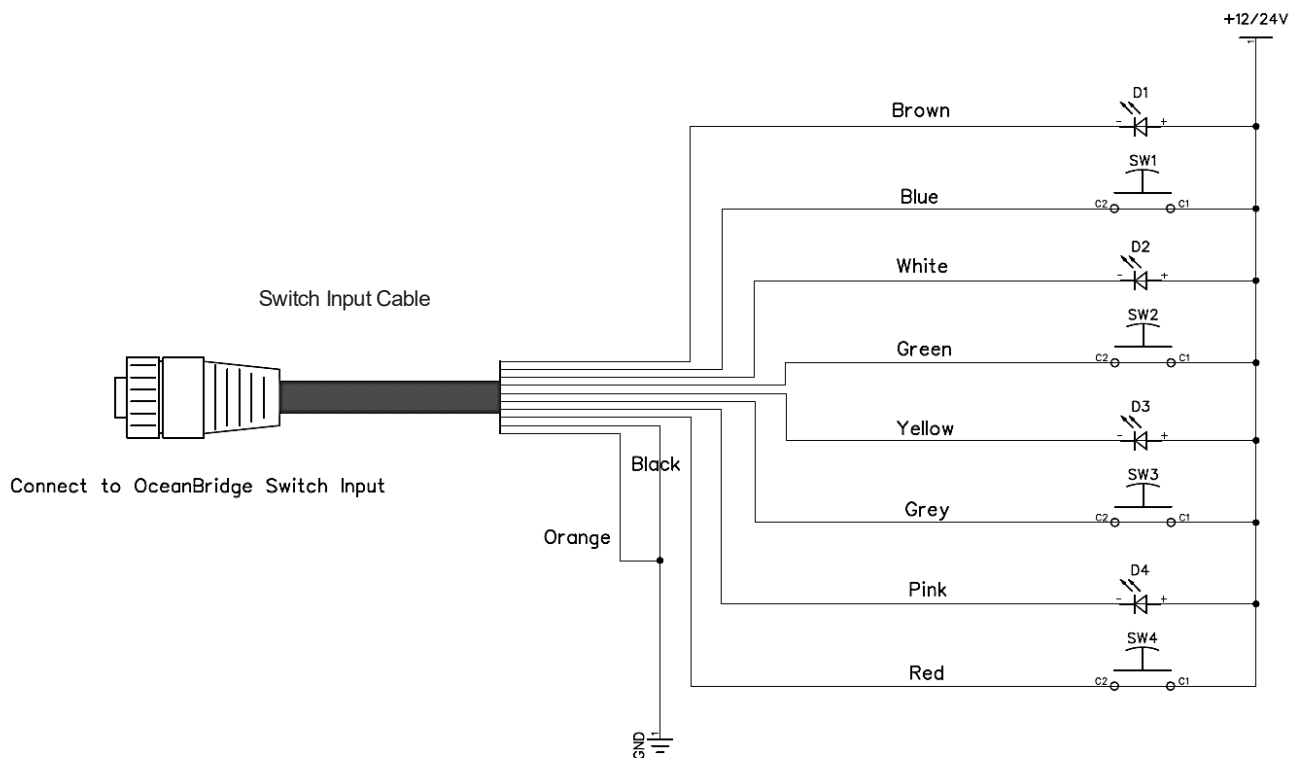
4.10 External Switches Connections

Switch Input Cable

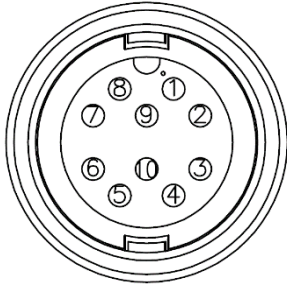
To connect external switches, wire the push button switches to the OceanBridge Switch Input Cable (p/n: 013203 – see [Appendix 9.5](#)) according to the diagram below. Then, connect the Switch Input Cable plug to the OceanBridge Switch Input Connector. Keep in mind that supplementary wiring will be needed to establish the connection for the 12/24V DC power to the switch installation.



External Switches Connection Diagram



Switch Input Cable Connections Electrical Schematic

Function	Cable Wire Colour	Pin	Switch Input Cable Plug Pinout
LED 1	Brown	1	 <p>Front View</p>
Switch 1	Blue	2	
LED 2	White	3	
Switch 2	Green	4	
LED 3	Yellow	5	
Switch 3	Grey	6	
LED 4	Pink	7	
Switch 4	Red	8	
Common/ GND	Black	9	
Common/ GND	Orange	10	

⚠ Note: Please double-check all connections to ensure their accuracy.

4.11 Final Installation Checks

Wiring and Connections:

- Double-check that all wiring and connections are secure and properly insulated to prevent short circuits.

Circuit Protection:

- Ensure that circuit protection devices such as fuses, or circuit breakers are installed to prevent overcurrent situations.

Waterproofing:

- Check that all components are adequately protected against moisture and water ingress, as marine environments can be harsh.
- All unused connectors and cable ends should be covered for protection with supplied cover caps.

Functionality Testing:

1. Apply the power to the OceanBridge unit and to the lights.
2. Wait for the startup procedure to complete (approx. 18 seconds), the Green LED should be ON.
3. Test the OceanBridge unit device by short-pressing the test/reset button (approx. less than 1s) located on the front of the device to power on the connected lights. No prior setup in the User Interface (UI) is required for this quick test.

5 System Setup

- i** When first installed or after a factory reset, the system needs to be set up. The setup process allows the discovery (auto), or manual addition of lights connected to the DMX network and enables the user to group the lights either into a single zone or multiple zones. The setup is a quick and easy process and is only performed upon initial installation or after a factory reset. The setup can be done either from the MFD via the OceanBridge App or via the external devices using the Wi-Fi connection. OceanLED recommends using external device such as laptop or mobile phone for the initial setup.

5.1 Turning the System ON and OFF

The system is turned on by applying power to the OceanBridge unit device. Wait for the startup procedure to complete (approximately 18 seconds); the Green LED on the unit should be ON. To turn off the system, turn off the power to the device.

5.2 First Time Startup

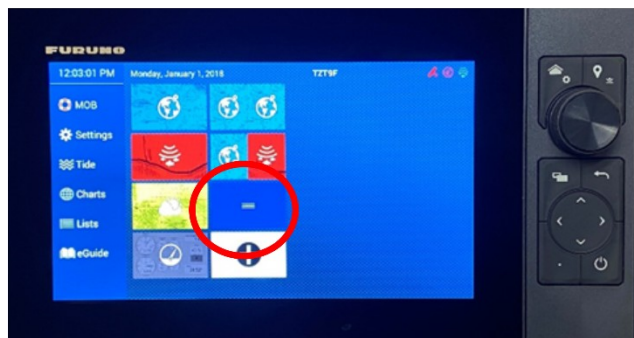
MFD Device – OceanBridge App

- i** **Notice - Furuno MFD Users:**
Before using the Furuno MFD device with the OceanBridge app, the user must install the “OceanLED.enc” configuration file. Please refer to the Appendix 9.6 for instructions on how to do this.
- i** **Notice - Raymarine MFD Users:**
The minimum supported software version for the Raymarine MFD’s is Version 4.5.56. Please check your software version and update if required.

1. Power on the OceanBridge unit and start the MFD device (ensure that the OceanBridge is connected to the MFD device via the Ethernet cable).
2. The OceanBridge device is recognized, and the OceanLED app icon appears on the main screen, though it may take some time depending on the MFD. In most cases, the app will appear on the main screen or home page, depending on the configuration of the MFD; refer to the MFD manufacturer's manual for guidance.



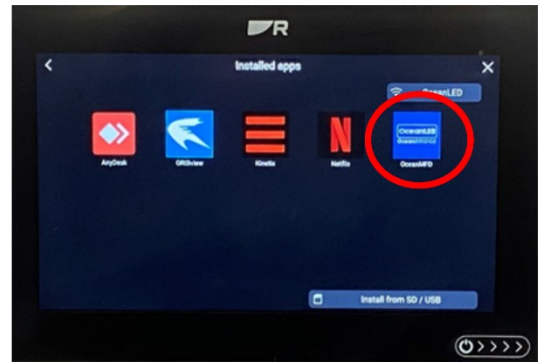
GARMIN



FURUNO

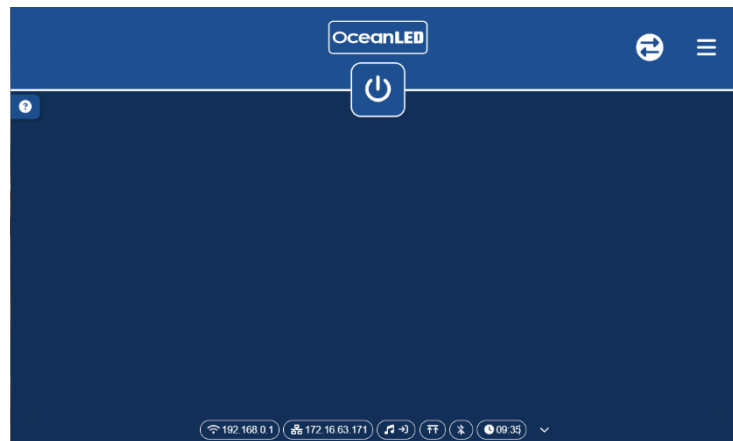


SIMRAD



RAYMARINE

3. Tap the OceanLED icon to start the OceanBridge App.
4. Upon successful connection, the OceanBridge App home page should load on the screen.



OceanBridge First Time Startup Screen

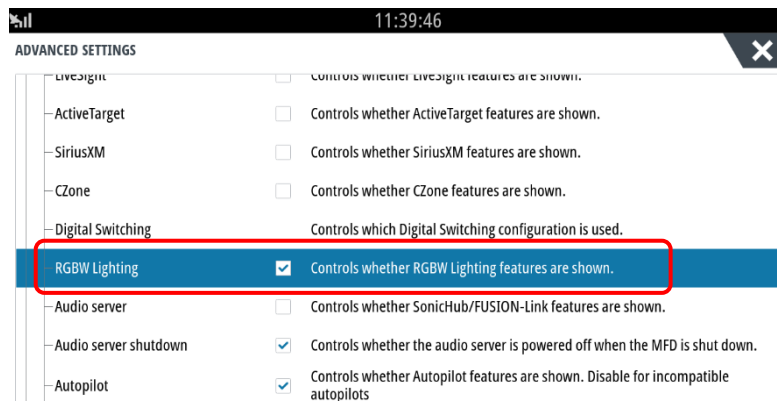
5. From this point the user can follow the setup process to add devices to the system and create zones in order to be able to control the connected devices. Please refer to later chapters in this document to learn about the setup process:

[Equipment Setup General Info](#)

MFD Device - NMEA2000 Lighting PGN (Navico MFDs only)

i The NMEA2000 Lighting PGN enables control of the lights to a certain extent; however, the initial setup can only be accomplished through the OceanBridge App. The minimum supported software version for the lighting PGN is Version 22.2. If your current Navico MFD's software version is below 22.2, please upgrade it to meet the required version.

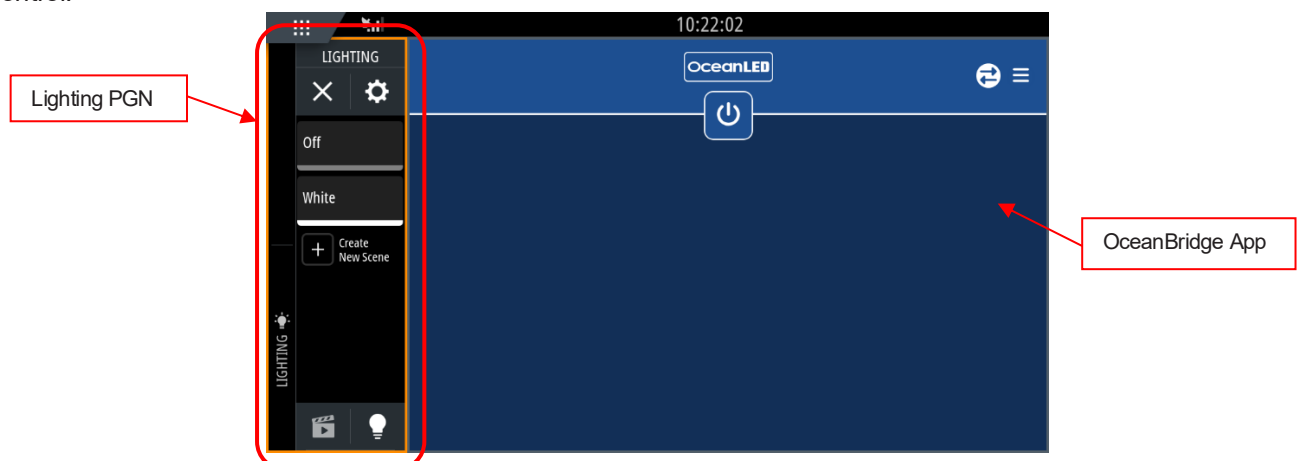
The lighting PGN must be activated in the settings. Go to: *Settings > System > Advanced (Features) > RGBW Lighting* and ensure the "Controls whether RGBW Lighting features are shown" option is ticked.



Ensure that the OceanBridge device is recognized by the MFD device. Go to: *Settings > Network > Device List* to check if the OceanBridge device is listed. If there is no OceanBridge device ensure that the MFD unit and the OceanBridge device are connected to the NMEA2000 Backbone.

Model ID	Serial No.
NSS3S 9 Echo CH1	This device
NSS3S 9 MFD	This device
NSS3S 9 Navigator	This device
NSS3S 9 Pilot Controller	This device
NSS3S 9 iGPS	This device
OceanBridge	00000001

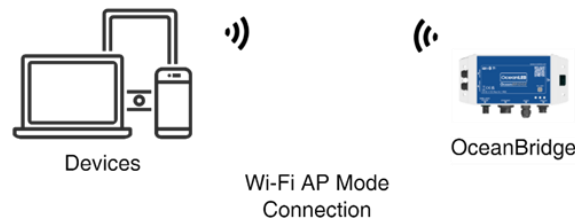
When first connected to OceanBridge before the initial setup, the lighting PGN will show no devices or zones for control.



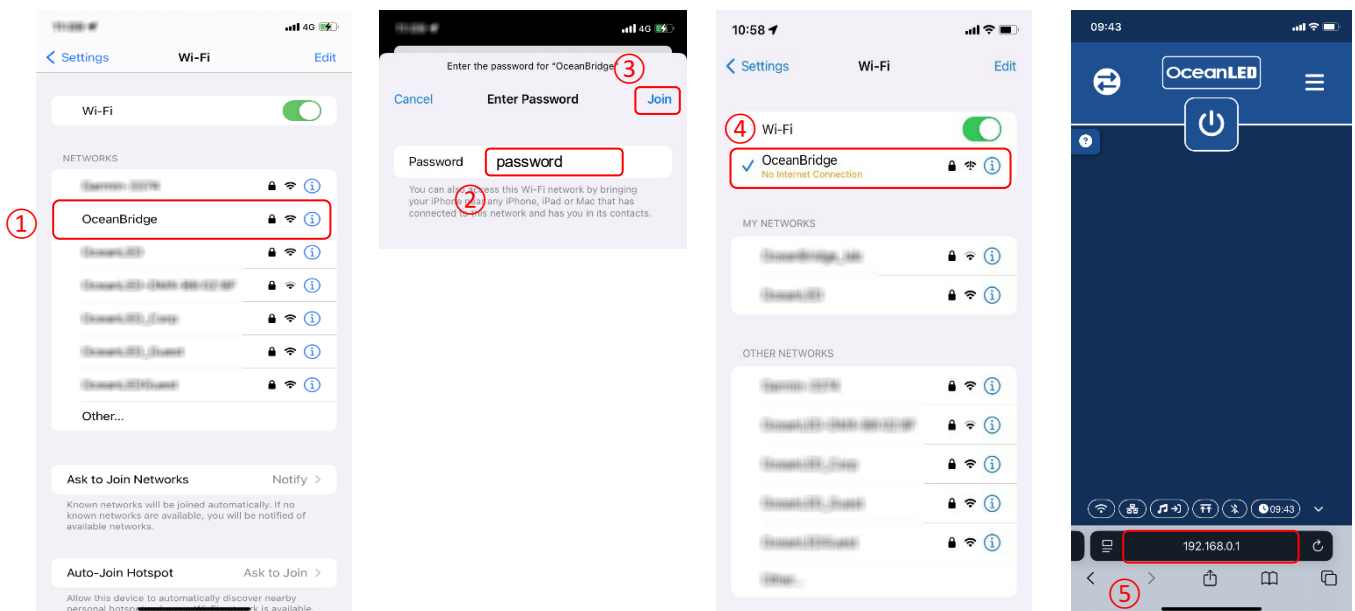
Proceed to the initial setup procedure to add devices and zones.

Remote Device - Wi-Fi Direct Access Point

When first installed and powered on, the OceanBridge device will activate Direct Access Point (AP) Mode, enabling connections from external remote devices such as a laptop/PC, smartphone, and tablet using Wi-Fi. This connection can be used independently of the MFD connection, meaning users do not need the MFD device to control the OceanBridge unit.

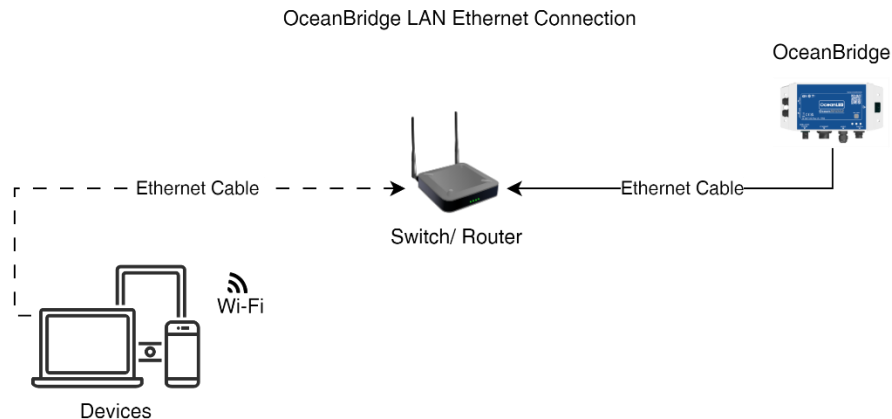


1. On your device, open the Wi-Fi settings, and the OceanBridge device should appear in the list of available networks.
2. Select the **OceanBridge** Network and type in the password '**password**' when requested.
3. Once the connection has been established, open the installed web browser for your type of device and, in the address bar, type: '**http://192.168.0.1**' to connect with the OceanBridge controller. Upon successful connection, the OceanBridge App home page should load on the screen.



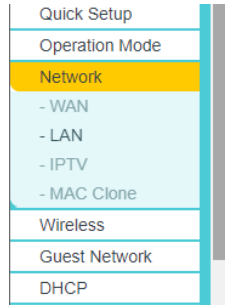
Note: The default AP password should be changed to prevent unauthorized access. If this is the first time using the device or after a Factory Reset, a dialog pop-up may appear prompting the user to change the password. Otherwise, please refer to Chapter 6.1.2 for instructions on changing the password.

LAN Ethernet Connection



If you opt to connect the OceanBridge device to your local LAN network via an Ethernet cable, ensure that the control device, such as a laptop/PC, tablet, or smartphone, is also connected to the same local network, either through a wired Ethernet connection (PC) or Wi-Fi.

When setting up a router it's important to choose a subnet for the IP address range that differs from '192.168.0.xxx', as this subnet is reserved for the OceanBridge Wi-Fi connection. In the example below, the LAN Network IP address has been changed from the router's default '192.168.0.1' to '192.168.1.1'. As a result, both the OceanBridge device and other connected devices will receive automatic assignments within the DHCP range: 192.168.1.100 – 192.168.1.199. This procedure ensures that the OceanBridge Ethernet IP address won't conflict with the OceanBridge Wi-Fi IP address.



LAN Settings

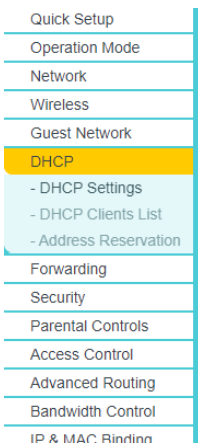
MAC Address: 9C:53:22:6F:2A:A6

IP Address: 192.168.1.1

Subnet Mask: 255.255.255.0

Save

Router LAN Settings Example



DHCP Settings

DHCP Server: ☐ Disable ☒ Enable

Start IP Address: 192.168.1.100

End IP Address: 192.168.1.199

Lease Time: 120 minutes (1-2880 minutes, the default value is 120)

Default Gateway: 192.168.1.1 (optional)

Default Domain: (optional)

DNS Server: 0.0.0.0 (optional)

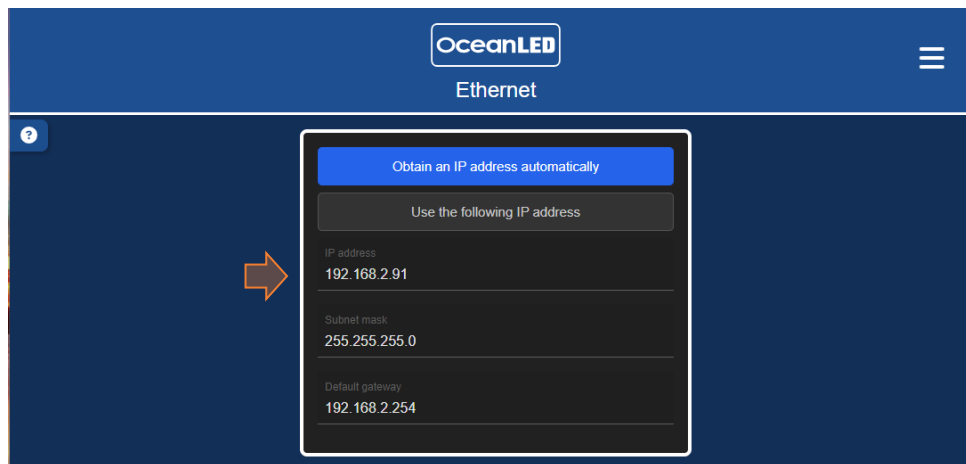
Secondary DNS Server: 0.0.0.0 (optional)

Save

Router DHCP Settings Example

Accessing the OceanBridge HTML5 App (OceanBridge connected via LAN):

- For laptop/PC connections, type `http://oceanled-bridge` in the device's browser address bar.
- For mobile device connections, the user will need to know the OceanBridge IP address, which has been automatically assigned to the device by the DHCP server. To find out the IP Address follow the procedure below:
 1. Connect to the OceanBridge device using the direct Wi-Fi method described in the previous paragraph.
 2. Read the IP address from the Ethernet section: *Menu > System > Network > Ethernet*.

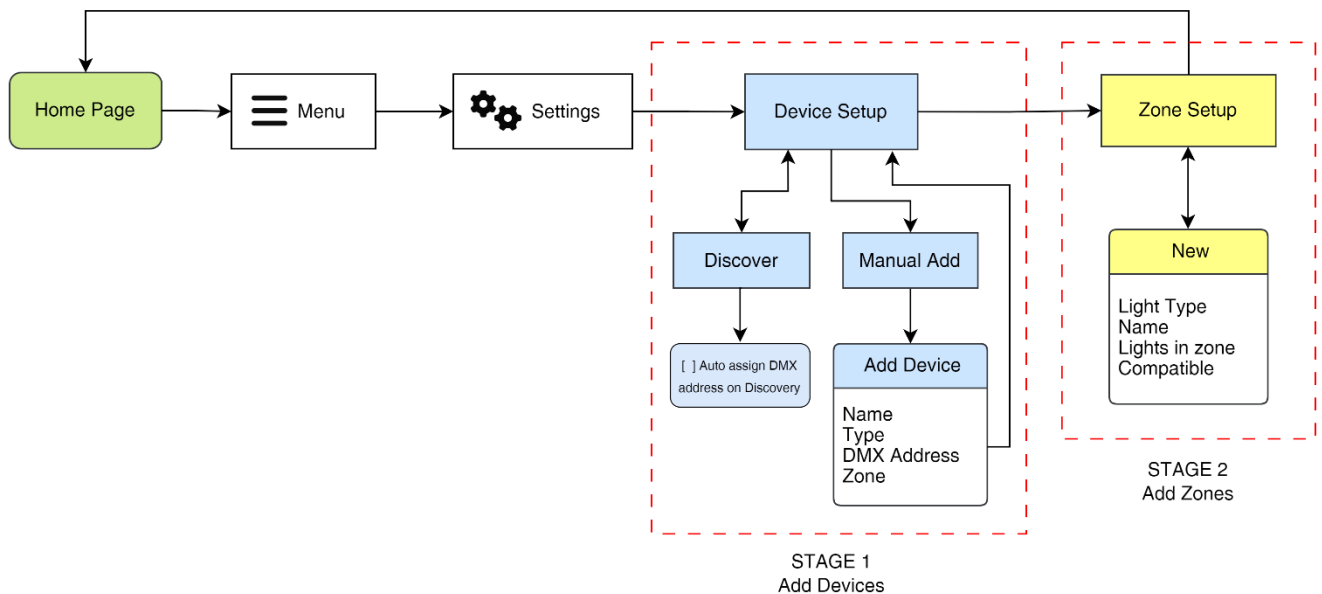


3. Terminate the OceanBridge Wi-Fi device connection on your device and connect to Router Wi-Fi.
4. Type the IP address in the device's browser address bar to connect with the OceanBridge HTML5 App (e.g., `http://192.168.1.100`). Be aware that the IP address may change after power cycling the connected devices due to the nature of the DHCP server.

5.3 Equipment Setup General Info

- i** The setup can be done either from the MFD or via external devices using the Wi-Fi connection. The process is exactly the same for both methods. Users can interact with the interface by touching the screen on a touch panel device or clicking with a mouse on the PC, depending on the used device.

The main setup process will include adding the devices (lights) to the system (Stage 1) and setting up a single zone or multiple zones depending on the requirements (Stage 2). Perform these steps on the first use or if new lights have been added or deleted from the DMX network.



Overview of Setup Sequence

Methods of Adding Devices

There are two ways to add lights to the system:

- Discover** method (with optional Auto DMX addressing)

The Discover method is employed in setups where all lights are of the DMX type supporting the [RDM protocol](#), including OceanConnect setups. This is a fully automated process in which the OceanBridge device will search and automatically add the devices attached to the DMX network. In this case, the user's role will be limited to making any necessary changes to the name (e.g. adding a location/ number) or DMX address after the completion of the discovery process.
- Manual Add** method

The Manual Add method is employed in setups where the lights do not support the RDM protocol. In most cases, this includes third-party DMX drivers or DMX-controlled lights with fixed or manually configurable DMX addresses, such as DMX controlled relays and LED strip DMX drivers, which will be directly connected to the DMX network. This is a fully manual process where the user needs to provide basic information about the device, such as its name, light type, and DMX address. This information should be available beforehand to facilitate a smooth setup process.

Both methods mentioned above can be used together to add lights to the system. The Device Setup page enables users to identify a device (with a blink/flash), edit the name/DMX address/light type/zone and delete the device from the system, regardless of the method used to add it.

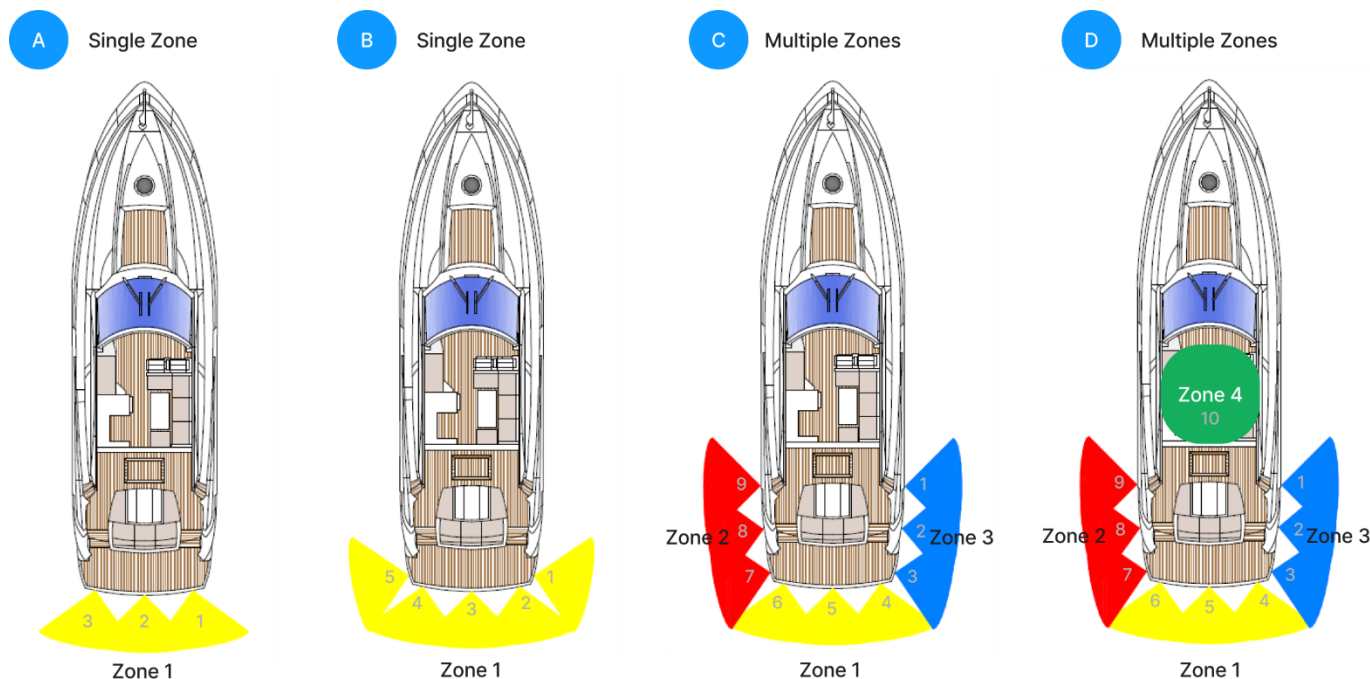
- 💡 Note:** Including the device location/number in the name during the initial setup will help identify which light should go to which zone and establish the order when setting up the Sweep mode.

Lighting Zones Explained

Lighting zones can be configured for various areas of the vessel. A zone may include underwater lights, strip lights, downlights, courtesy lights, or any combination of these, as long as they are the same light type*. The Zone Setup page allows users to identify (blink) the zone, edit the name/light type, include devices, and delete the zone. Users can save up to 10 zones.

*** Please note that the RGB, RGBW and RGBW Camera light types are interchangeable and can be grouped together in one zone.**

Zone Configuration Examples:

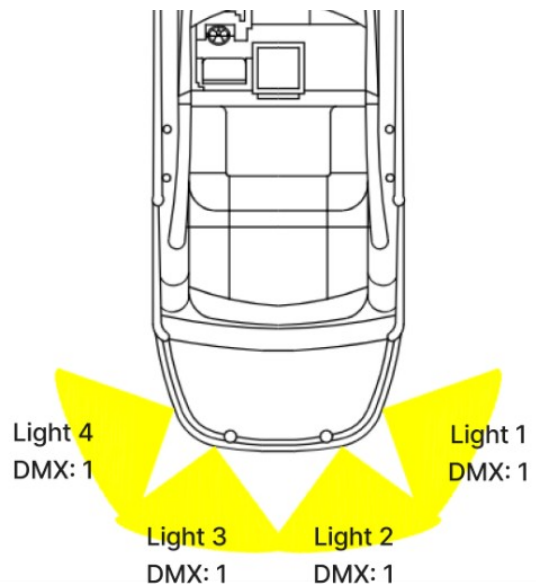


- A.** Simple single zone setup - one light type where all three lights are configured as one zone e.g.: Zone1: Transom (single colour switchable lights: 1,2,3).
- B.** Single zone setup – one light type where all five lights are configured as one zone, e.g.: Zone1: Transom (RGBW lights 1,2,3,4,5).
- C.** Multiple Zones setup – one light type where lights are configured as three zones with three lights in each zone e.g.:Zone1: Transom (lights 4,5,6), Zone2: Port (lights: 7,8,9), Zone3: Starboard (lights: 1,2,3).
- D.** Multiple Zones setup – two light types (RGBW, single switchable) where lights are configured as four zones e.g.: Zone1: Transom (RGBW lights 4,5,6), Zone2: Port (RGBW lights: 7,8,9), Zone3: Starboard (RGBW lights: 1,2,3), Zone4 (single switchable light/s: 10)

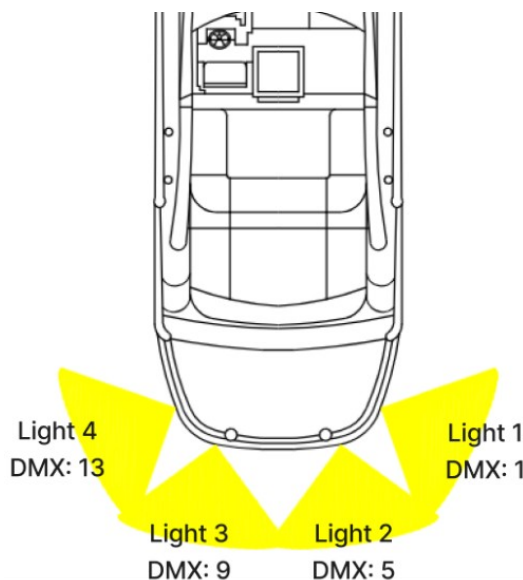
DMX Addressing

- i** When using the fully RDM-compatible DMX device, the internal DMX address of the device can be auto-assign during the discovery or alternatively can be changed from the OceanBridge user interface during the setup process.
- i** Note: The Sweep function mode requires the lights to have unique/individual DMX addresses.

For the single zone most basic setup where no Sweep effect will be used all the devices can be set to default *DMX address: 1*.



For multiple zones installations, or if you planning to use the Sweep effect in a single zone setup it is recommended to assign a unique/individual DMX address to each light, incrementing by 4. For the RDM devices the process can be automated using the auto-assign DMX address function.



5.4 Quick Start Launch - Preloaded Simple Setup

The USB stick supplied with the device contains two files with preloaded setups for two types of lights:

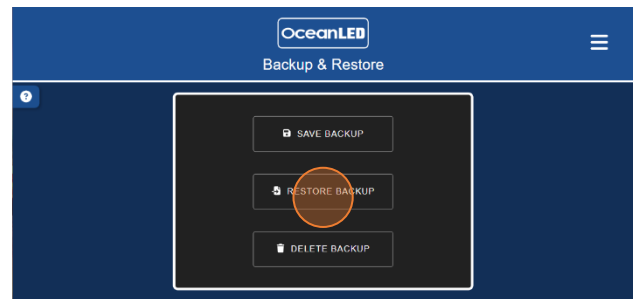
- RGBW - single zone
- Dual E6-E7 – single zone

The setups can be used for simple system setups where there is only one type of light in the single zone, and no sweep effect is required (e.g., all lights set to DMX address: 1). To skip the entire setup process and start using the lights, load one of the setups related to the installed light type. Follow the steps described below:

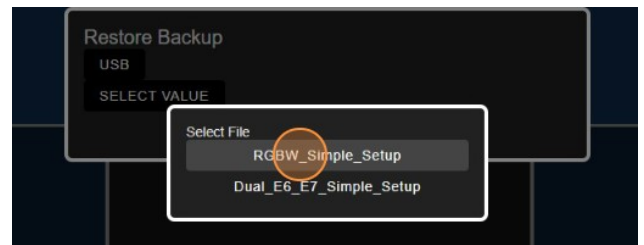
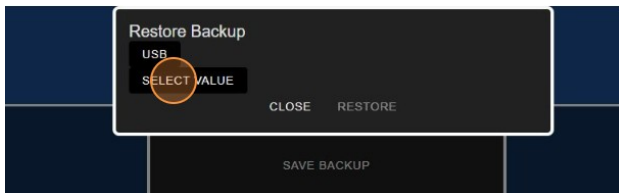
Quick Start Launch Procedure:

1. Insert the USB stick with the setup files into the OceanBridge USB port.
2. From the home page, navigate to *Menu* (≡) > *System > Backup & Restore*, and select 'RESTORE BACKUP'.

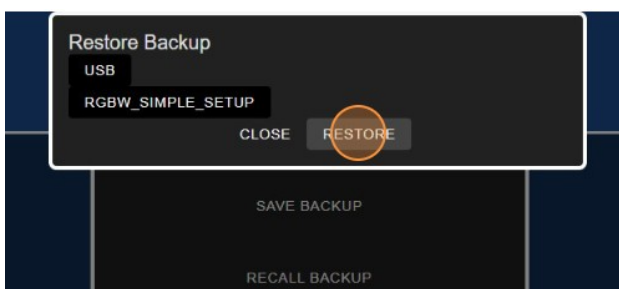
Name	Date modified	Type
Dual_E6_E7_Simple_Setup	30/11/2023 09:35	Data Base File
RGBW_Simple_Setup	30/11/2023 09:33	Data Base File
OceanLED.enc	24/11/2023 13:01	ENC File
background	02/10/2023 16:16	PNG File



3. Within the pop-up window, select the USB stick as the file location, and then tap on 'SELECT VALUE' to display the files.
4. From the list of files select the file related to the installed light type.



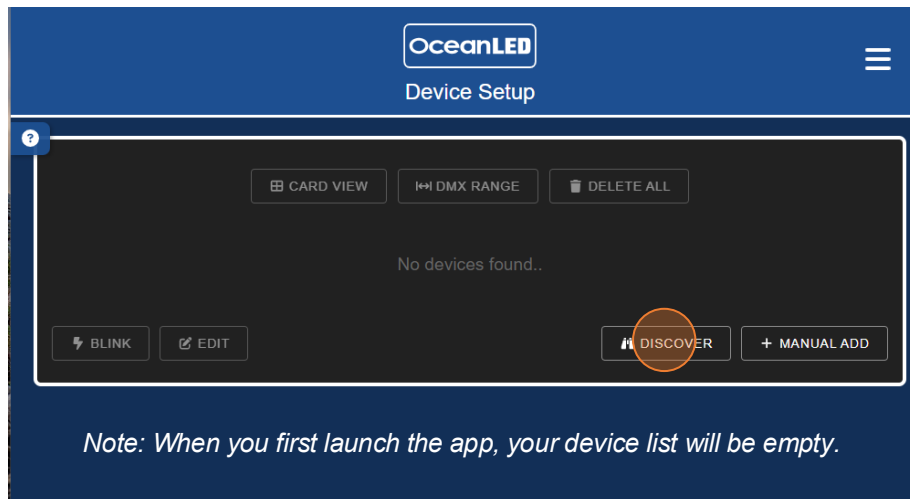
5. Select 'RESTORE' to restore the setup file. The unit may reboot, and the settings will be applied. If this action was performed via the Wi-Fi control device, the connection with the OceanBridge unit will be terminated and will need to be restored. Depending on the device used, the user may need to reload the app or refresh the page.
6. The home page should now show the zone card, allowing you to control the lights. Please refer to the other paragraphs in this document for a guide on how to use the OceanBridge app.



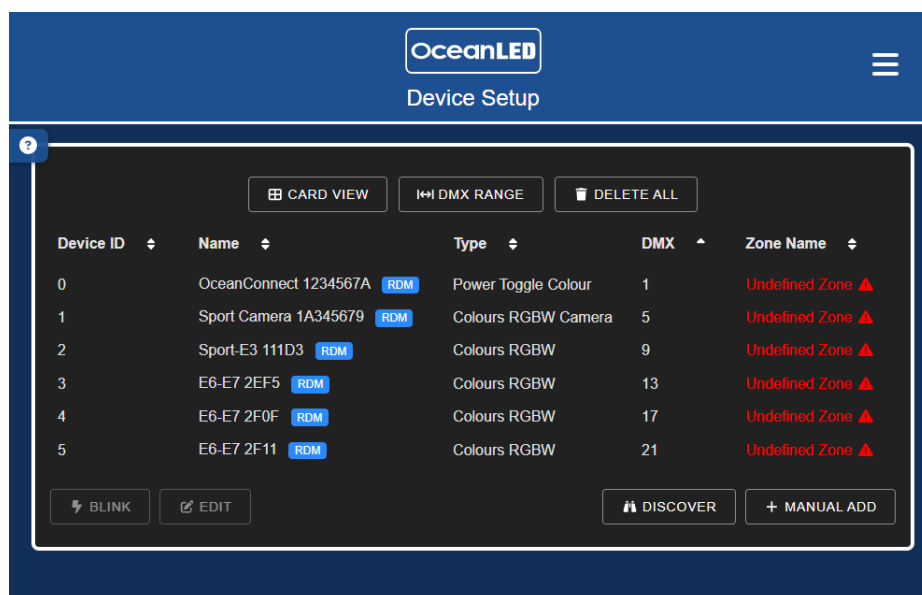
5.5 Device Setup

Adding Devices – Discover Method

1. From the home page, navigate to *Menu* (☰) > *Settings* > *Device Setup*.
2. Tap on the 'DISCOVER' button to automatically search and add the lights. By default, the discovery function allows for the automatic assignment of DMX addresses to the lights (for RDM 'enabled' light types only). Uncheck the checkbox if you want to disable the automatic assigning. From the pop-up, select the 'DISCOVER' button to automatically search for and add the lights.



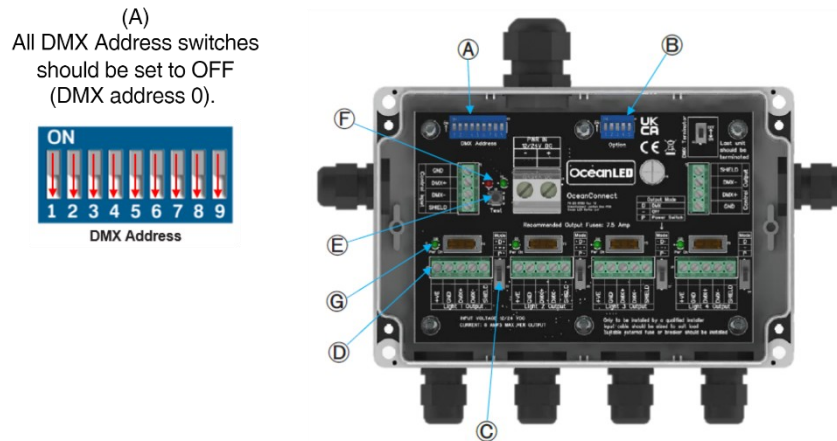
3. The added lights will be listed on the screen. To identify a light, select it from the list and tap 'START BLINK.' To edit its name, change the DMX address, or delete it from the system, tap 'EDIT.' Otherwise, follow the Zone Setup procedure to include the lights in one or more zones.



Note: If the number of lights found does not match the expected number, please check the connections and ensure that each light is powered and RDM-compatible.

Adding Devices – Discover Method – OceanConnect

The process of discovering the devices connected via OceanConnect is exactly the same as described on the previous page in “Adding Devices – Discover Method.” Please refer to the OceanConnect Install Manual for full information on how to install and set up the OceanConnect junction box. Please see below the preview of OceanConnect settings.



OceanConnect Settings For Different Light Types

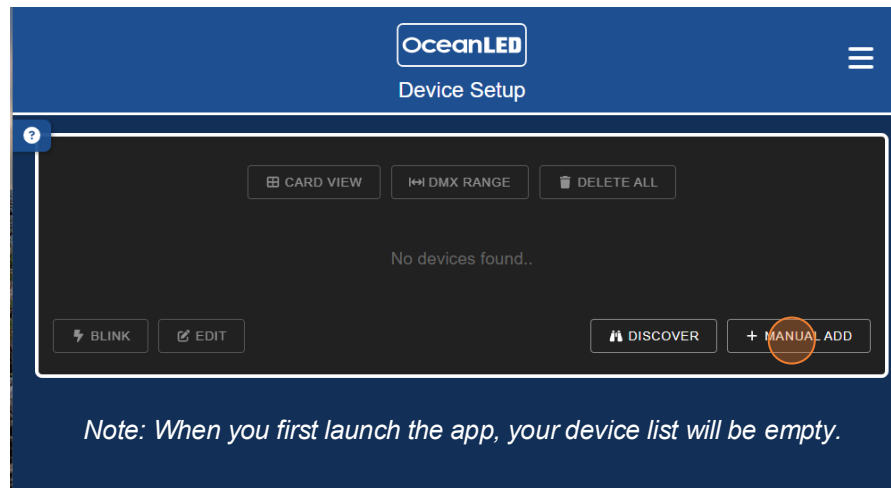
Type Of Light Connected	(C) Mode Switch Settings			(B) Option Switch Settings					Device Type Recognized by OceanBridge (Discover Mode)
	D - DMX Mode	Output Off	P – Power Switch Mode	1	2	3	4	5	
Discover D3, Mast Series M6, Third Party DC powered lights		P		OFF	OFF	OFF	OFF	OFF	Single Switchable
X-Series Colours	D			OFF	OFF	OFF	OFF	OFF	Colours RGBW
X-Series, Sport, Explore E3 Single Colour	P			OFF	OFF	ON	OFF	OFF	Power Toggle Single
Explore E2 Single Colour	P			OFF	OFF	OFF	ON	OFF	Power Toggle Single
Sport & Explore E3 Dual Colour	P			OFF	OFF	ON	ON	OFF	Power Toggle Dual
Sport & E3 Colour Scroll*	P			OFF	OFF	ON	OFF	ON	Power Toggle Colour*

* Supported starting from OceanBridge version 1.5.7 and OceanConnect JB serial number 1084 onward.

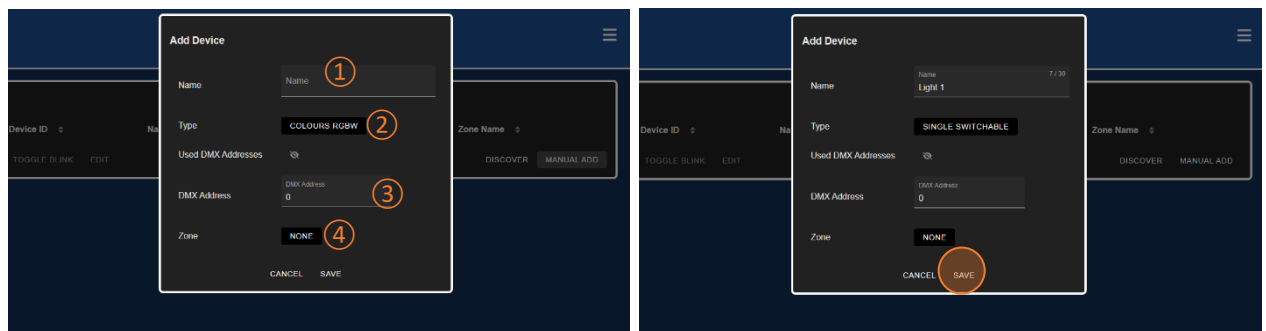
Note: The Option Switch settings (B / switches 3–5) apply only to Mode Switch (C) P settings. In other words, it is possible to mix DMX mode and Power Switch mode within one OceanConnect JB. It is not possible to mix different types of power toggle devices in one junction box.

Adding Devices - Manual Add Method

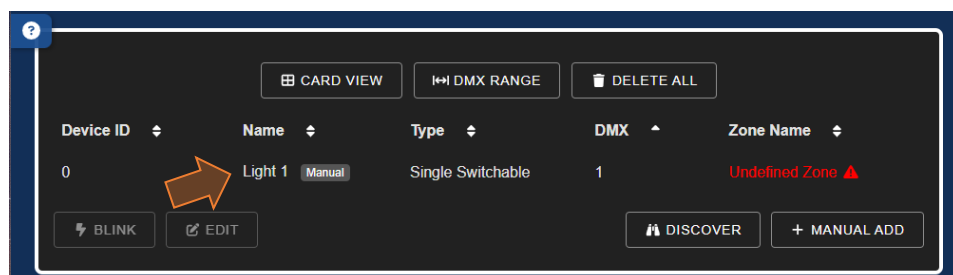
1. From the home page, navigate to *Menu* (☰) > *Settings* > *Device Setup*.
2. Select the 'MANUAL ADD' button to add the lights.



3. In the pop-up window, choose the necessary field to add/edit values. Assign a name ①, select the type ②, and input the accurate DMX address ③. The zone field ④ can be omitted at this stage if it was not set up previously, as it can be added later. Select 'SAVE' to add the light to the system.



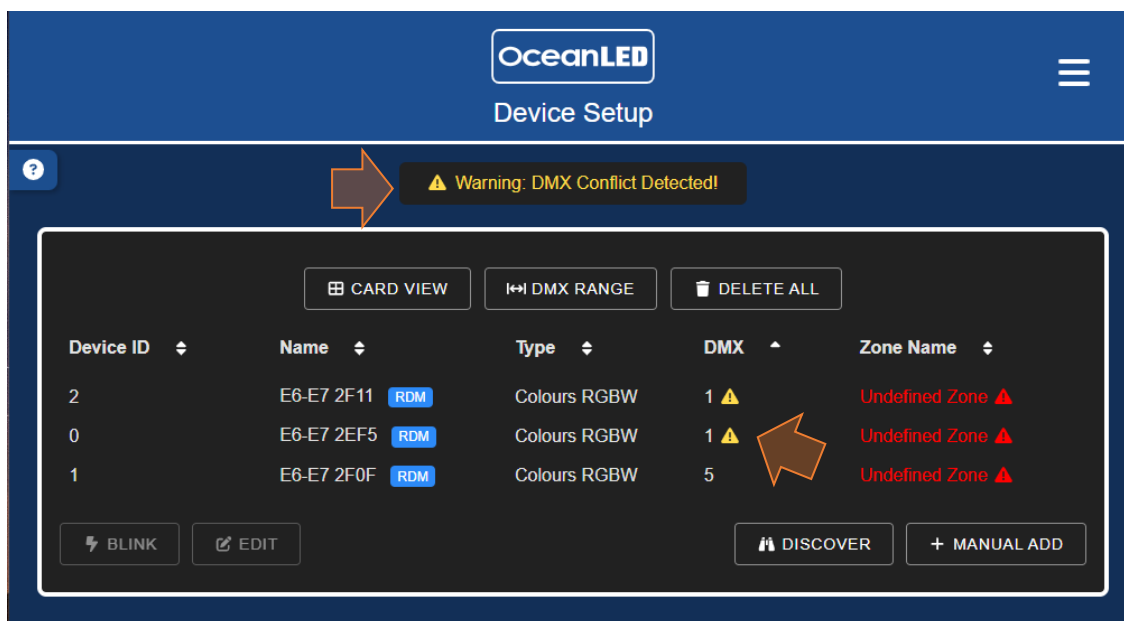
4. The added light will be listed on the screen. Repeat this process for the remaining lights until all of them are added to the system. To identify the light, select it from the list and tap on 'START BLINK'. To edit the name, change the DMX address, or delete the light from the system, choose 'EDIT'. Otherwise, follow the Zone Setup procedure to include the lights in one or more zones.



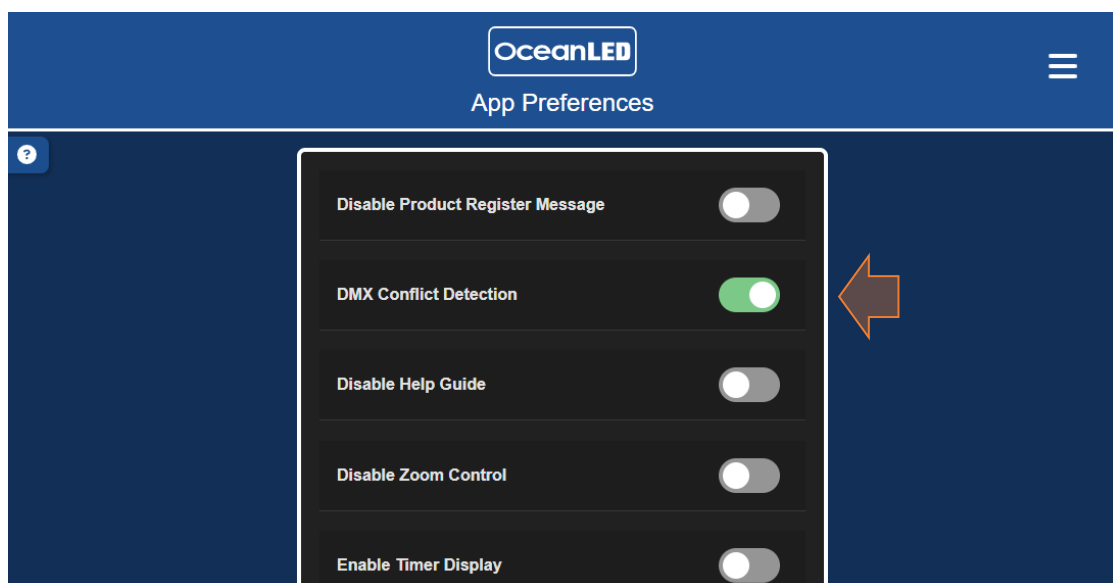
DMX Conflict

The Device Setup functionality has the ability to check if the added devices DMX addresses are in conflict. The software checks the light type and assigned DMX address of each device, and if they are in conflict, it shows a warning message and a warning icon next to the conflicting devices. This helps the user resolve issues with conflicting DMX addresses. The feature is useful for manual setups and / or when not using auto DMX addressing to ensure a correct setup. The feature can be disabled in the *Menu (≡) > System > App Preferences*.

Note: Depending on the setup (e.g., a single zone with no Sweep functionality required), all devices may be set to the same DMX address. In such cases, the user can disable the warning feature.



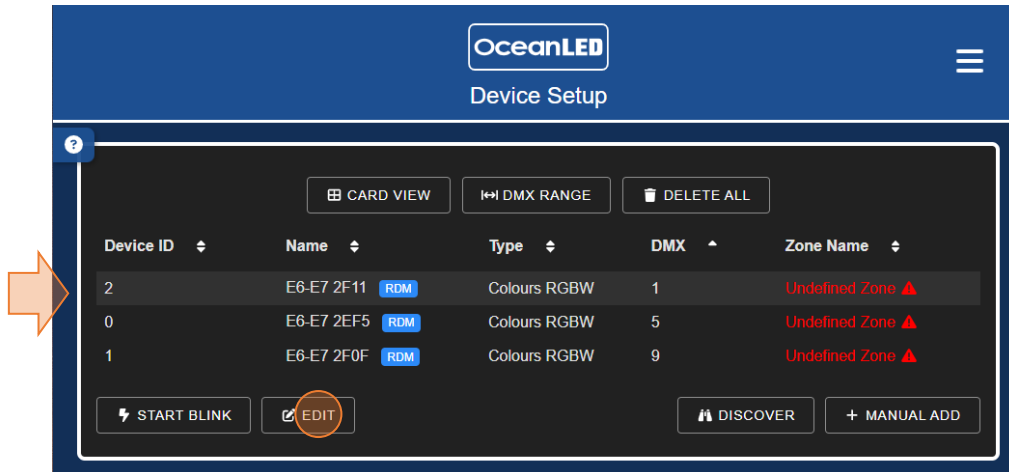
Device Setup DMX Conflict Warning



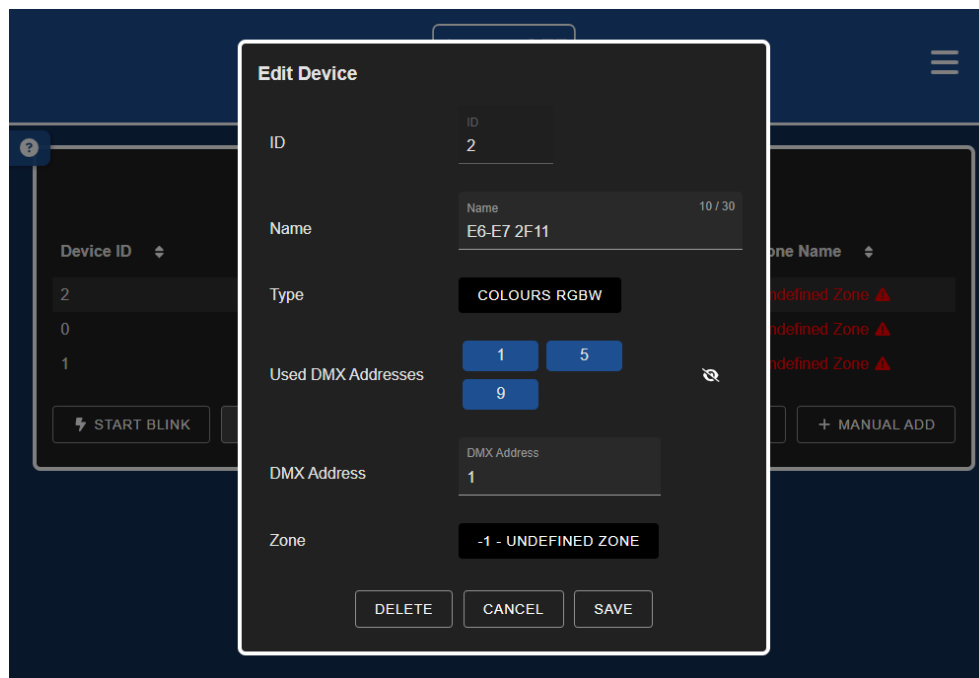
Disabling the DMX Conflict

Edit / Delete Device

- To edit device, navigate to: *Menu (☰) > Settings > Device Setup*.
To make changes to the light's name, type, DMX address, zone, or delete it, select the light name in the table and press 'EDIT' to open the editing pop-up page.



- In the Edit Device pop-up, you can make necessary changes by selecting the required fields and editing the values. The Edit Device card also shows already used DMX addresses. You can also delete the device by selecting 'DELETE' button. The pop-up will close, and the list of the devices will update.

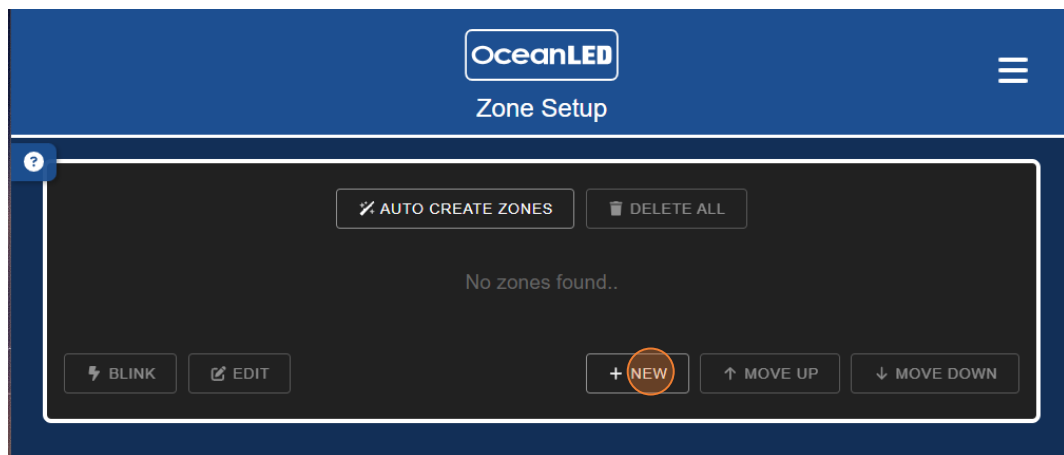


- If any of the fields have been edited, select 'SAVE' to confirm the changes. The pop-up will close, and the updated values will be saved.
- To return to the home page, select the OceanLED logo or choose 'Home' from the menu.

5.6 Zone Setup

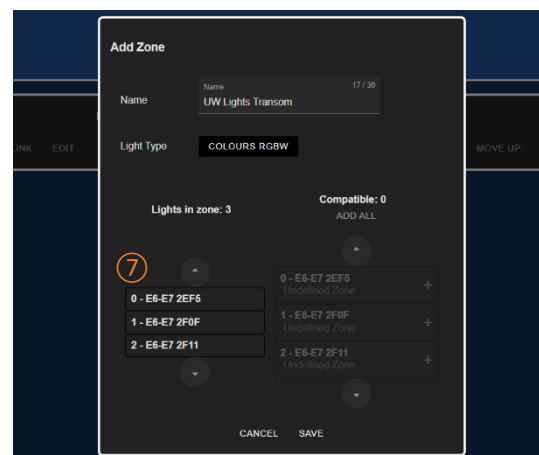
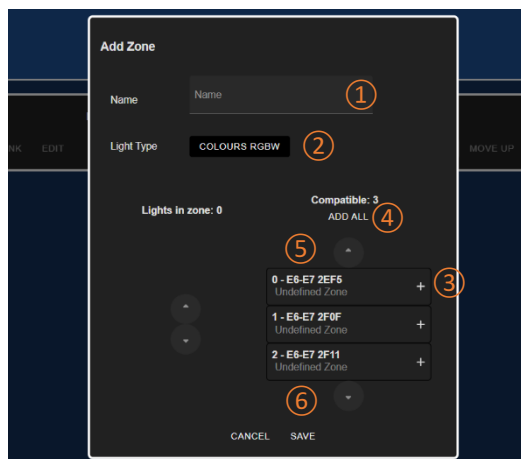
Manual Zone Creation

1. From the home page, navigate to *Menu* (☰) > *Settings* > *Zone Setup*
2. Choose 'NEW' to add new zone.



3. In the pop-up dialog, add a zone name ①, select the correct light type ② - the list of available devices will load automatically - and add lights to the zone using the plus icon ③, or select "ADD ALL" ④ to add all lights. Use up ⑤ and down ⑥ arrows buttons to display more devices. The added lights will move from right column to left column indicating the new zone assignment ⑦.

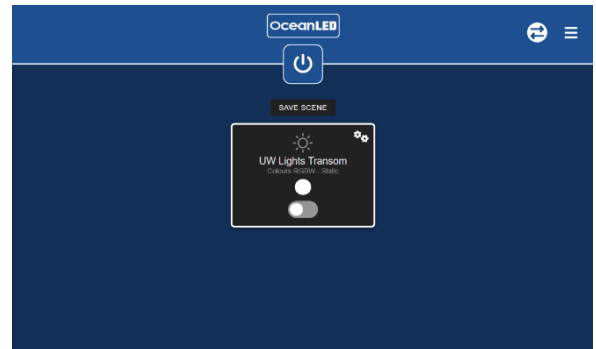
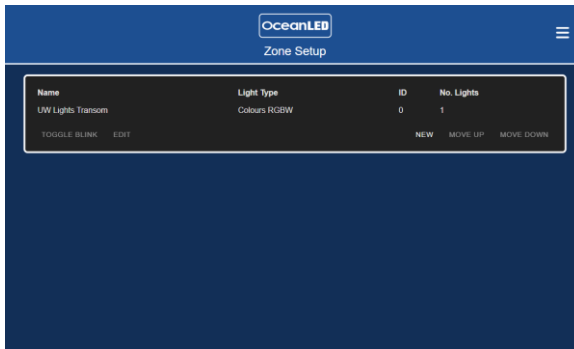
Note: The RGB, RGBW and RGBW Camera light types are interchangeable, enabling all three types to be used within the same zone. This allows for simultaneous control of all three types. No other light types can be mixed in the same zone.



4. Once all required lights have been moved to the zone, select 'SAVE' to save the changes and create the zone. Confirm the action in the pop-up dialog.

- The zone will be listed on the screen and added to the home page as a zone card.

To identify the zone, select it from the list and tap 'START BLINK.' To edit the name or delete the zone from the system, select the zone name from the list and click 'EDIT.' Tap the OceanLED logo or choose 'Home' from the menu to return to the home page, where the zone card will be displayed.



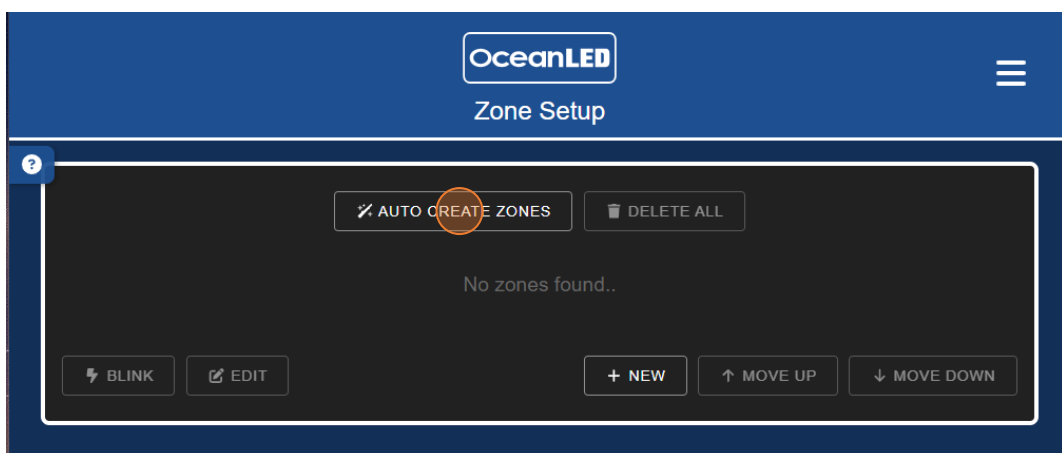
- Repeat steps 1 to 5 to add another zone. The system supports up to 10 zones.



Notes: Zones can be added without lights (empty zone), and zones can be moved up or down. The order will be reflected in the table and on the home page. When changing the zone type, the list of available devices will load automatically. If no devices of the selected type were added before the zone setup, no devices will be displayed. An empty zone will be greyed out on the home page.

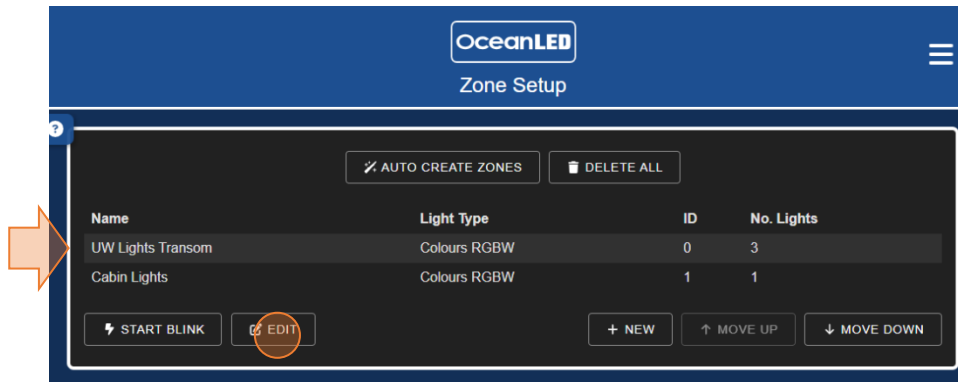
Automated Zone Creation

Zones can be automatically created based on the existing light types. The system will auto-create zone(s) and assign relevant lights based on their types. Simply select 'AUTO CREATE ZONES', and the app will automatically add new zone(s) and include the appropriate lights.

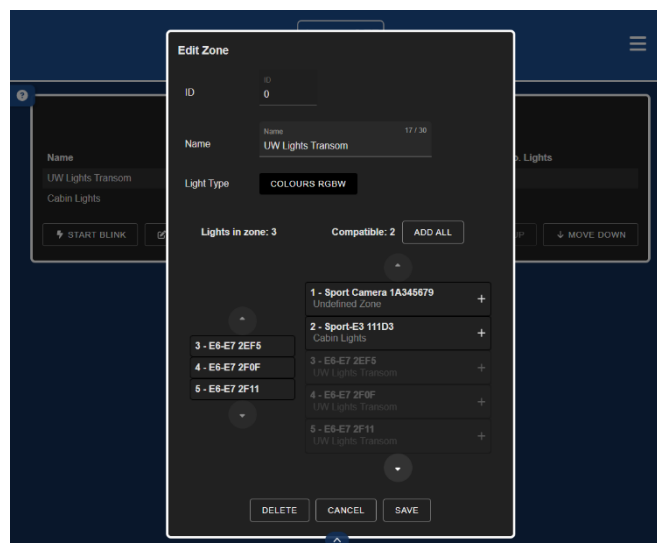


Edit / Delete Zone

1. To edit zone, navigate to: *Menu (≡) > Settings > Zone Setup*. To make changes to the zone's name, add more lights, or delete it, select zone name from the list and choose 'EDIT' to open the editing pop-up page.



2. In the zone edit pop-up, the user can edit the name of the zone or add more devices to the zone. Select the name field to edit the name or select the “+” sign next to the device name to add more devices, as in the zone setup process. The zone edit page will always show all available devices, even if they were already added to different zones. If the lights you are trying to add were previously assigned to a different zone, they will be removed from that zone and included in this one.

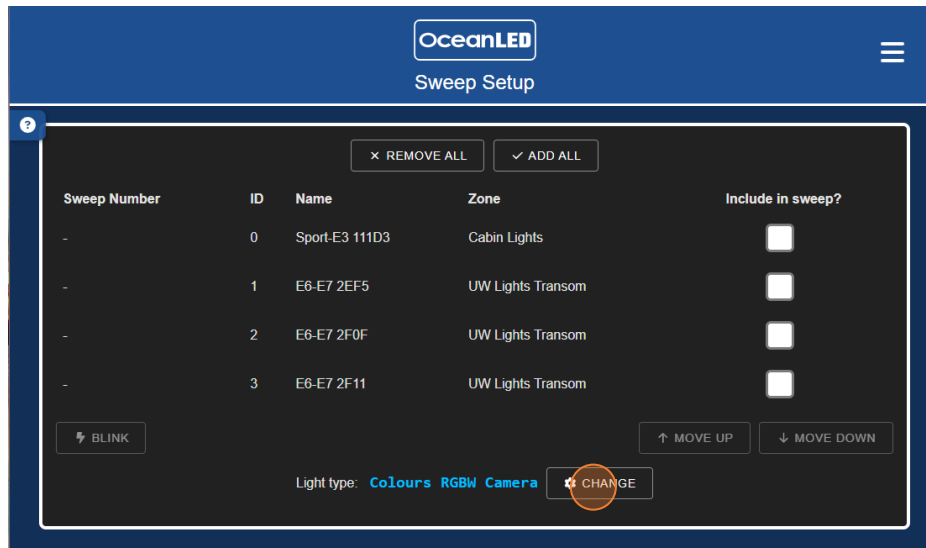


3. Zone can be deleted by selecting the 'DELETE' button. Confirm the warning message; the pop-up will close, and the list of zones will update. Be aware that after deleting the zone, the lights that were included in this zone will become unassigned, meaning they won't belong to any zones.
4. If changes have been made either to a name or devices, select 'SAVE' to confirm the changes. The pop-up will close, and the updated values will be saved.
5. If more lights have been added to a zone, there will be a warning pop-up message. Select 'OK' to confirm your choice or 'CANCEL' to cancel the change.
6. To return to the home page, select the OceanLED logo or choose 'Home' from the menu “≡”.

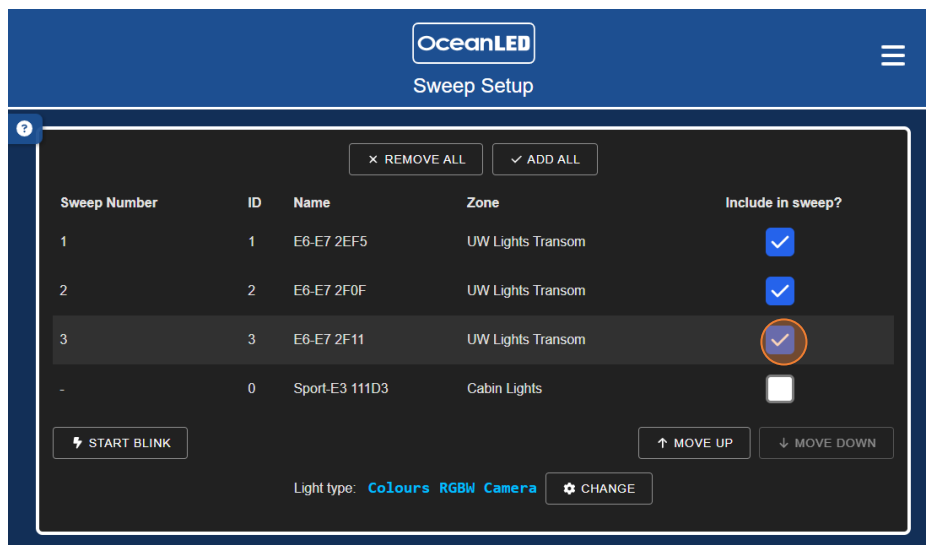
5.7 Sweep Setup

i The sweep setup should only be performed after all devices have been added to the system. Please note that the sweep effect can only be applied to one light type at a time (e.g., Colours RGBW or Single Dimmable). Additionally, be aware that the RGB, RGBW, and RGBW Camera light types are interchangeable. Therefore, selecting any one of these will display all three, and all can be used in the sweep.

1. From the main Menu (≡), navigate to *Settings > Sweep Setup*.
2. If you need to change the light type select 'CHANGE' from the bottom of the page.



3. Select a light from the list "✓" to include in the sweep or choose 'ADD ALL' to include all of them.



4. Adjust the lighting order by selecting the light and using the 'MOVE UP' or 'MOVE DOWN' options. If necessary use 'START BLINK' option to identify the light. Tap logo to return to home page. Follow the general user guide how to activate the sweep.

5.8 Scene Management

Manage scene names, delete scenes, adjust their order, and toggle their visibility on the home page.

i Please note that scenes can only be created and overwritten on the home page. Refer to the Home Page Guide section for more information.

To edit scene name, delete, or change the order of appearance on the home page, navigate to: *Menu (≡) > Settings > Scene Management*. Select the name from the list and choose the required action.

The screenshot shows the 'Scene Management' screen in the OceanLED app. It features a table with three columns: 'Name', 'ID', and 'Visible'. There are three rows representing different scenes. Below the table are buttons for 'DELETE', 'DELETE ALL', 'EDIT NAME', 'MOVE UP', and 'MOVE DOWN'. Three callout boxes provide instructions: one points to the first row of the table, another points to the 'Visible' checkbox, and a third points to the 'MOVE UP' and 'MOVE DOWN' buttons.

Name	ID	Visible
My Scene 1	0	<input checked="" type="checkbox"/>
My Scene 2	1	<input checked="" type="checkbox"/>
My Scene 3	2	<input checked="" type="checkbox"/>

Buttons: DELETE, DELETE ALL, EDIT NAME, MOVE UP, MOVE DOWN

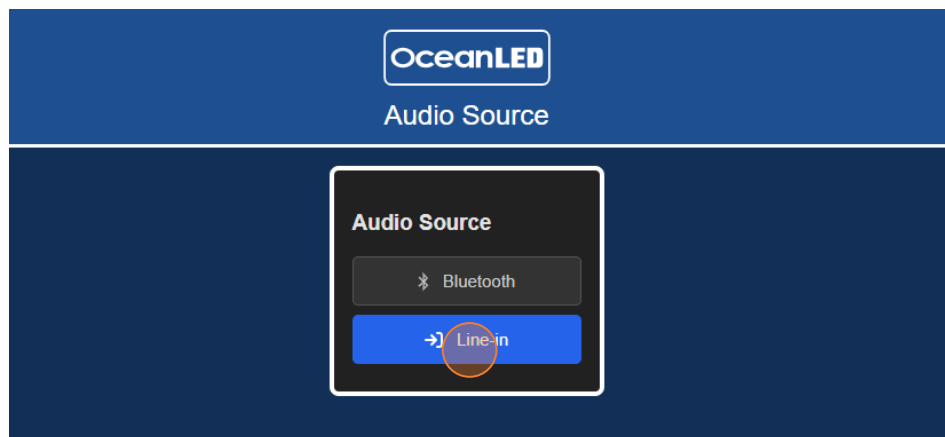
Callouts:

- Select a scene to edit name, delete, or move up/down.
- Untick to hide the scene on the home page
- Move up or down to reorder scenes on the home page

- When you first launch the app, your scenes list will be empty because the system has not been configured yet.
- Follow the initial setup guide to add your devices and group them into zones, then create your first scene on the home page.
- Use this interface to change the names of your scenes, delete scenes, and adjust their order.

5.9 Audio Source Setup

1. To change audio source, navigate to: *Menu* (☰) > *Settings* > *Audio Source*.
2. Choose between the two options:
 - Bluetooth: Select this option to play audio from a Bluetooth device.
 - Line In: Select this option to play audio from an external audio source connected to the OceanBridge device via the Audio In port.



Important Notes

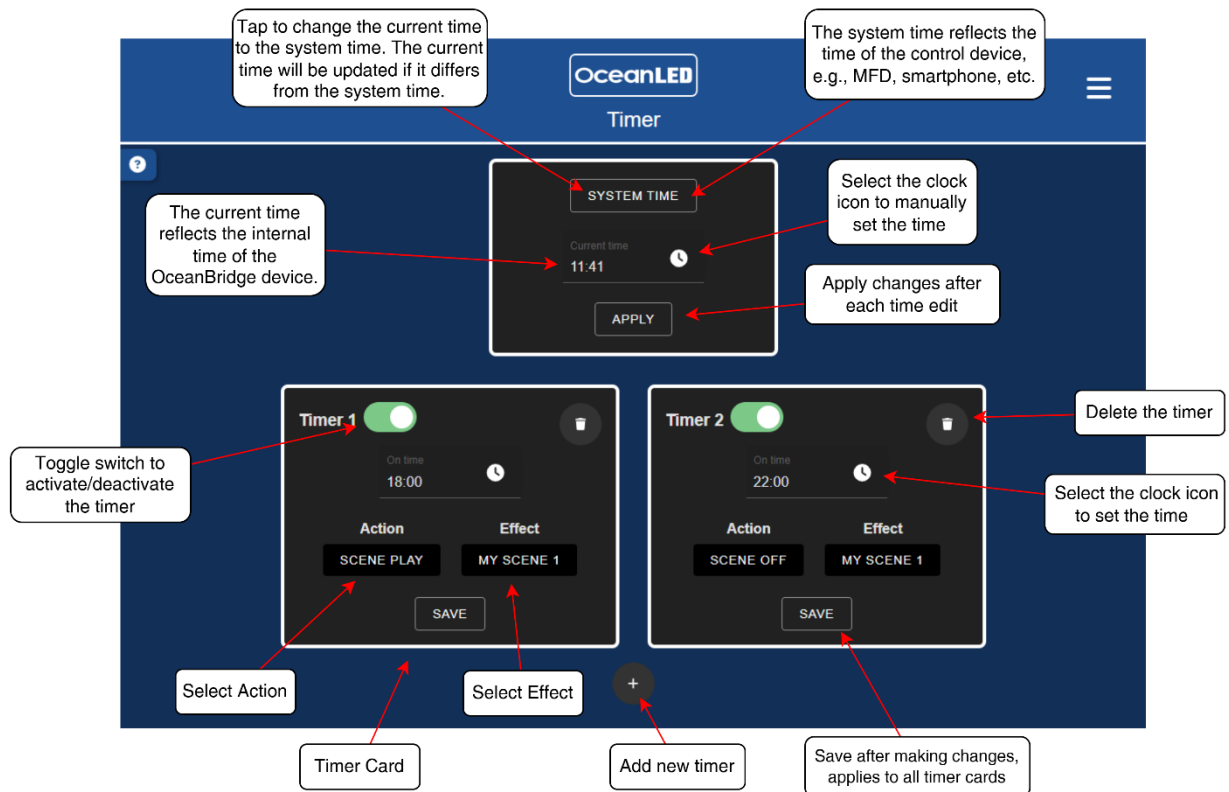
The audio source selection is automatically saved. The audio signal will be passed to the system only when the zone with Audio mode is turned on.

5.10 Timer Setup

⚠ The timer function allows to power on or off the saved scene at user-specified time. Before setting a timer, there must be saved scenes in the system. Users can add up to 20 timers.

To add or edit a timer and/or update the OceanBridge device time, navigate to: *Menu (≡) > Settings > Timer Setup*.

Timer settings overview



Setting the OceanBridge Device Time

1. Select the 'SYSTEM TIME' button to automatically update the time from the connected device or select the clock icon to manually set the time. *Note: The displayed time does not update in real-time on the screen; refresh the page to see the current time.*
2. Select 'APPLY' to save/update the current time.

Adding a Timer

1. Select "+" icon to add new timer.
2. Select clock icon to edit the time.
3. Tap the field under "Action" to change the action to: All Off, Scene Play, or Scene Off.
4. For Scene Play or Scene Off, tap the field under "Effect" to select desired scene.
5. Confirm the settings with 'SAVE'.
6. Repeat steps 1 – 5 to add another timer.

Modifying a Timer

Update the necessary fields as required. Confirm your changes by selecting 'SAVE'.

Deleting a Timer

To delete a timer select the 'bin' icon.

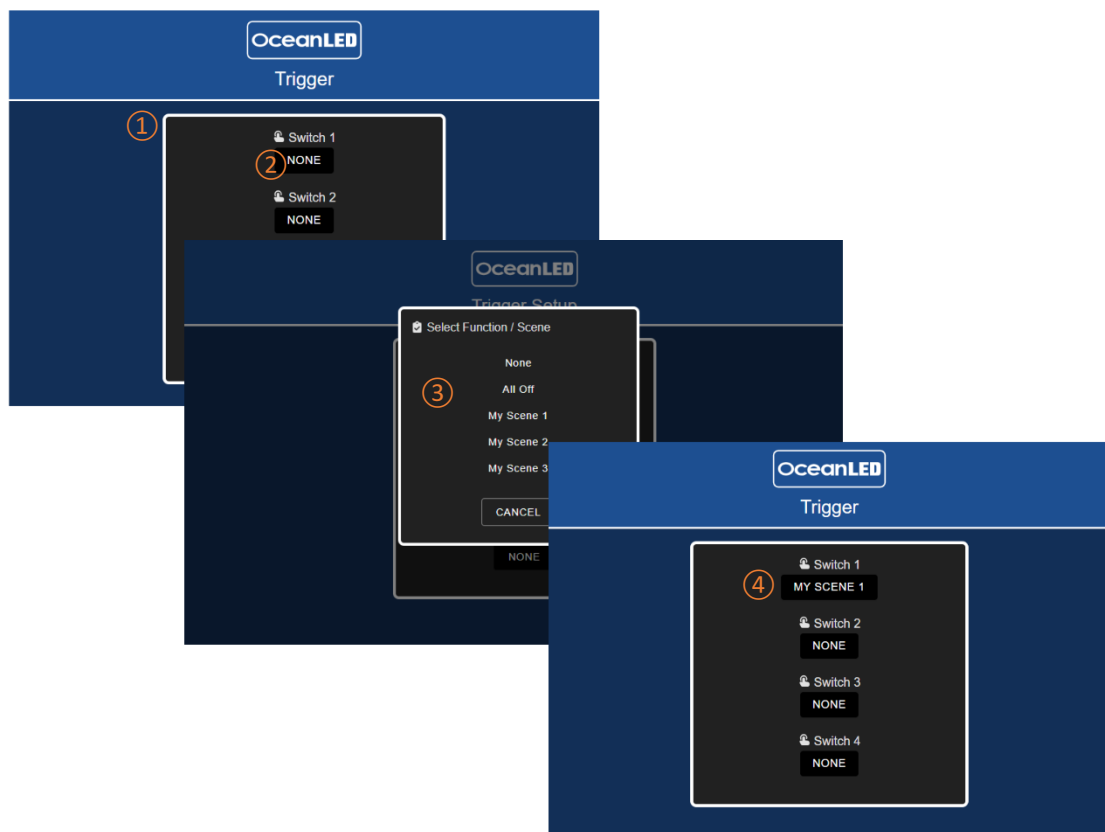
Deactivating a Timer

To deactivate a timer, tap the toggle switch on top of the timer card.

5.11 Trigger Setup - Switch Functionality

⚠ Prior to assigning the functionality to the external switches/buttons there have to be saved scenes in the system.

1. To assign functionality to the buttons/switches, navigate to: *Menu (≡) > Settings > Trigger Setup* ①.
2. From the list, select the field below the switch name ② to assign the scene or switch the lights off.
3. The saved scenes will be listed along with other options. Select the desired function/ scene ③.
4. The settings will be automatically saved ④. If you delete the scene which was used in this setup, the switch function will default to 'NONE'.
5. Repeat the process for each switch.



Switch operation:

Switch Operation	
Short press	Triggers the set scene
Long press (above 3s)	Powers off the scene (turns off all zones included in the assigned scene). The power-off will also be indicated by flashing the switch light if connected.

6 System Options

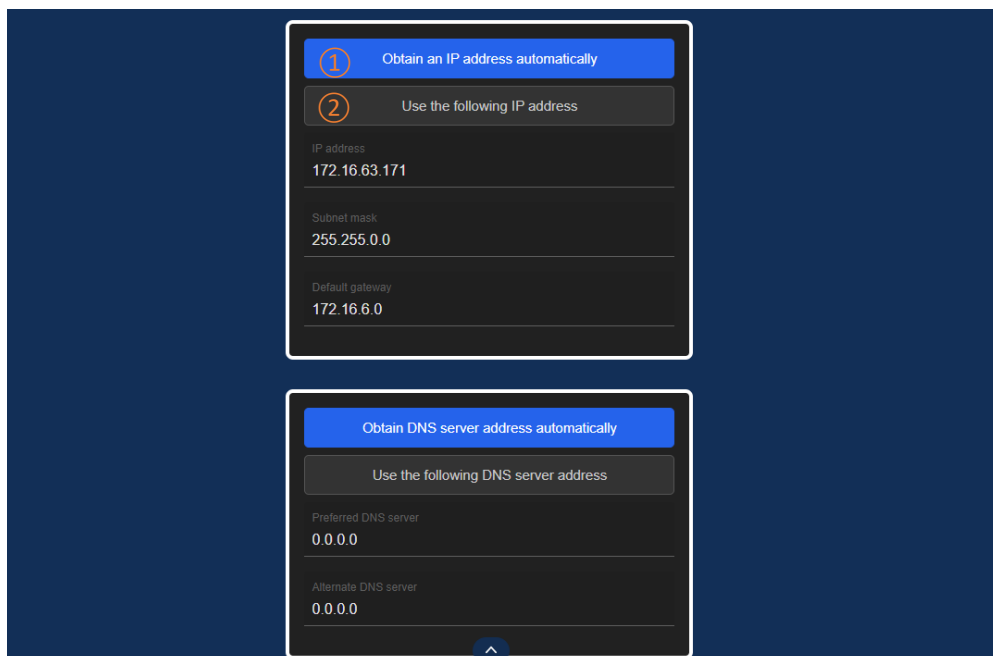
6.1 NETWORK SETTINGS

6.1.1. ETHERNET

 To ensure compatibility with the MFD, keep the OceanBridge unit's IP address set to: 'Obtain an IP address automatically'.

Ethernet Configurations: Setting a Fixed IP Address

1. To view or edit the ethernet settings, navigate to: *Menu (≡) > System > Network > Ethernet*.
2. By default, the Ethernet is set to 'Obtain an IP address automatically' ①. This setting should not be changed unless the OceanBridge unit will be used with third-party systems that require a fixed IP address. Changing this settings will affect the compatibility with MFD device.
3. To set a fixed IP address, select 'Use the following IP address' ② and change the IP address and other related field values to the required ones.
4. Select apply to save the settings.



① Obtain an IP address automatically

② Use the following IP address

IP address
172.16.63.171

Subnet mask
255.255.0.0

Default gateway
172.16.6.0

Obtain DNS server address automatically

Use the following DNS server address

Preferred DNS server
0.0.0.0

Alternate DNS server
0.0.0.0

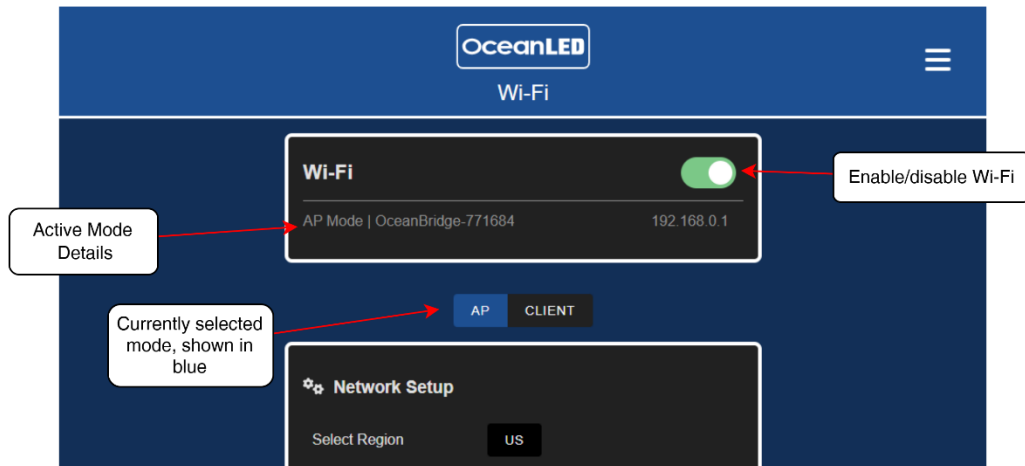
6.1.2. Wi-Fi CONNECTION

To view or edit the Wi-Fi settings, navigate to: *Menu (≡) > System > Network > Wi-Fi*.

To disable / enable the Wi-Fi connection select the toggle switch on top of the page.

There are two modes available via tabs:

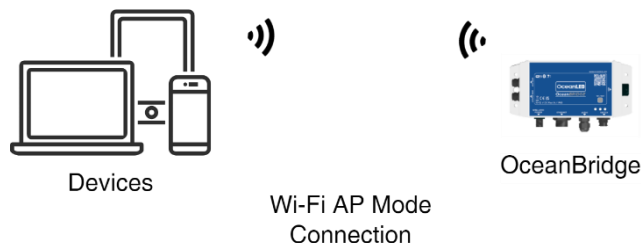
- AP (Access Point) mode (default mode)
- CLIENT mode



⚠ Note: If you are operating from a remote device connected via Wi-Fi, disabling the Wi-Fi will result in losing the connection with the OceanBridge device. If this happens and your only control device was the remote device, the only way to restore the Wi-Fi connection is to perform a factory reset using the Test/Reset switch on the box. This will revert the device to factory settings (Wi-Fi settings to AP mode with default password).

WI-FI AP MODE

Direct Access Point (AP) Mode (default): In this mode, the OceanBridge device creates its own Wi-Fi network. Users can connect their devices (such as smartphones, tablets, or laptops) directly to it using the default network name and password.



Setting up AP mode:

Select the 'AP' tab. In the 'Network Setup' settings, select the region code associated with your location (if it wasn't set earlier), change the default password and confirm by clicking 'APPLY' to save the settings. Depending on the changes, the unit may reboot to initiate the new settings. The Wi-Fi connection to the OceanBridge device will be lost due to the reboot.

Available Settings:

- Network Region – Select the appropriate Wi-Fi region for your location (default US).
- Channel – Choose a Wi-Fi channel for better performance (default 1 for US Region).
- Network Name (SSID) – Change name of the Wi-Fi network (optional, keep default recommended).
- Password – Change the default password ('password') to something secure.

The screenshot shows the 'Network Setup' configuration page for the OceanBridge device in AP mode. At the top, there are two tabs: 'AP' (selected) and 'CLIENT'. The 'Network Setup' section includes the following fields:

- Select Region:** A dropdown menu currently set to 'US'.
- AP Channel:** A dropdown menu currently set to '1'.
- AP Network Name (SSID):** A text field showing 'OceanBridge-771684' with a character count of 18 / 32.
- Password:** A text field showing 'Current Password' with a character count of 8 / 63 and a toggle icon to show/hide the password.
- New Password:** A text field with the placeholder 'Enter New Password'.
- Confirm Password:** A text field with the placeholder 'Confirm Password'.

At the bottom of the form is an 'APPLY' button.

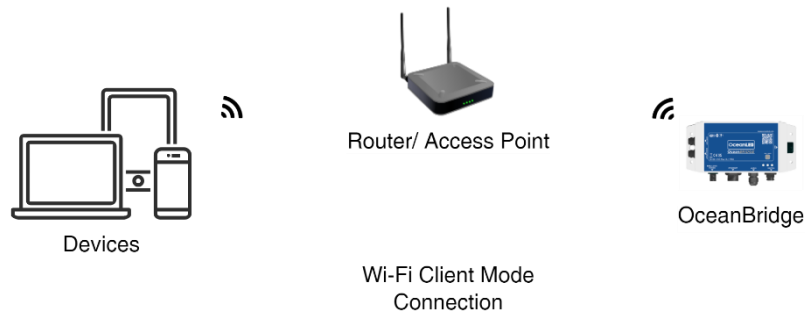
Connecting control device using the Wi-Fi AP Mode:

1. On your device, open the Wi-Fi settings, and the “OceanBridge” device should appear in the list of available networks.
2. Select the “OceanBridge” Network and type in the saved password when requested.
3. Once the connection has been established, open the installed web browser for your type of device and, in the address bar, type: `http://192.168.0.1` to connect with the OceanBridge controller.
4. Upon successful connection, the OceanBridge App home page should load on the screen.

⚠ Note: Changing the Network Region from MFD will start an automatic reboot on the unit to apply the new settings. However, when using a control device connected via Wi-Fi, the 'REBOOT' option must be activated manually. This precaution is taken to avoid disrupting the Wi-Fi connection, providing users with the flexibility to decide when to initiate the reboot.

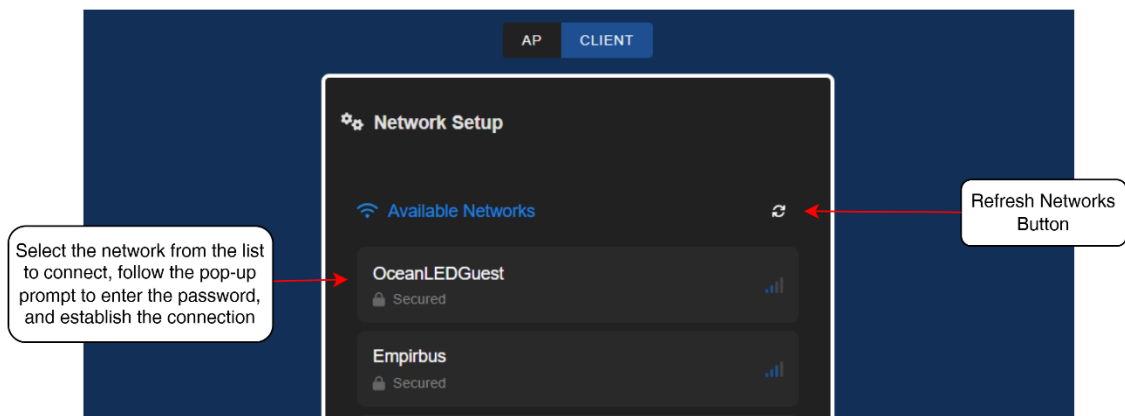
Wi-Fi CLIENT MODE

Client Mode: In this mode, the OceanBridge the device joins an existing Wi-Fi network instead of creating one. Users can configure the OceanBridge to connect to their preferred Wi-Fi network, enabling the device to access the local network and communicate with other devices on that network.

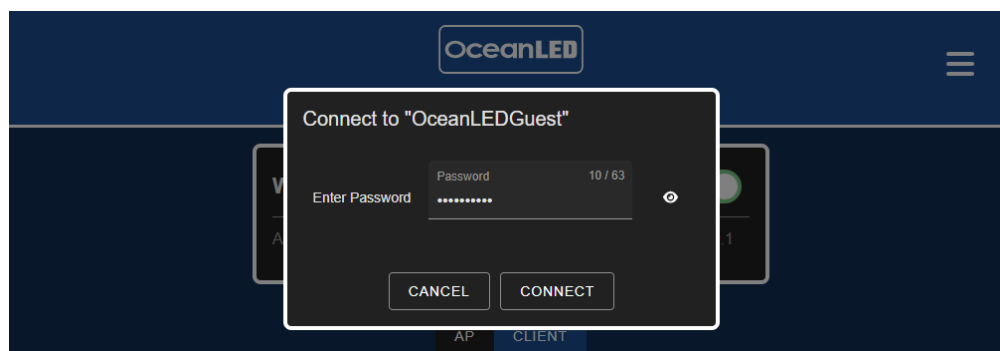


Setting up Client Mode on the OceanBridge device:

1. Select the 'CLIENT' tab AP CLIENT.
2. The available Wi-Fi networks will be listed in the Network Setup pane under “Available Networks”. Please select the network device from the list to connect. If required use refresh button to update the list of the available networks.

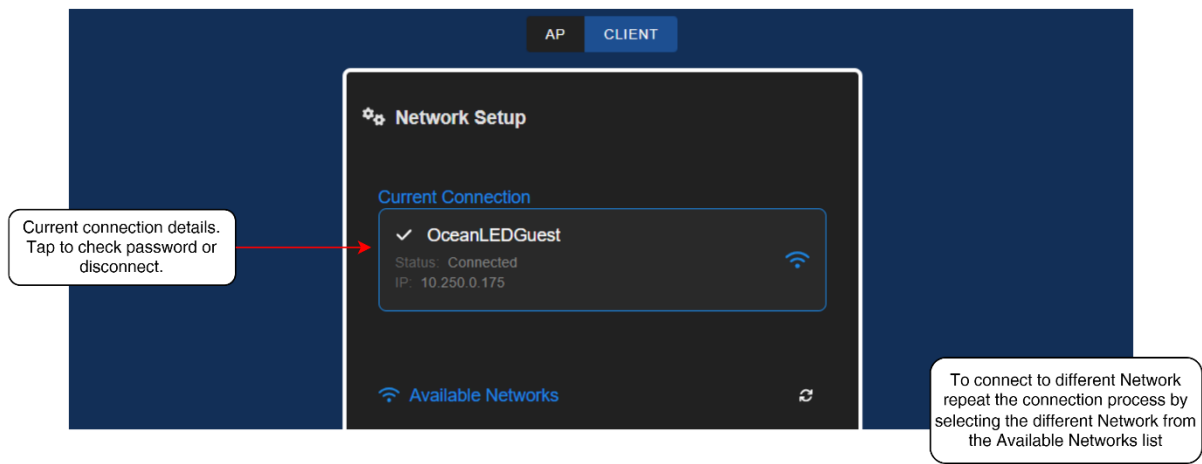


3. In the pop-up, type in the password and choose 'CONNECT' to save the settings and connect to the selected network. The unit may reboot to initiate the new settings. If you are operating from a remote device connected over Wi-Fi (e.g., AP mode), your connection to the OceanBridge device will be lost and will need to be re-enabled with the new settings.



4. Check the IP address (after activating client mode) :

- If operating from the MFD device - return to Wi-Fi settings: *Menu (≡) > System > Network > Wi-Fi* to check if connection was successful and read the newly assign IP address. Make a note of the IP address as from now on this will be the address used to connect all remote devices.
- If operating from a remote device, your connection will be terminated due to the change of the IP address. To reconnect, you need to find the new IP address. The IP address can be retrieved from the OceanBridge app, either via the MFD (as above), or if not using the MFD, the best method is to connect with a laptop/PC and attempt to connect to OceanBridge by typing: **http://oceanled-bridge** in the browser address bar. Then retrieve the IP number from the Wi-Fi page as above. Alternatively, you can use a third-party IP address scanner. This tool will scan your local network for connected devices and display their IP addresses.



Connecting the Control Device via Wi-Fi Client Mode

To connect via PC web browser, ensure the PC is connected to the same network as the OceanBridge device. Open the web browser and, in the address bar, type: **http://oceanled-bridge** or the IP address obtained from the Client Wi-Fi setup page.

To connect via smartphone or tablet, connect the device to the same wi-fi network as the OceanBridge device. Open the web browser and, in the address bar, type the IP address obtained from the Client Wi-Fi setup page e.g.: **http://192.168.2.135**.

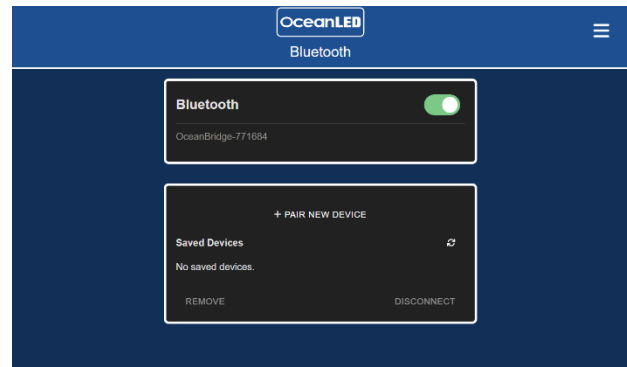
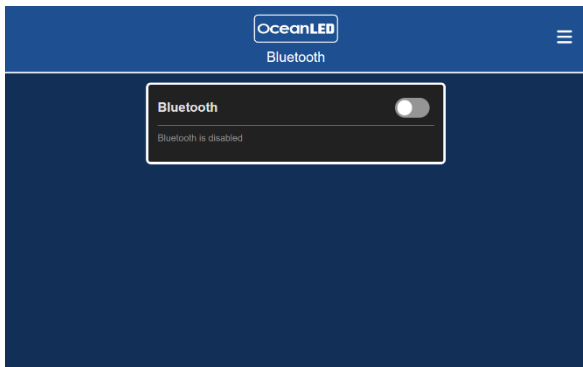
Disconnecting from the Wi-Fi network

Select the name of the Wi-Fi network from the Current Connection pane. An edit pop-up will open. Click on "DISCONNECT" to disconnect. The unit will revert to AP mode.

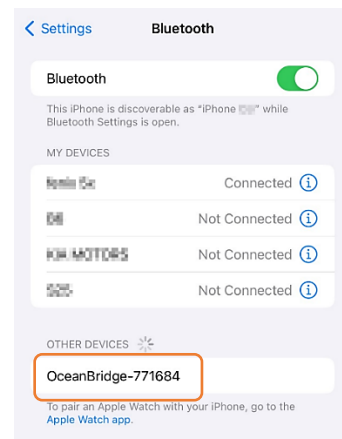
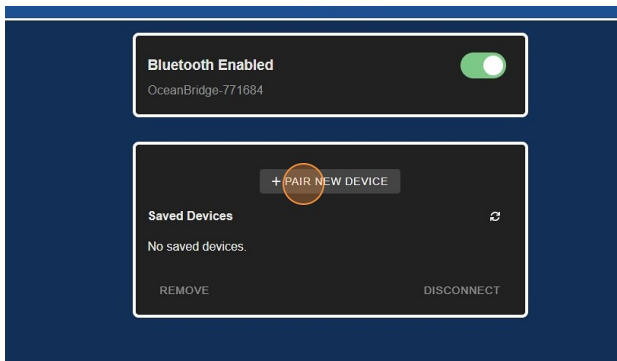
6.1.3. BLUETOOTH

Connecting Bluetooth device to OceanBridge device:

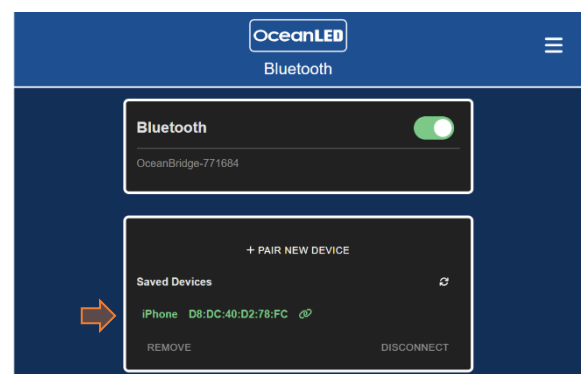
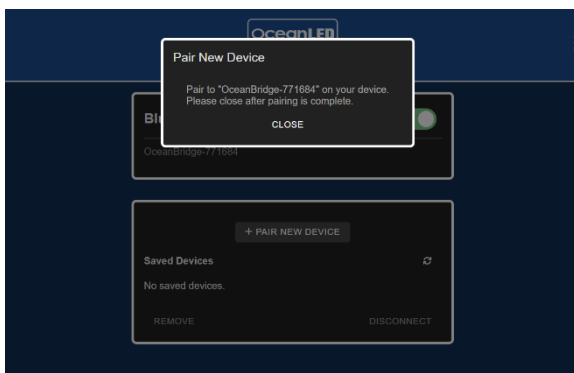
1. To activate the Bluetooth functionality and pair your device with OceanBridge navigate to *Menu* (≡) > *System* > *Network* > *Bluetooth*.
2. Activate the Bluetooth using the toggle switch on the right.



3. Click on "+PAIR NEW DEVICE" to add the device.
4. On the remote device, go to Bluetooth settings, find the OceanBridge device, and connect to it.



5. Once the connection on the remote device has been established, close the Pair New Device pop-up on the OceanBridge app. This will terminate the pairing process, and the connected device will be updated on the list of Saved Devices.
6. The active connection will be highlighted in green and will show the chain links icon. Repeat the process to add more devices. To remove a device, select the name and click on "REMOVE." To disconnect, select the name and click on "DISCONNECT."



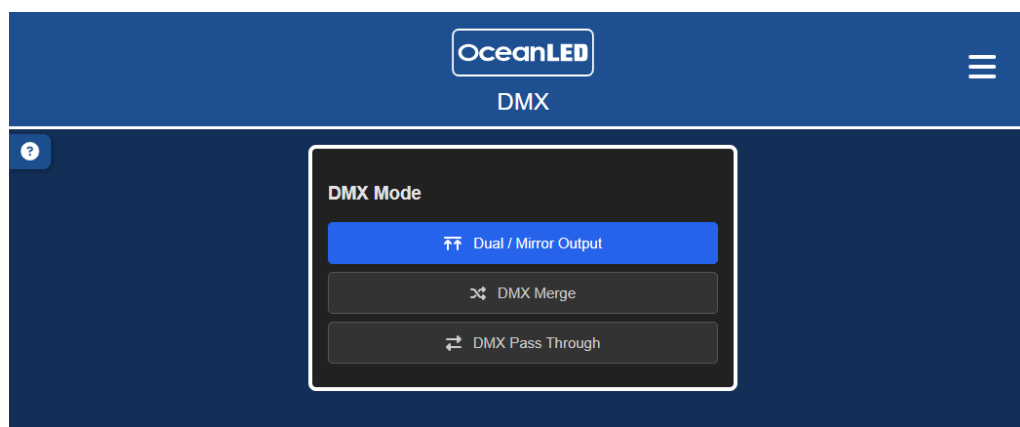
6.1.4. DMX

In addition to the standard dual output, the OceanBridge device enables the connection of an external DMX controller. This allows the external DMX signal to either merge with the OceanBridge's own output or pass through, thereby disabling the functionality of the OceanBridge device. Please refer to [Chapter 4.9](#) for DMX connection details.

Available Options

- **Dual / Mirror Output (Default):**
The device uses both the DMX OUT and DMX IN/OUT ports simultaneously to send signals to the lighting devices. This is the most common option for most lighting setups, and you can use either DMX output to control your lights.
- **DMX Merge:**
This mode combines the signal from your OceanBridge device with that from an external DMX controller (such as a touch panel). It lets you control the lights using one device or the other. If both controllers are used at the same time, the higher signal takes precedence. Please note that the external controller may require custom programming for advanced setups.
- **DMX Pass-Through:**
If you prefer to disable OceanBridge control, this option passes the DMX signal directly from the external controller to the lighting devices.

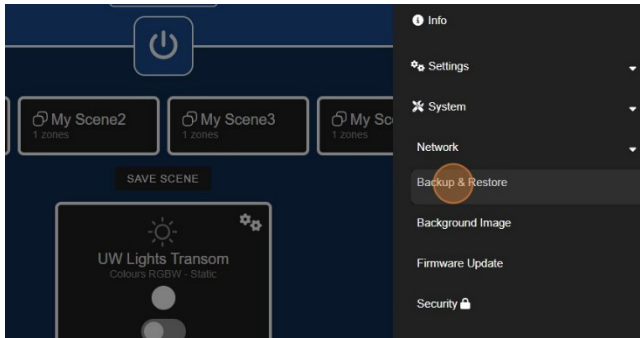
1. To change the DMX functionality navigate to: *Menu (≡) > System > Network > DMX*
2. Select the required option from the list. The settings will be automatically saved.



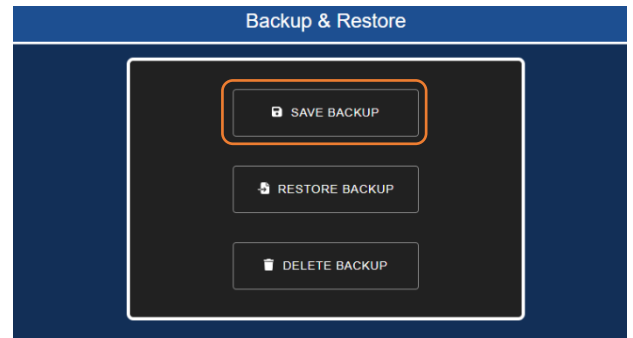
6.2 Backup & Restore

Save a backup

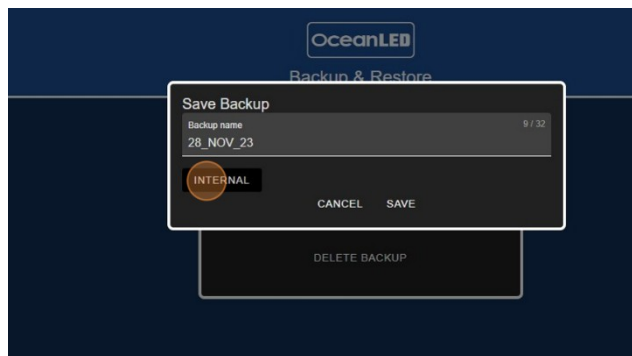
1. Navigate to: *Menu (≡) > System > Backup & Restore.*



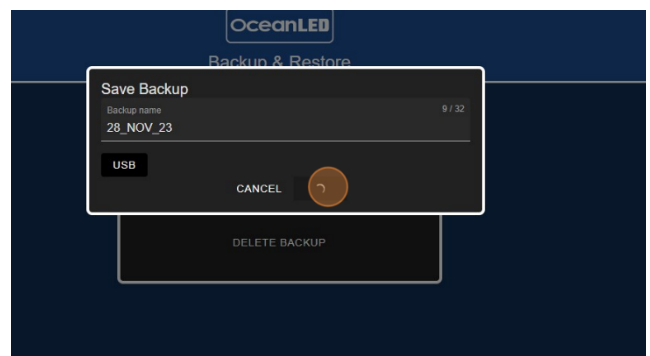
2. Select 'SAVE BACKUP'



3. Add a name and choose the preferred location, either Internal or USB, where you would like to save the backup.



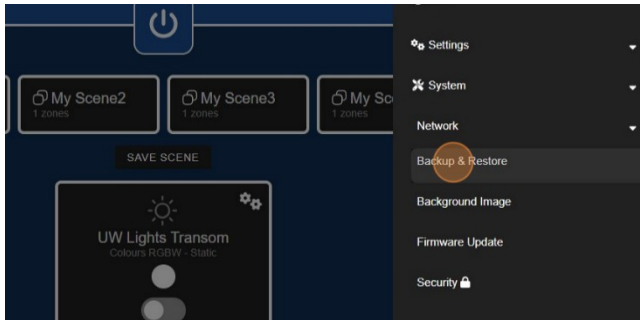
4. Choose 'SAVE' to save the backup.



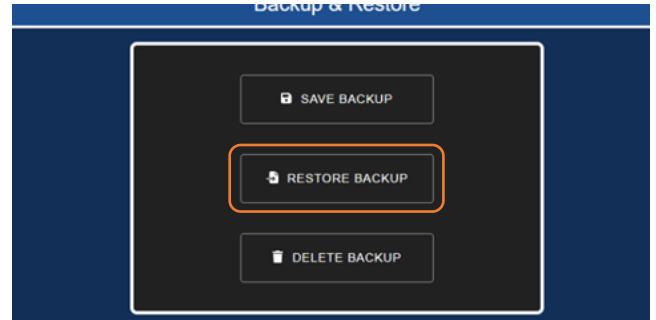
Restore a backup

Note: When changing the Wi-Fi settings, performing a factory reset, or restoring a backup using a remote device connected via Wi-Fi, be aware that the unit will need to reboot to apply the changes. This reboot will result in the temporary loss of the Wi-Fi connection with the OceanBridge unit, which will need to be manually restored based on the changes using the new credentials.

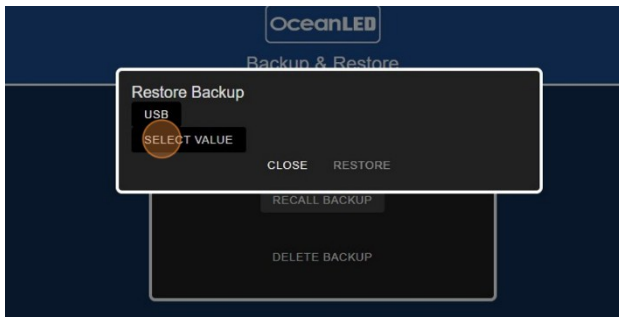
1. Navigate to: *Menu (≡) > System > Backup & Restore*.



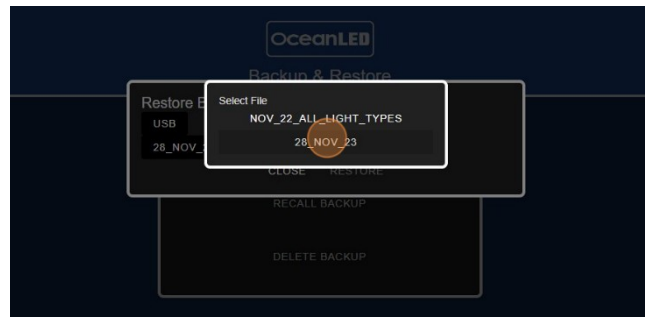
2. Select 'RESTORE BACKUP'



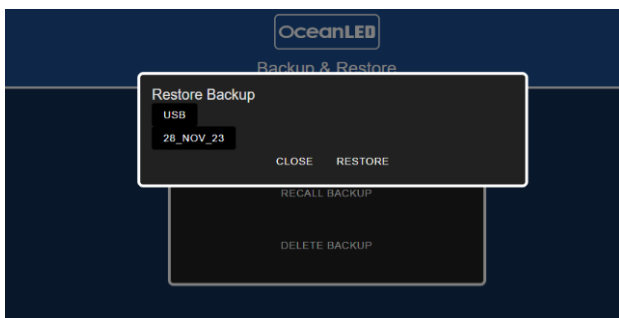
3. Select the location the backup was saved, either Internal or USB. Choose 'SELECT VALUE' to open the list of backups.



4. Select the backup name and confirm the pop-up message.



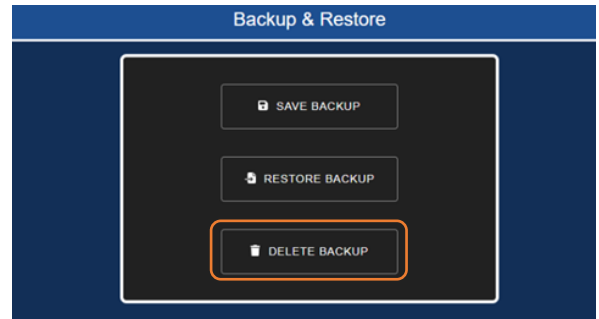
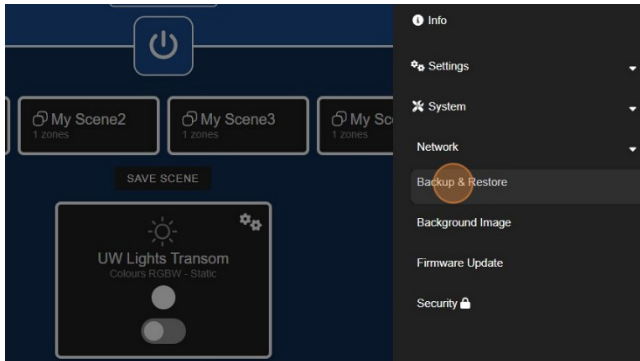
1. Select 'Restore' to restore the saved backup. The settings will be restored, and the restore backup window will close.



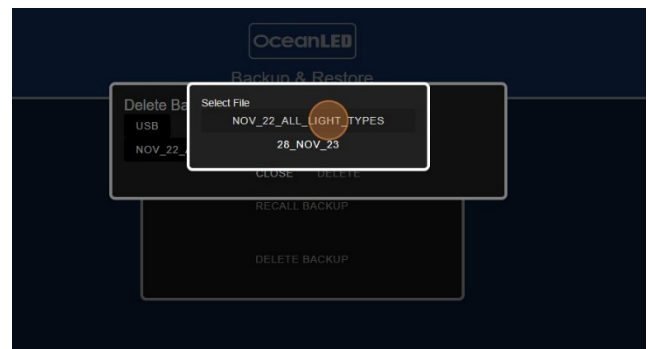
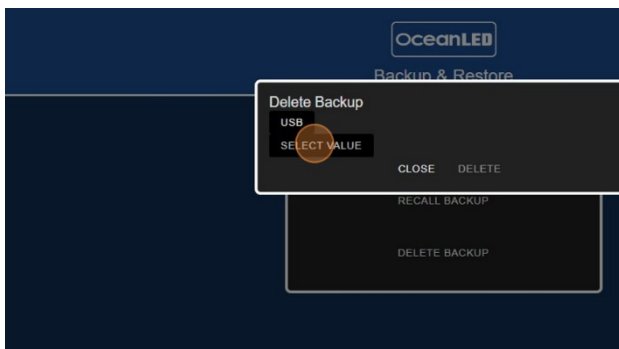
2. Depending on the settings, the OceanBridge unit may reboot to apply the changes. If a reboot is initiated, the Wi-Fi connection to the OceanBridge device will be lost. Depending on the device used, the user may need to reload the app or refresh the page.

Delete a backup

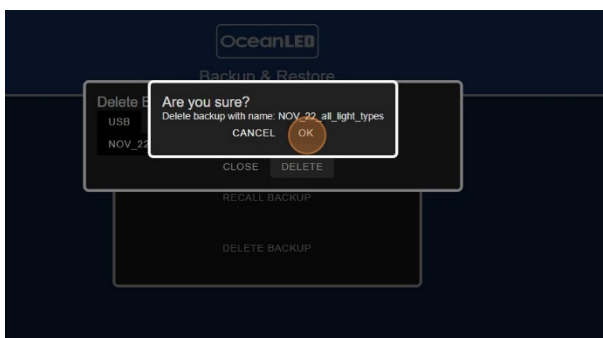
1. Navigate to: *Menu* (☰) > *System* > *Backup & Restore*.
2. Select 'DELETE BACKUP'



3. Select the location the backup was saved, either Internal or USB. Choose 'SELECT VALUE' to open the list of backups.
4. Select the backup name and confirm the pop-up message.



5. Select 'DELETE' to remove the saved backup. Confirm the pop-up message, and the backup file will be removed, closing the window.



6.3 Factory Reset

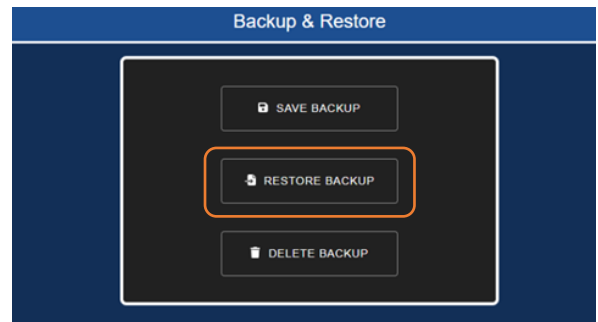
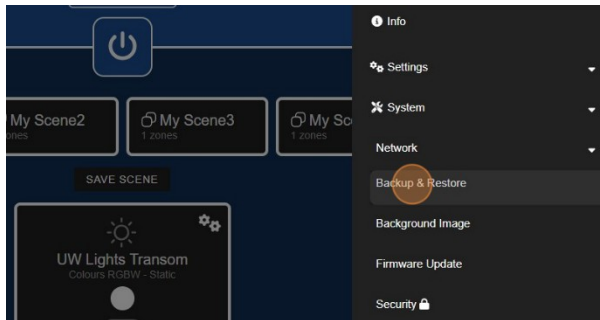
Method 1: Hardware Reset

Press and hold the 'TEST/RESET' button on the front of the OceanBridge device until Red LED ON (approx. 30s).

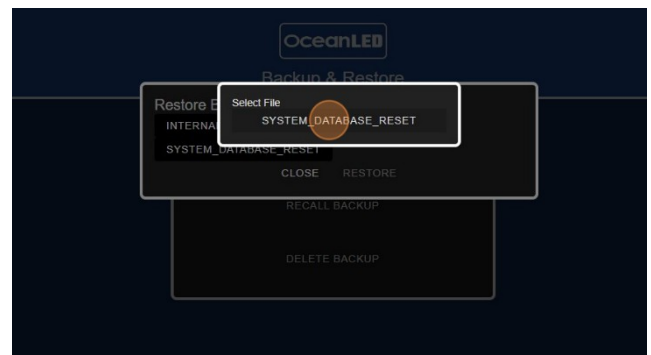
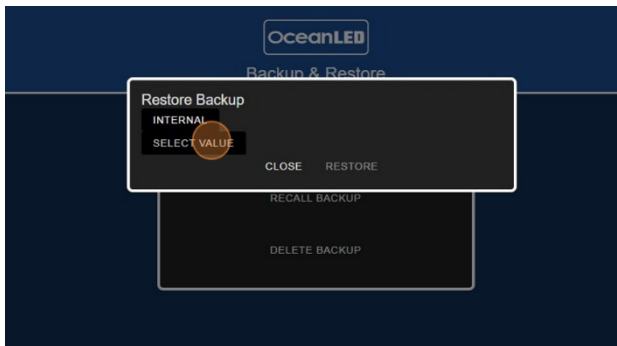
OR

Method 2: User Interface

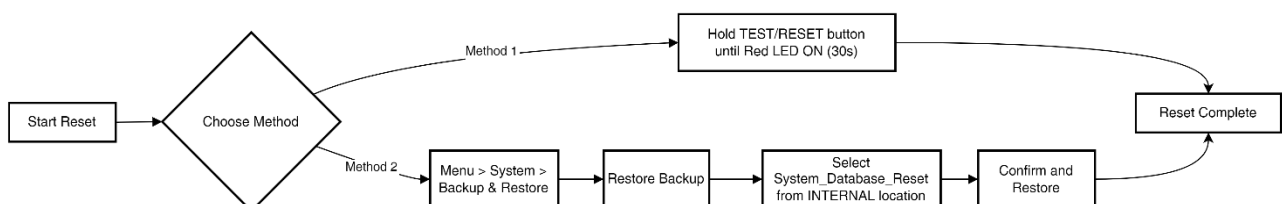
1. Navigate to: *Menu (≡) > System > Backup & Restore*.
2. Select 'RESTORE BACKUP'



3. Select the "INTERNAL" location and choose 'SELECT VALUE' to open the list of backups.
4. Select the "System_Database_Reset" and confirm the pop-up message.



5. Select 'Restore' to initiate the factory reset. All data, including locally stored files, will be erased, except for the 'System_Database_Reset' file. Please note that if the process is performed from a remote device connected by Wi-Fi, the connection with the device will be lost, and the user will need to reconnect with the OceanBridge device.

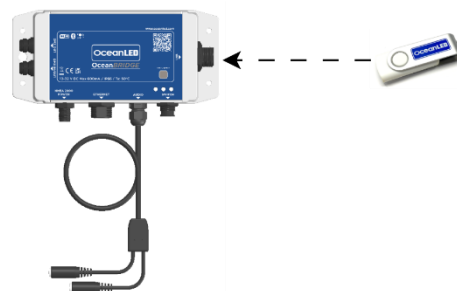


6.4 Background Image

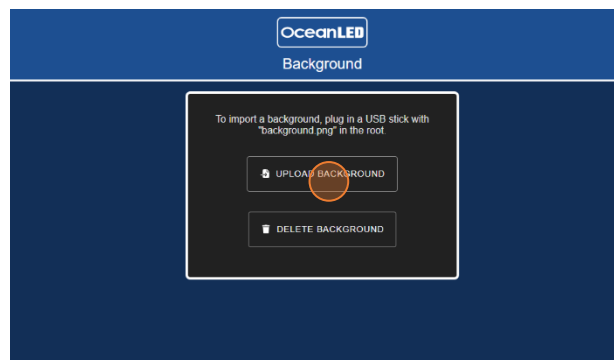
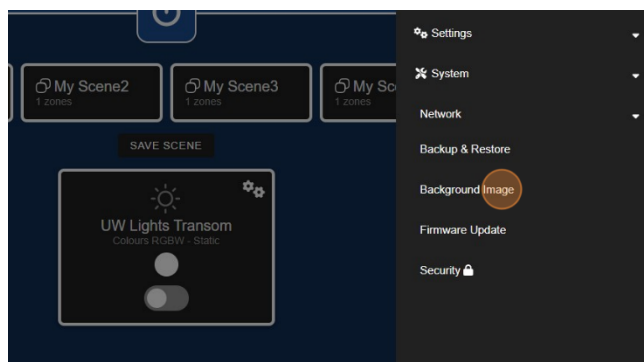
To change the OceanBridge App background:

1. Prepare the graphic file in the PNG format (max 10MB), rename it to "background.png" and copy to the root of the USB stick.
2. Plug the USB stick into the OceanBridge USB port.

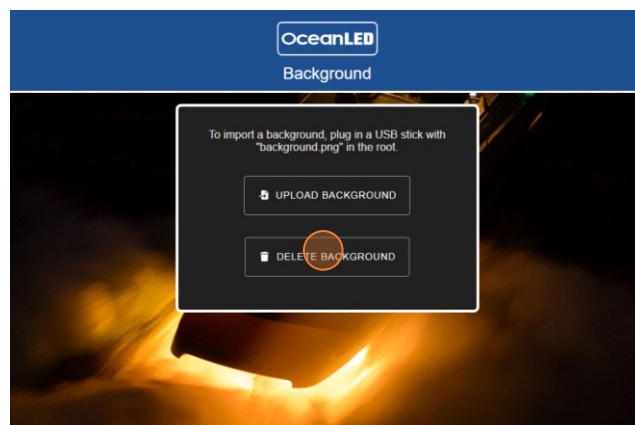
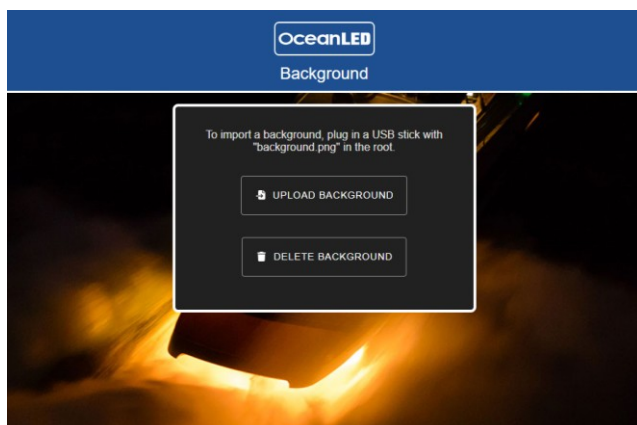
Name	Date modified	Type
Dual_E6_E7_Simple_Setup	30/11/2023 09:35	Data Base File
RGBW_Simple_Setup	30/11/2023 09:33	Data Base File
OceanLED.enc	24/11/2023 13:01	ENC File
background	02/10/2023 16:16	PNG File



3. Navigate to: *Menu (≡) > System > Background Image.*
4. Select 'UPLOAD BACKGROUND'



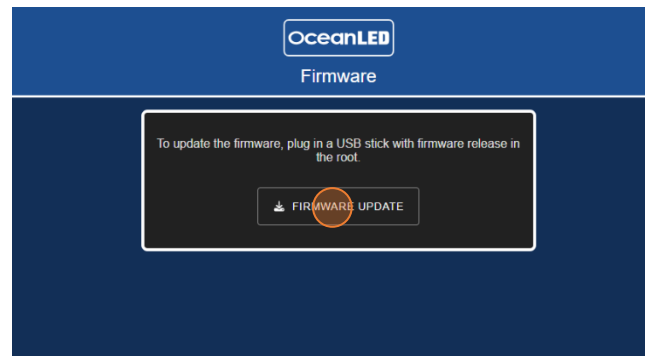
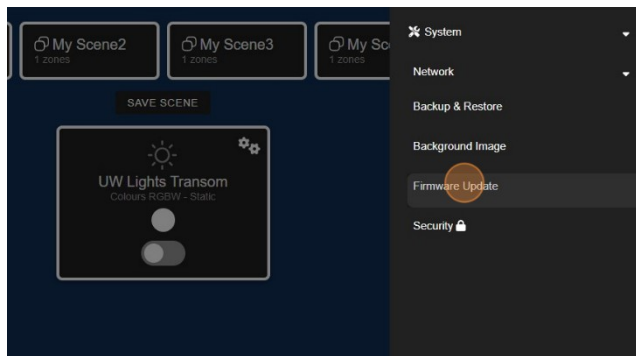
5. The background will change.
6. To delete the background select 'DELETE BACKGROUND'.



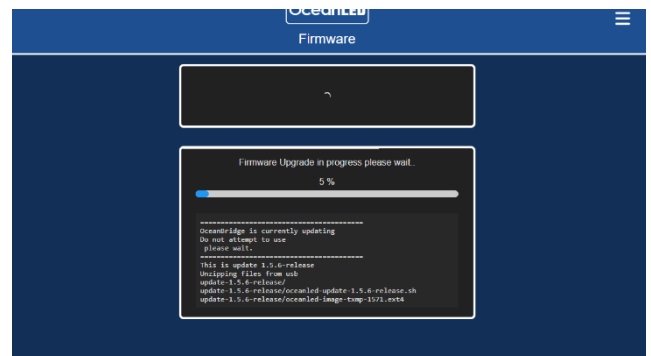
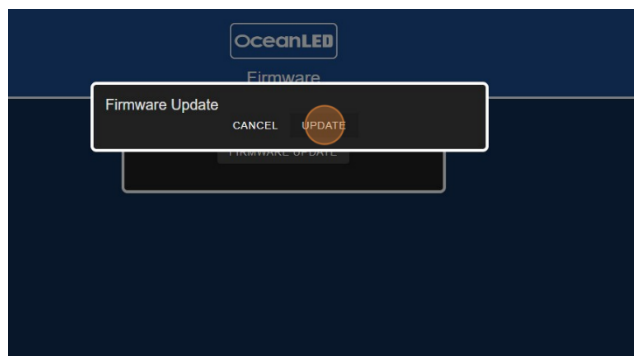
6.5 Firmware Update

Download the [latest OceanBridge app firmware version](#) (update-x.x.x-release.tar.gz) and transfer it to the root directory of the provided USB stick. Insert the USB stick into the OceanBridge USB port and follow the firmware upgrade procedure outlined below.

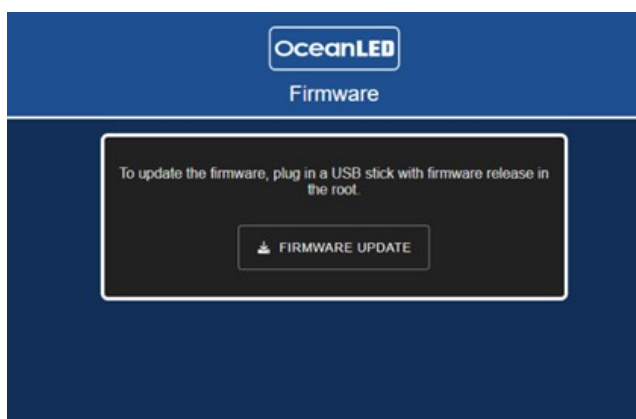
1. Navigate to: *Menu (≡) > System > Firmware Update*.
2. Select 'FIRMWARE UPDATE' button.



3. If firmware is found a pop-up message will show. Select 'UPDATE' to initiate the firmware update process.
4. The screen will show progress bar and an update message. The updating process is expected to take approximately 6-10 minutes.



5. Once the firmware update is complete, the update message screen will close.
3. Navigate to: *Menu (≡) > Info* to confirm whether the correct firmware version has been installed. Depending on the device used, the user may need to reload the app or refresh the page to see the updated info.



6.6 App Preferences

This is a settings page where you can customize how the app works. This page lets you control what notifications you see, what information appears on your screen, and which connection types or features are active while using the app.

Navigate to: *Menu (≡) > System > App Preferences*

Toggle Settings:

Disable Product Register Message

- Purpose: Turns off product registration pop-up
- Default: Off

DMX Conflict Detection

- Purpose: Monitors and alerts for conflicts in DMX addressing
- Default: On (Recommended for preventing signal conflicts)

Disable Help Guide

- Purpose: Turns off app help guide access
- Default: On

Disable Zoom Control

Zoom Control allows scaling up the app for higher resolution screens using the loupe + and - buttons. The feature is placed in the menu drawer.

- Purpose: Turns off the zoom control in the menu drawer.
- Default: On

Enable Timer Display

- Purpose: Displays timing information on lighting scene cards (next available time schedule with action).
- Default: Off

Show Status Bar

- Purpose: Controls visibility of the bottom information bar
- Default: On

Status Bar Features (Checkboxes):

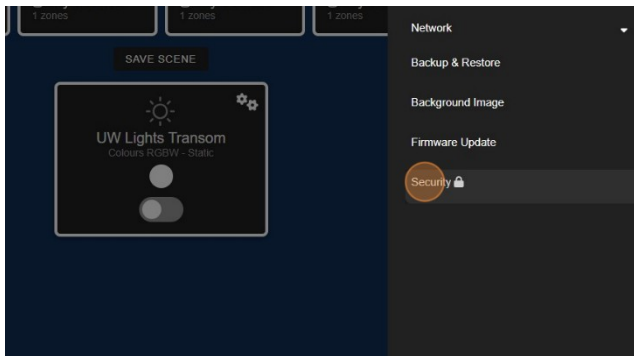
Wi-fi Purpose: Shows wireless network connectivity status	Audio-Mode Purpose: Shows active audio mode
Ethernet Purpose: Shows wired network connection status	DMX-Mode Purpose: Shows active DMX mode
Bluetooth Purpose: Shows Bluetooth device connection status (general on/off only)	Time Purpose: Shows current device time (auto-refresh on home page only)

6.7 Security

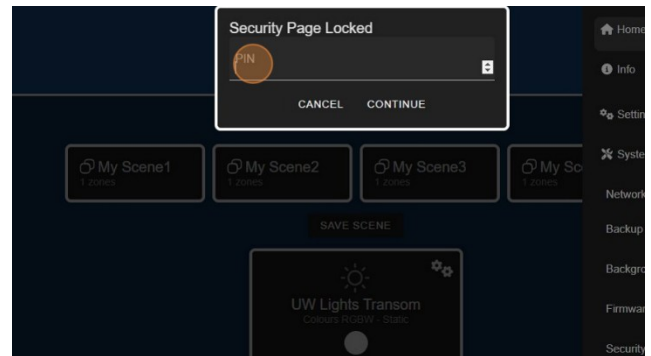
The Security section enables the user to lock the access to selected settings of the OceanBridge device, preventing unauthorized users from making changes.

Note: Default PIN to access the Security Settings: “1234”.

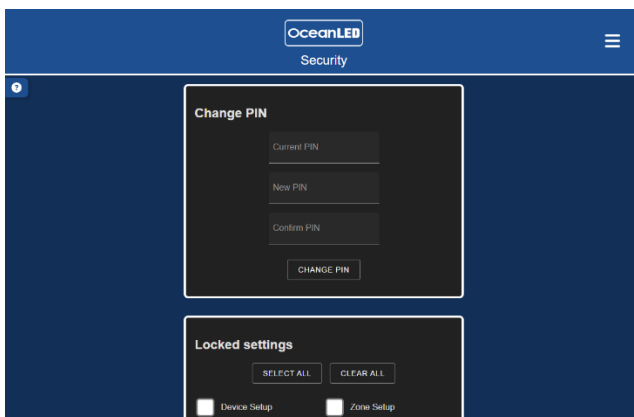
1. Navigate to: *Menu (≡) > System > Security*



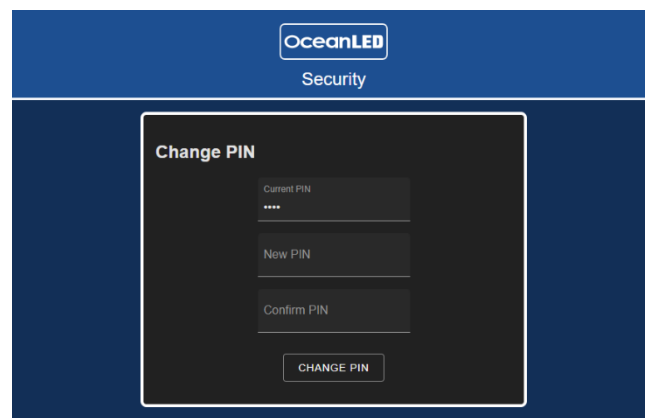
2. Type in the PIN: “1234” (default).



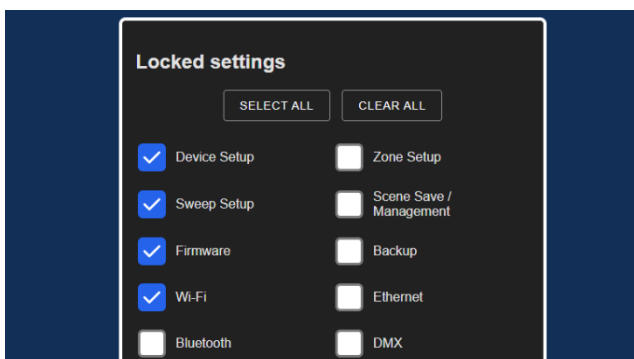
3. The page will show two sections: Change PIN and Locked settings.



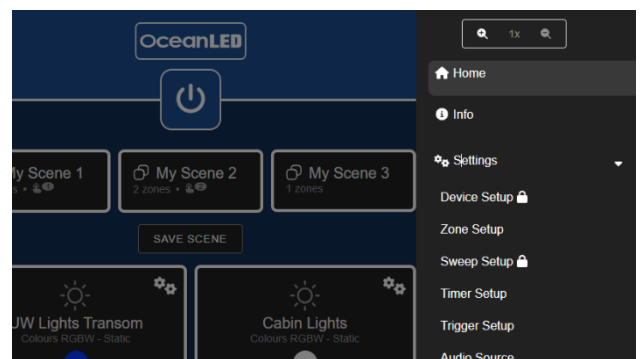
4. To change the PIN, navigate to the 'Change PIN' pane. Enter the current PIN and the new PIN in the respective fields, then select 'CHANGE PIN' to apply the changes.



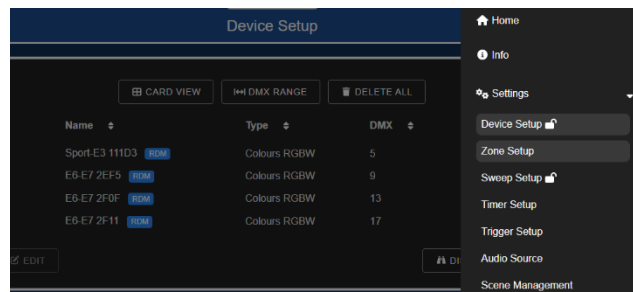
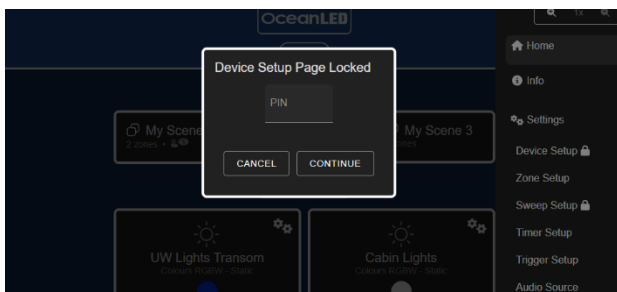
5. To lock the settings select the required option/s from the list and choose “LOCK / APPLY”. Confirm the pop-up message. The app will default to home page.



6. Open the menu to confirm the changes. Any locked items in the menu will now be marked with a padlock icon.



7. If the user attempts to access the item from the menu, a pop-up window will appear, prompting for the PIN code. Access will not be granted with an incorrect PIN.
8. Upon entering the correct PIN, access will be granted to the user, globally applying to all items previously locked in the menu until the user secures the settings in the 'Security' section. Now, all previously locked items in the menu will be marked with an open padlock icon.



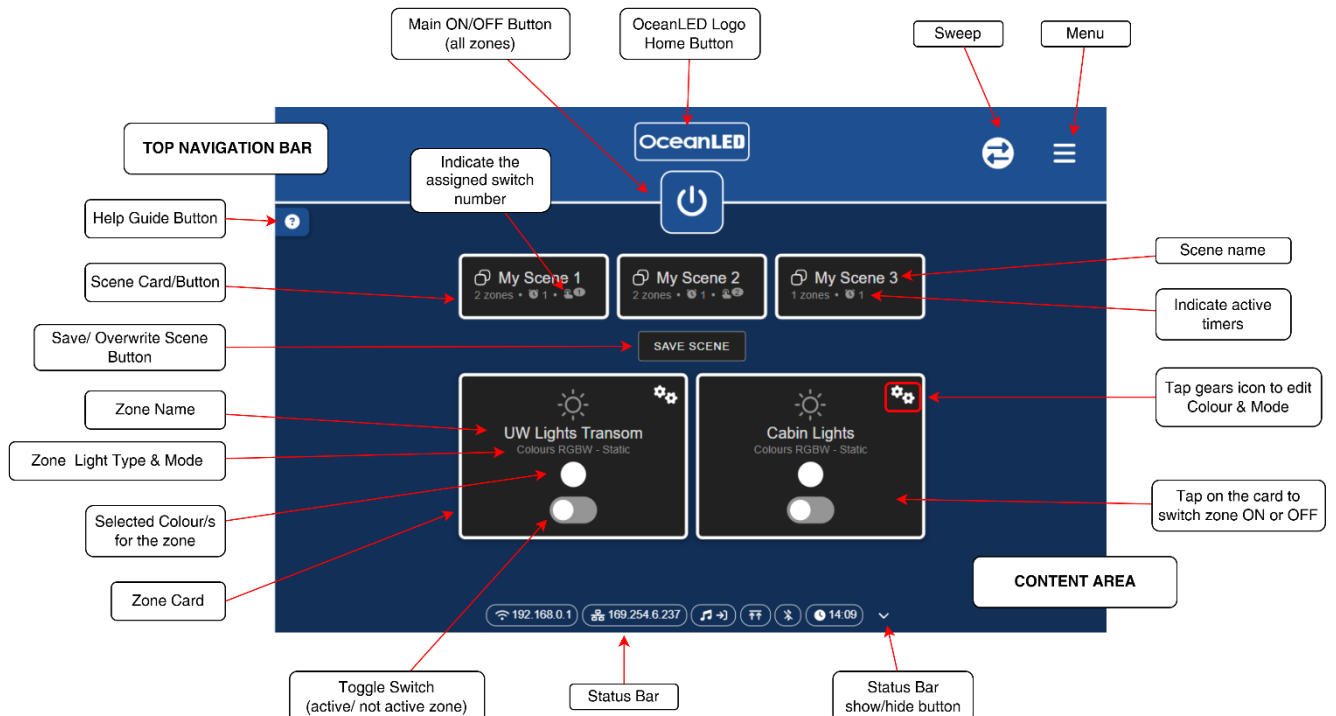
⚠ If you forget the PIN, you can reset it to the default '1234' using a factory reset. Please refer to the 'Factory Reset' chapter or contact OceanLED technical support for assistance.

7 Operating Instructions

7.1 Home Page

This page is your main hub for controlling lights in the OceanBridge system. It's designed to make managing your lighting simple, with all the key options laid out clearly. The page is split into two main sections:

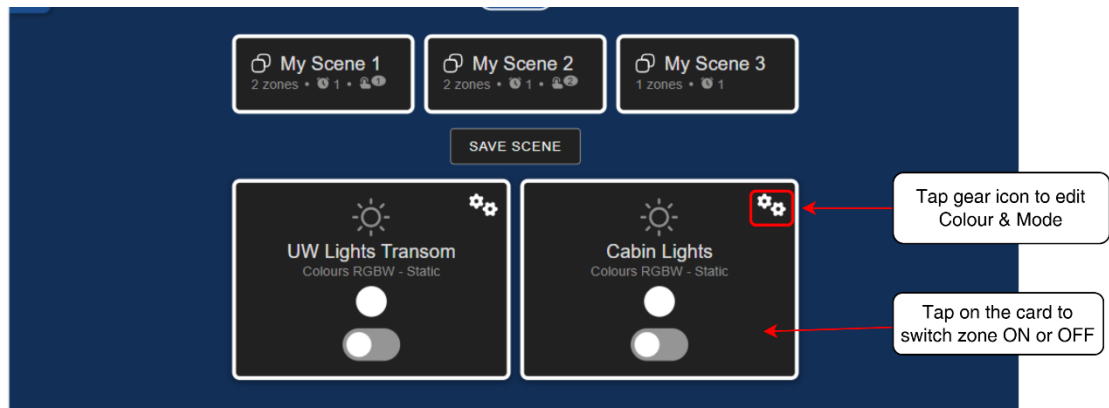
1. Top Navigation Bar
 - **OceanLED Logo:** Click the logo to return to the home page.
 - **Main Power Toggle:** Turn all lighting zones on or off.
 - **Navigation Buttons:** Use icons like Sweep and Menu to access additional features.
2. Content Area
 - **Scene Cards:** Each card represents a saved lighting preset which can include one or more zones with different settings.
 - **Save Scene Button:** Create and overwrite lighting presets.
 - **Zone Cards:** Each card represents a lighting zone which can be controlled individually. Each zone may have contain one or more lighting devices.



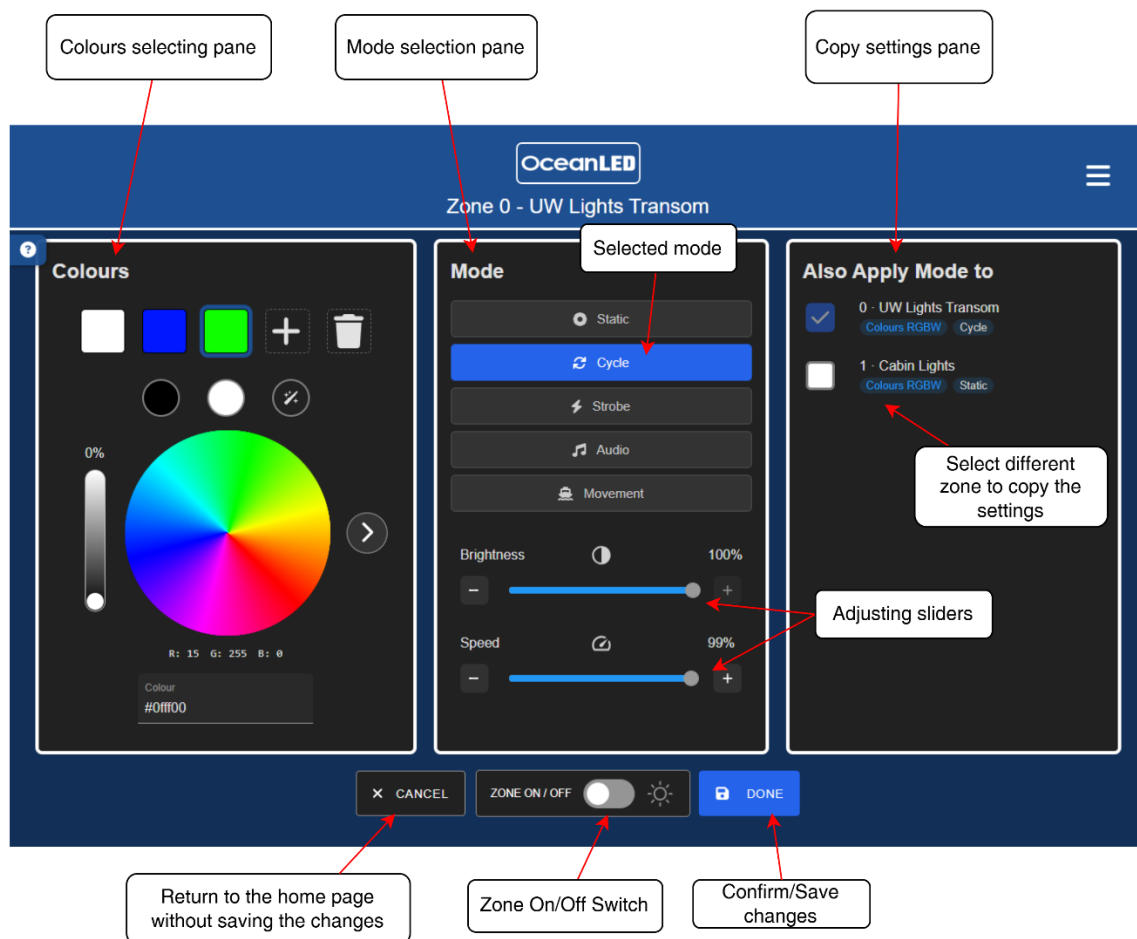
OceanBridge App Home Page Functionality

7.2 Editing Colours and Modes

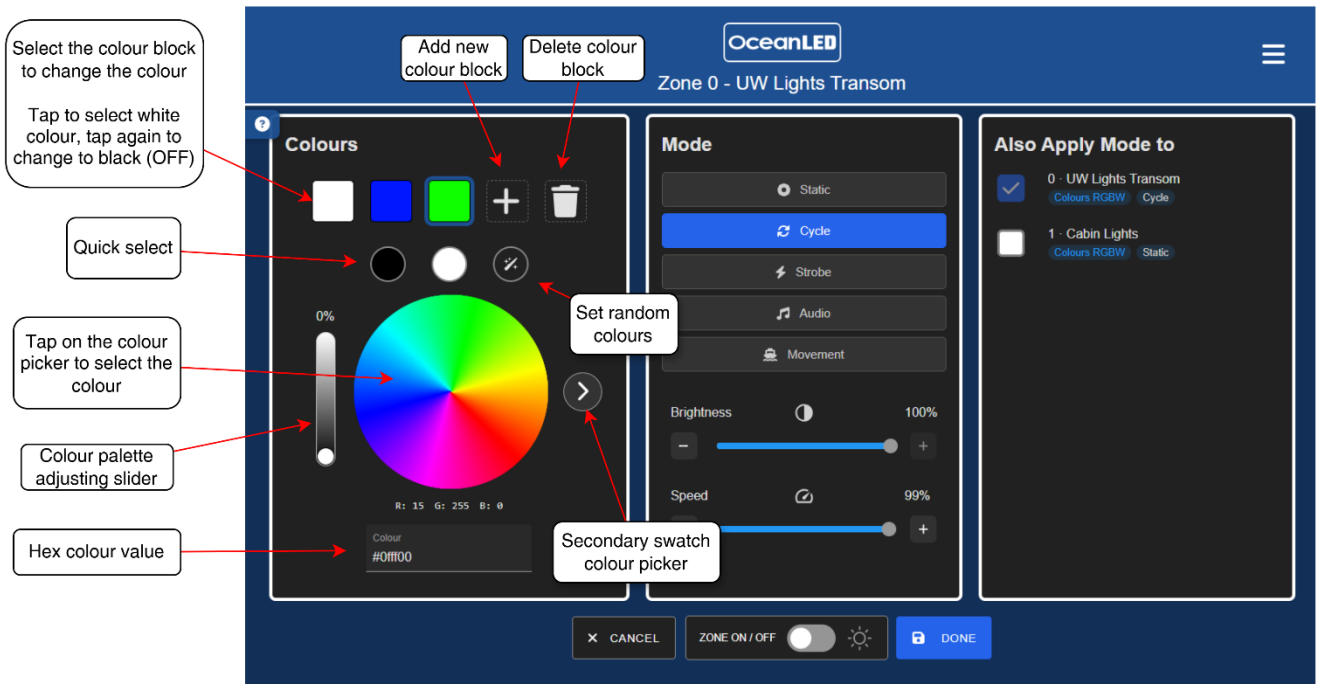
To select one of the available modes, choose colours, and adjust the brightness, speed, or sensitivity of the zones, select the gear icon from the scene card on the Home Page. This will open the selected zone editing page with all available options. The user interface has multiple panes, making it easy to navigate between different functions.



Zone Cards Preview



Edit Colour & Mode, Copy Settings Interface Preview



Edit Colour Pane Basic Functionality

Available Modes for the Light Type

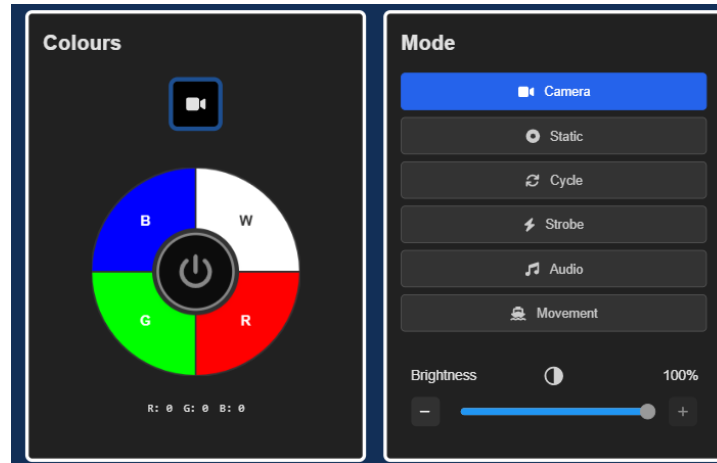
The OceanBridge allows to select between six different modes (subject to light type).

Light type	Mode					
	Camera	Static	Cycle	Strobe	Audio	Movement
Colours RGB		✓	✓	✓	✓	✓
Colours RGBW		✓	✓	✓	✓	✓
Colours RGBW Camera	✓	✓	✓	✓	✓	✓
Dual Blue/White		✓	✓	✓	✓	✓
2010/3010 Single Colour		✓		✓	✓	✓
Single Dimmable		✓		✓	✓	✓
Single Switchable		✓				

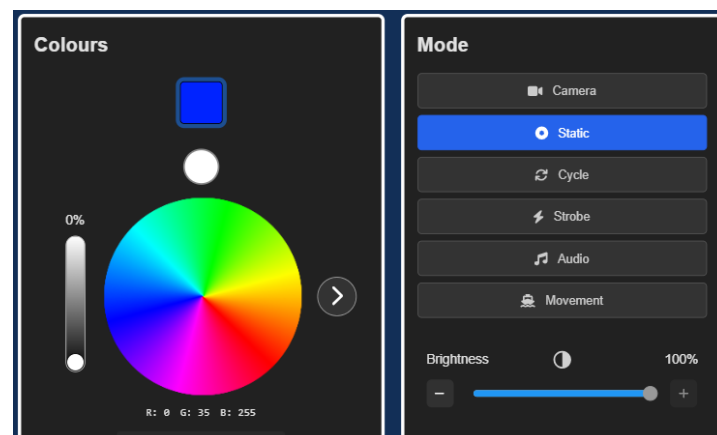
i Please note that for single colour light types the available modes will be limited to the purchased light colour.

Due to nature of the single switchable light type, the functionality is limited to simple on/off states.

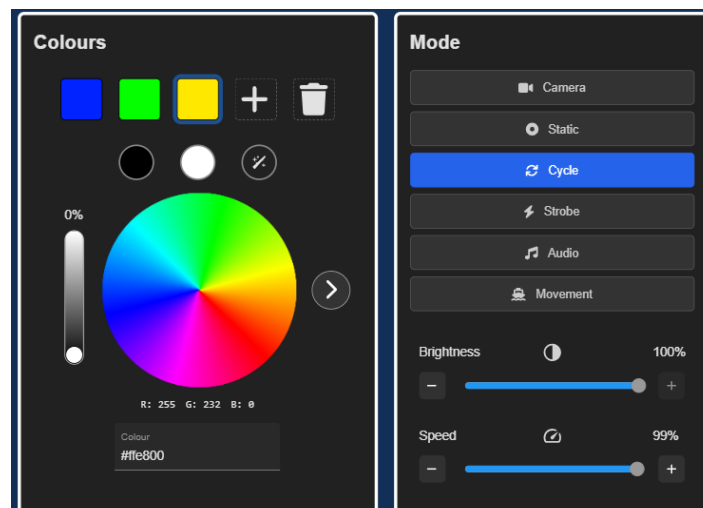
Camera Mode – Exclusive to RGBW Camera Light types, this mode enables the built-in camera within the light. The camera functions when the light is set to one of four colours: Red, Green, Blue, or White, or in the OFF state, where the light is disabled but the camera remains active. Only one colour or the OFF state can be selected at a time.



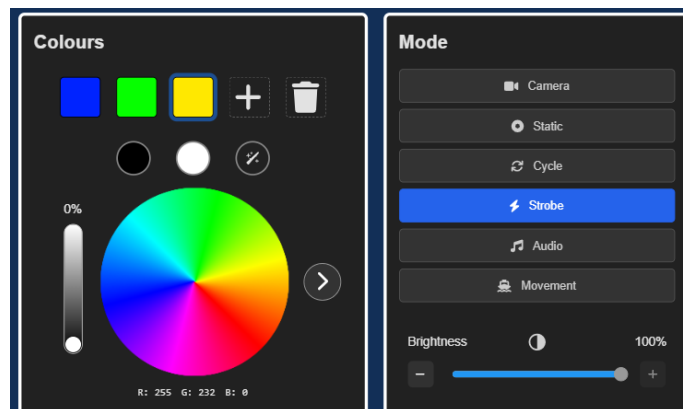
Static Mode – It refers to static colour of the selected light. User can select single colour.



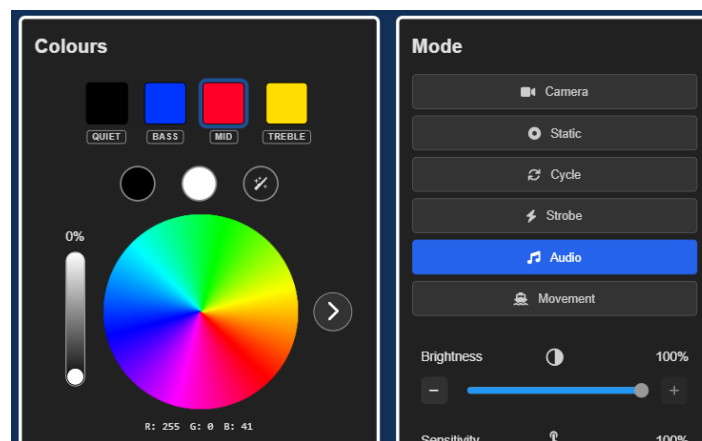
Cycle Mode – Light cycles between the selected colours. Up to four colours can be set for colours and dual-colour light types.



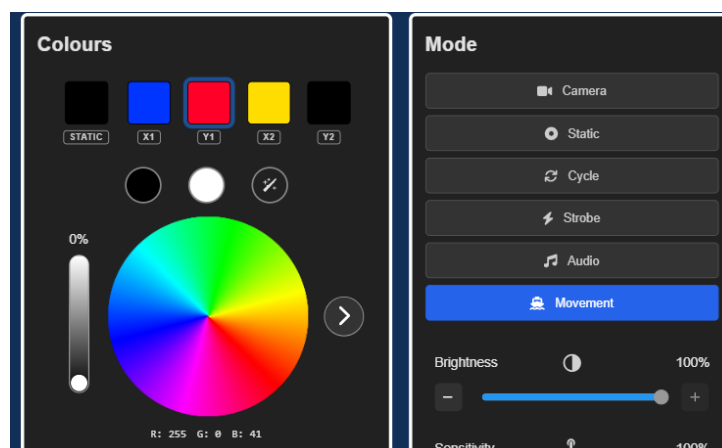
Strobe Mode – The light strobes between the selected colours. Up to four colours can be set for colours and dual-colour light types.



Audio Mode – Translating sound into a visual effect – the light responds to audio signals. The four available blocks for colour settings allow you to configure distinct colours for quiet, bass tones, mid-tones and treble tones.



Movement Mode – Transforming the vessel's motion into a visual effect. The five available colour setting blocks enable you to assign distinct colours. The first block corresponds to a static state where no movement has been detected. The following two pairs are associated with the boat's "x" (Stem → Bow) and "y" (Port → Starboard) axis. *Please note that the Stem → Bow and Port → Starboard axis settings / orientation will depend on how and where the OceanBridge box was installed in relation to the boat's axis, this is auto set during the startup of the OceanBridge device.*



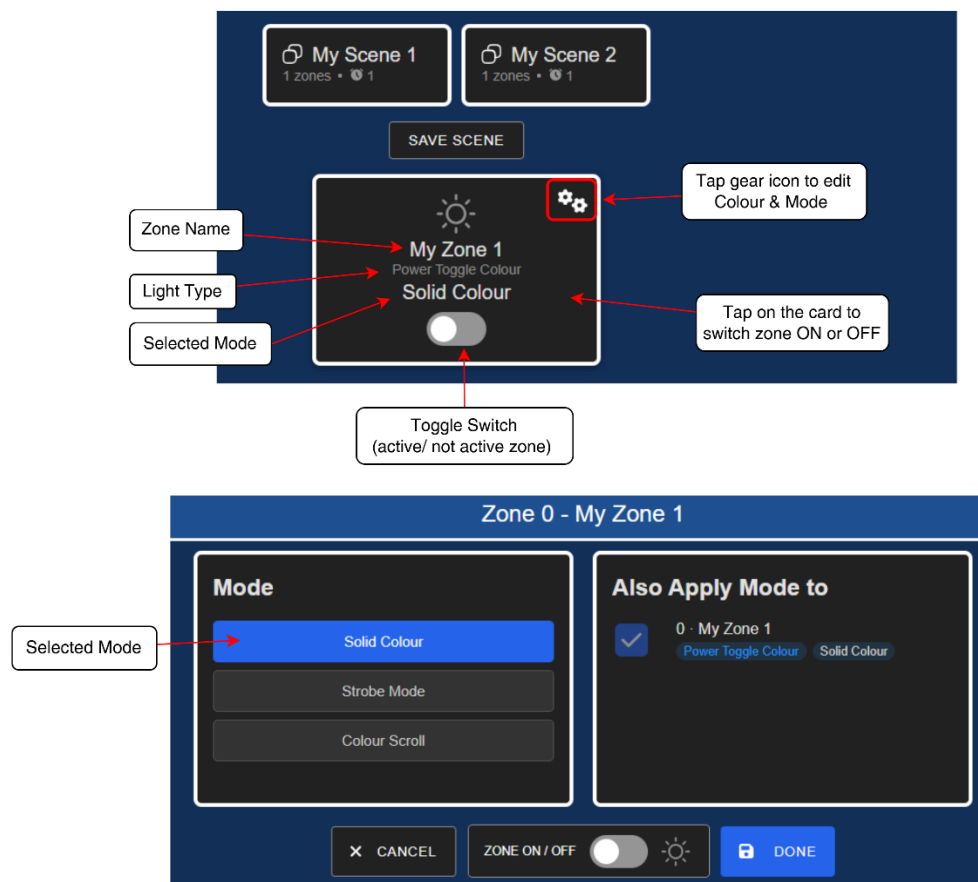
Power Toggle Light Type – Mode Settings

The OceanBridge also supports DC switched OceanLED light models, where toggling the power on/off allows for mode changes. The 'Power Toggle' functionality is only supported with the use of the OceanConnect Junction Box (JB) device. The OceanConnect JB device interprets the signal send from OceanBridge to activate the desired mode of the 'Power Toggle' light model.

Supported functionality:

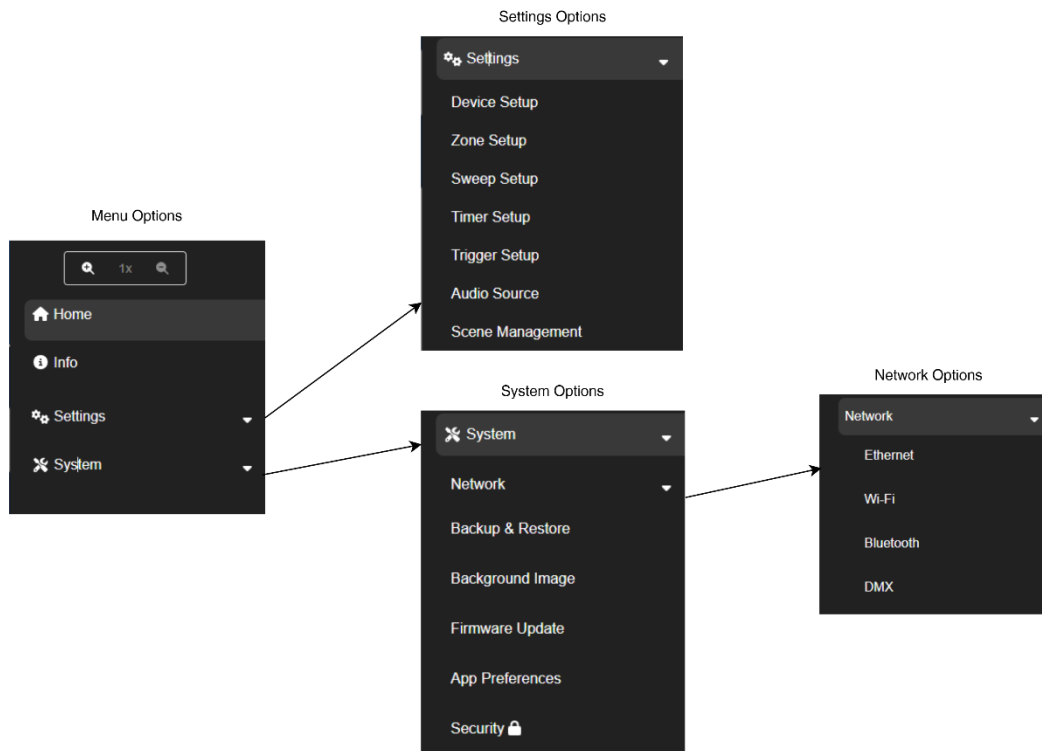
Light type	Effect
Power Toggle Single (e.g.: Sport, E3, X-Series / Single Colour Blue or White)	Solid Colour Strobe Mode
Power Toggle Dual (e.g.: Sport, E3 Dual Blue/White)	Solid Colour - Blue Solid Colour - White 50/50 Blue-White Fade Mode Strobe White Strobe Blue Strobe Blue/White
Power Toggle Colour* (e.g.: Sport & E3 Colour Scroll) * Supported from v1.5.7	Solid Colour Strobe Mode Colour Scroll

To access the 'Power Toggle' functionality, select the 'gear icon' on the zone card and choose the desired mode from the mode editing page. Please note that the name of the selected mode will be displayed on the zone card.

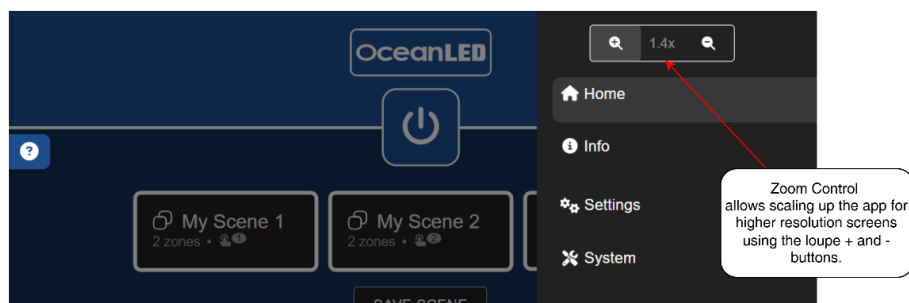


Power Toggle Colour Light Type Mode Editing Interface Preview

7.3 Menu Options

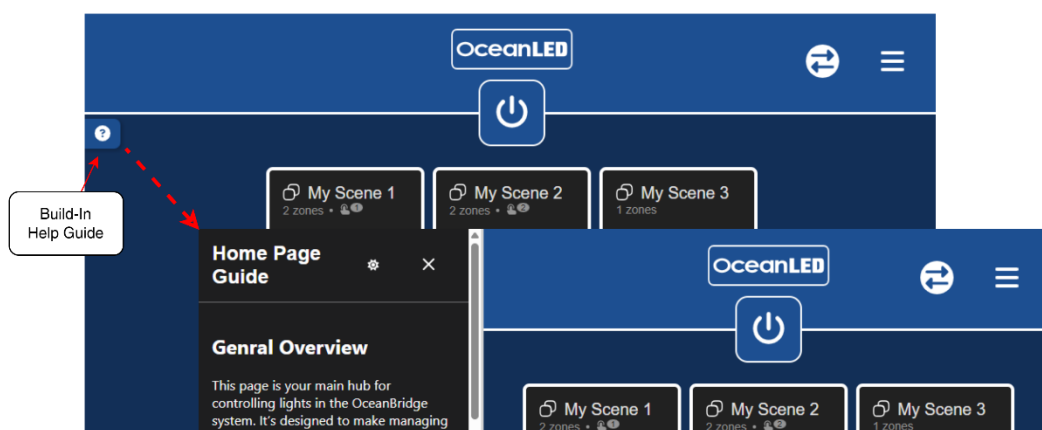


7.4 Zoom Control



Zoom Control Preview

7.5 Build-In Help Guide



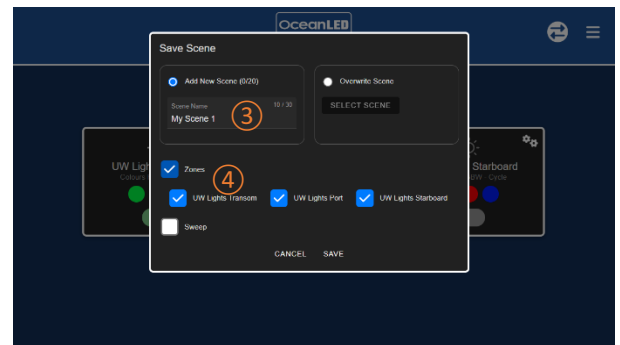
Build-In Help Guide Preview

7.6 Saving and Overwriting Scene

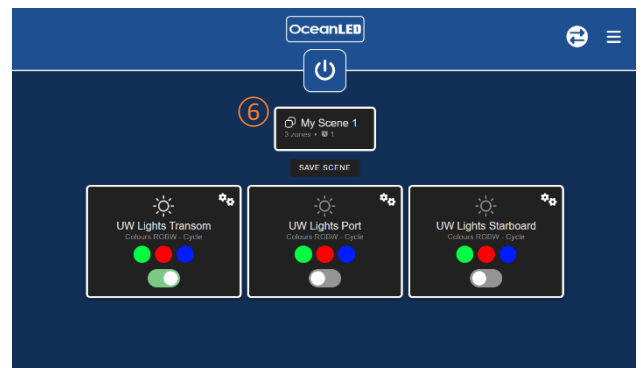
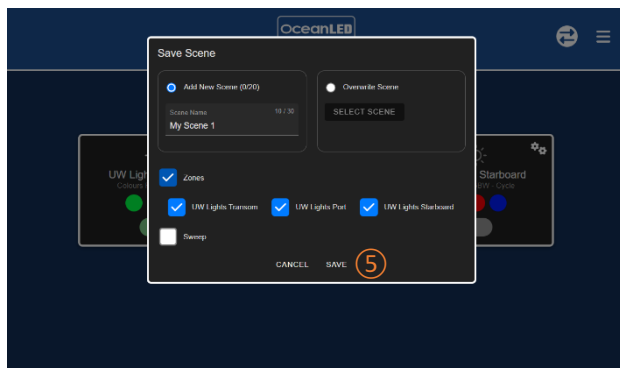
Saving Scene

The 'SAVE SCENE' option enables users to save the current zone setup to an action-call button, facilitating the storage and recall of different configurations as needed. Users can save up to 20 scenes.

1. Set your zone/s to the desired effect, toggle the zone on or off ① – this state will be saved into a scene. Select 'SAVE SCENE' ② when ready.
2. In the pop-up add new scene name ③ and tick/untick the zones ④ that will be included in the scene. If not using the Sweep effect leave it unticked.



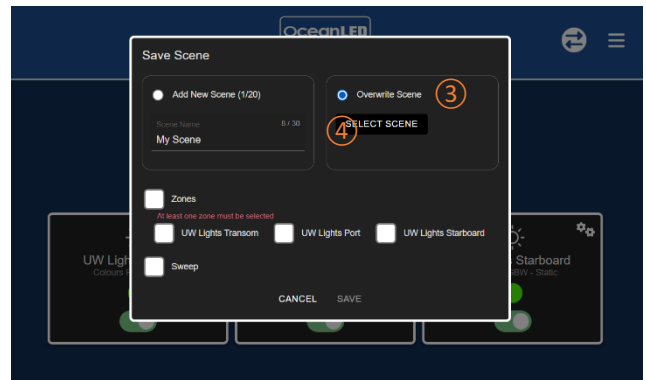
3. Choose 'SAVE' ⑤ to apply the changes and save the scene.
4. Scene will be added to the home page ⑥. Repeat the whole process to add more scenes.



Overwriting Scene

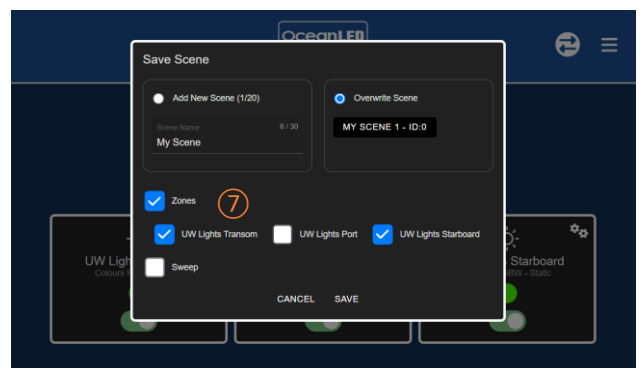
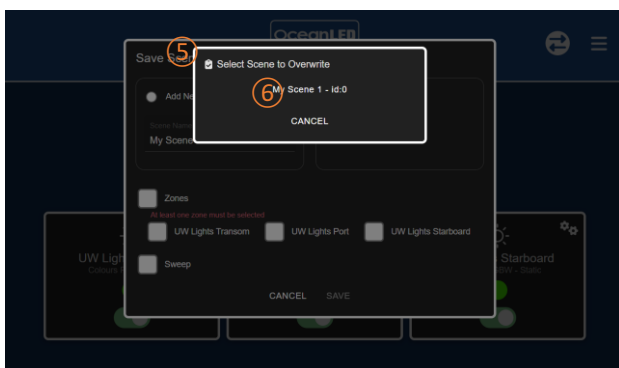
The "Overwrite Scene" option enables users to overwrite an existing scene with new settings. This option is available under the "SAVE SCENE" button as one of the choices in a pop-up dialog.

1. Set your zone/s to the desired effect, toggle the zone on or off ① – this state will be overwritten. Select 'SAVE SCENE' ② when ready.
2. In the pop-up dialog select "Overwrite Scene" ③ and click on the 'SELECT SCENE' ④ to open scene selection dialog ⑤.



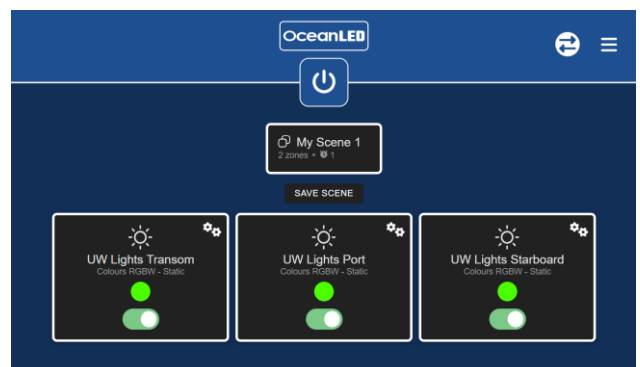
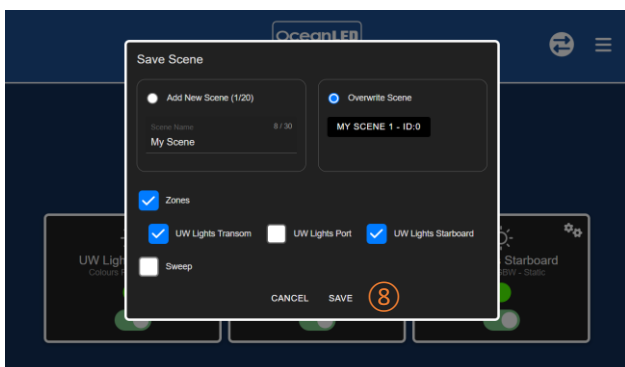
3. Select the desired scene from the list ⑥.

4. Tick/ untick the zones that will be included in the scene ⑦. If not using the Sweep effect leave it unticked.



5. Choose 'SAVE' ⑧ to apply the changes and overwrite the scene.

6. Scene settings will be updated with new values.

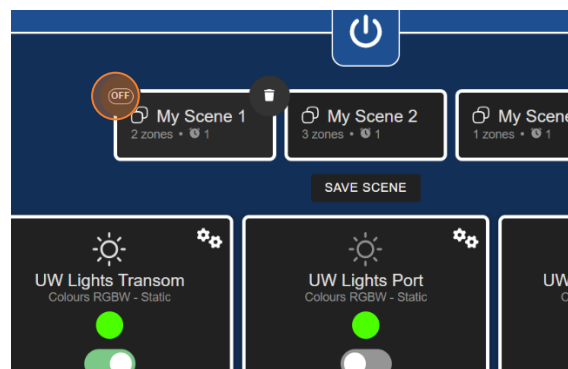


7.7 Activate / Deactivate Scene

To **activate** the scene tap or click on the scene card.



To **turn off** an individual scene, select the scene card, and the "OFF" button will appear in the top-left corner. Press the "OFF" button to deactivate the scene.

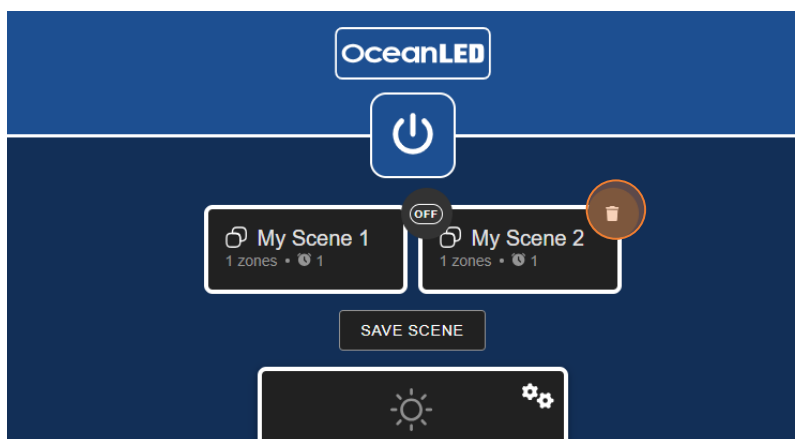


7.8 Scene Management

The scene can be deleted either from the home page scene card or through the scene management page, where users can also rename the scene.

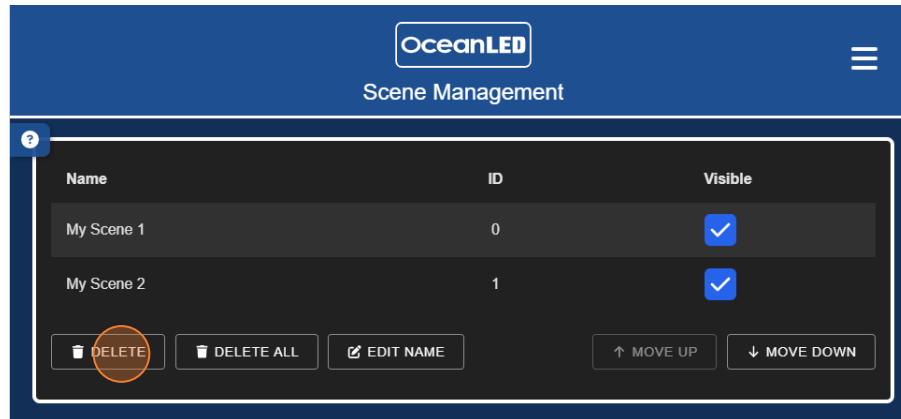
Delete Scene via Home Page Scene Card

1. Select the scene card. The bin icon button will appear in the top-right corner — tap the bin icon to remove the scene.
2. Confirm the warning in the pop-up to complete the process. The scene will be removed.



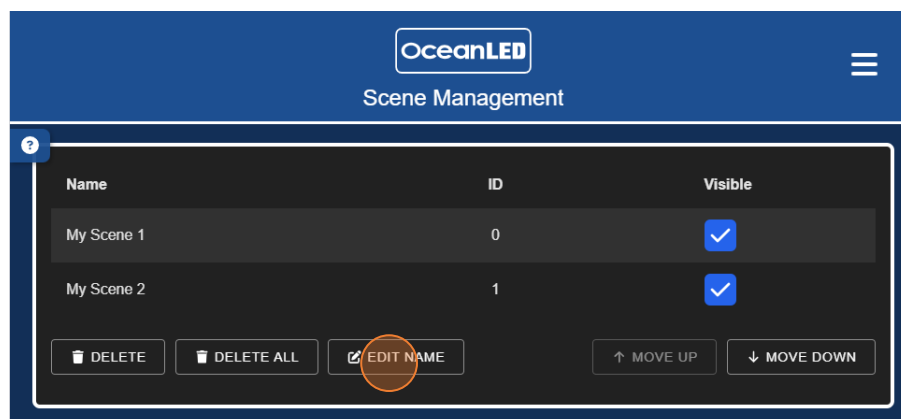
Delete Scene via Scene Management Page

1. Navigate to: *Menu (≡) > Settings > Scene Management*
2. Select the scene name from the list.
3. Click the “Delete” button to remove the scene.
4. The scene will be removed, and the list will update automatically.



Edit Scene Name

1. Navigate to: *Menu (≡) > Settings > Scene Management*
2. Select the scene name from the list.
3. Click the “EDIT NAME” button at the bottom.
4. Edit the name in the pop-up.
5. “SAVE” to update.



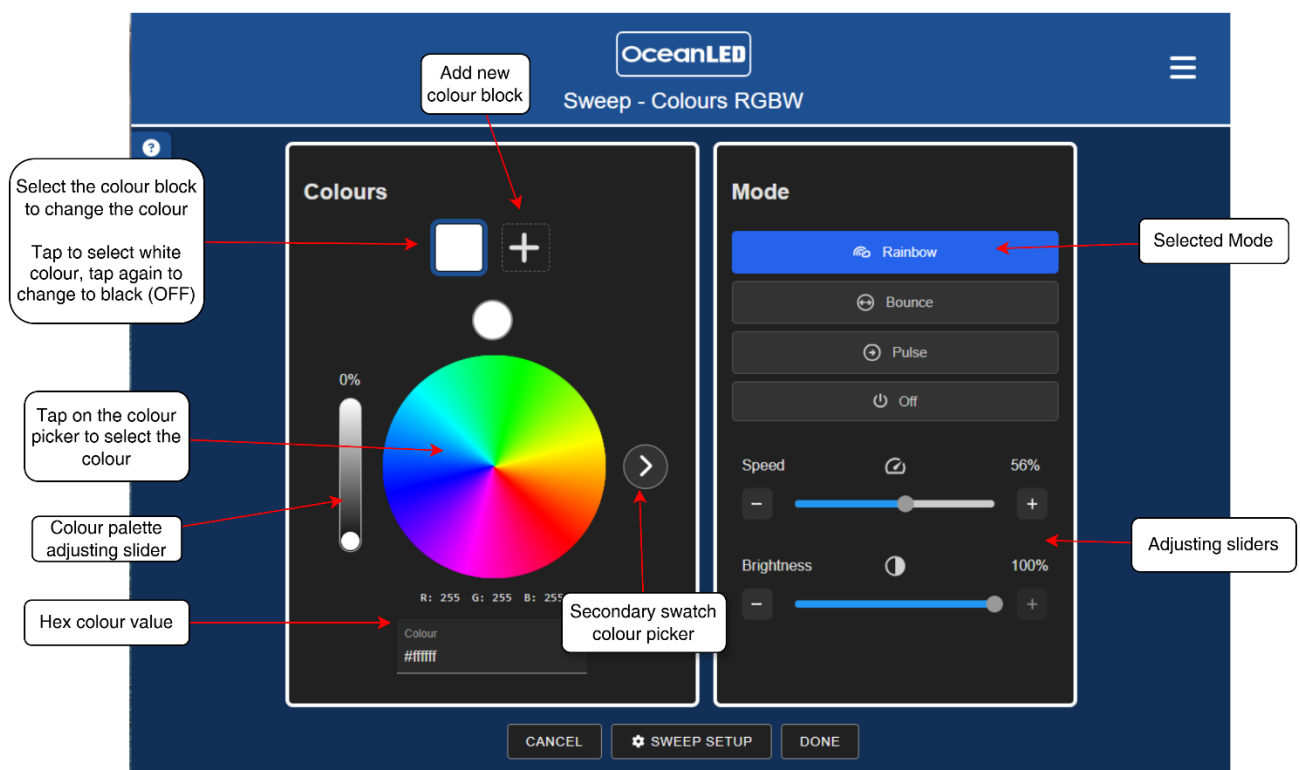
7.9 Sweep Modes

This page allows to activate and select one of the available Sweep lighting modes. Sweep creates a dynamic lighting mode where illumination or colour changes gracefully move across the selected lights, enhancing the visual appeal of your vessel.

User can select between three different sweep modes:

- **Rainbow Sweep:** The lights smoothly transition through a sequence of up to four user specified colours, following the predetermined order of these colours. User can choose the speed of the transition to create a slow, gentle sweep or a fast, dynamic mode.
- **Bounce Sweep:** The lights move in a back-and-forth "swinging" motion, creating a dynamic mode. The user can control the speed of the light movement. This mode is set to a single colour.
- **Pulse Sweep:** The lights move from one side to the other, resembling the motion of a pulse. User can control the speed of the light movement. Single colour setup.

Each mode selection allows the user to specify the colour (single for Bounce and Pulse, and up to four colours for Rainbow), speed of the sweep, and brightness of the lights.



Sweep Mode Settings Preview

Important Notes

Depending on the type of lighting device, the available colour options will be limited to what the device supports (e.g., dual-colour lights or single-color dimmable lights).

The sweep mode turns on when you select the Mode option. To turn it off, choose Off or use the main power button on the home page.

If the sweep mode is turned on, it takes control over the zone settings. So even if a zone was already set up, the sweep mode will override it and take charge of the device assigned to that zone.

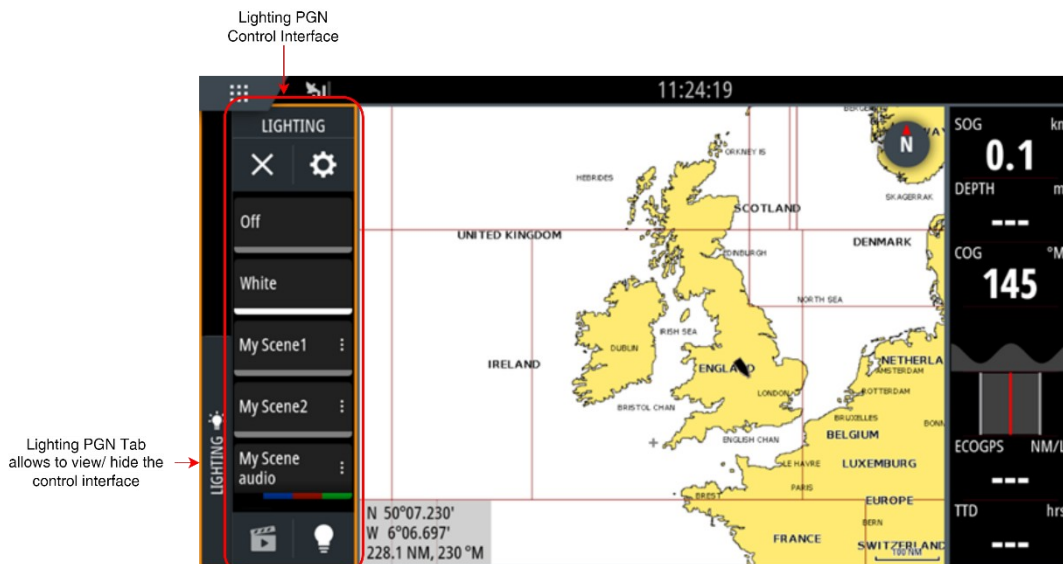
7.10 Saving Sweep Scene

1. Activate Sweep Mode
 - Tap the Sweep icon on the home page to open the Sweep settings.
 - Choose the desired mode from the available options.
2. Customize the Mode
 - Adjust colours: Up to 4 colours for Rainbow Sweep. Single colour for Bounce and Pulse.
 - Set the speed and brightness in the Mode pane.
 - Tap on a colour block to change it to white or black (OFF).
3. Apply the Mode
 - Tap DONE to activate the Sweep mode.
 - The Sweep icon on the home page will update, indicating that the mode is active.
4. Save as Scene
 - Tap SAVE SCENE to store the mode as a scene.
 - Enter a scene name and check the Sweep box.
 - Tap SAVE to confirm.
5. Access & Manage the Scene
 - The saved scene appears on the home screen.
 - To activate the scene, tap on the scene card.
 - To turn off Sweep, select the scene card and tap OFF.

7.11 NMEA2000 Lighting PGN

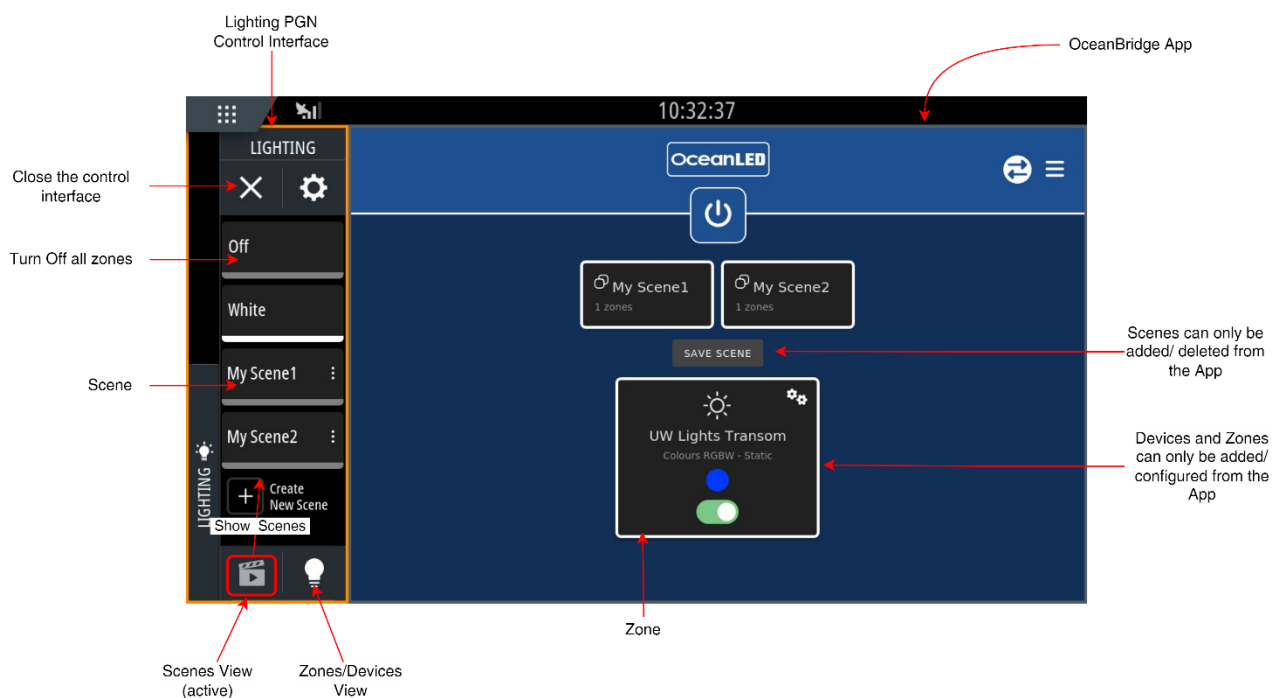
The MFD's lighting PGN* can be opened on top of the running app as a sidebar, allowing you to control the lighting and use the selected app simultaneously. The lighting PGN* can primarily be used to control the lighting, recall saved scenes, and does not allow for saving any settings. All the setups can be done only from the OceanBridge App.

*Navico Group supported MFDs as time of writing.








Lighting PGN Interface Explained

The zones and scenes created in the OceanBridge app will be displayed in the Lighting PGN interface, split into separate views for scenes and zones. All changes made in the OceanBridge app will be reflected in the Lighting PGN interface, and vice versa.

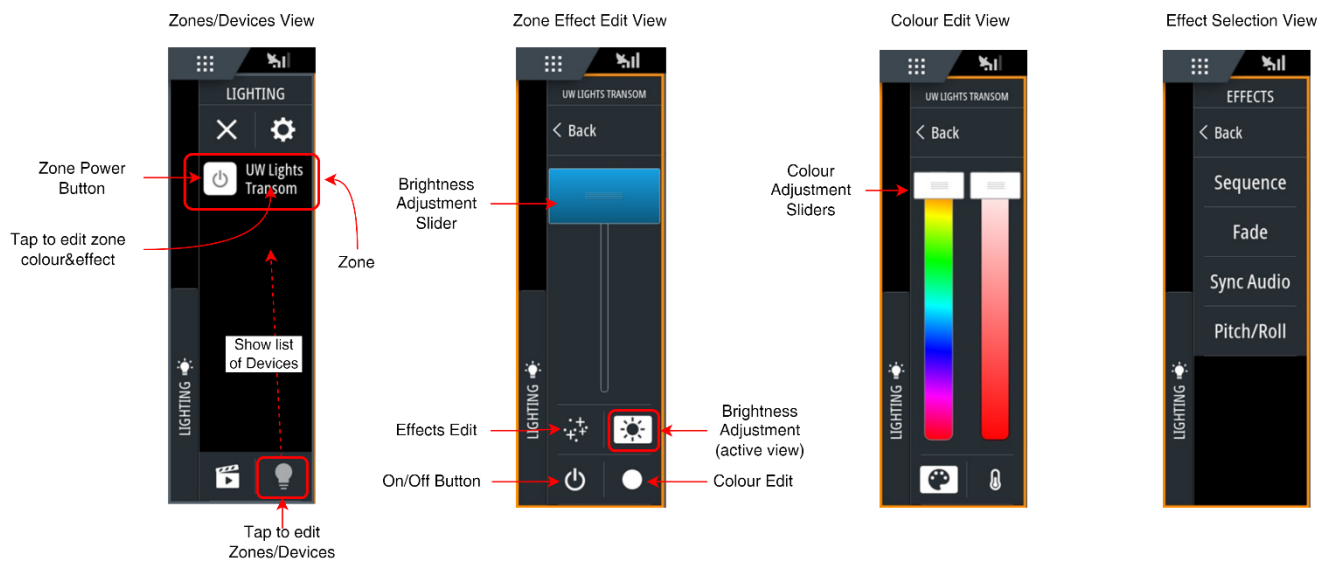


Lighting PGN Main Options

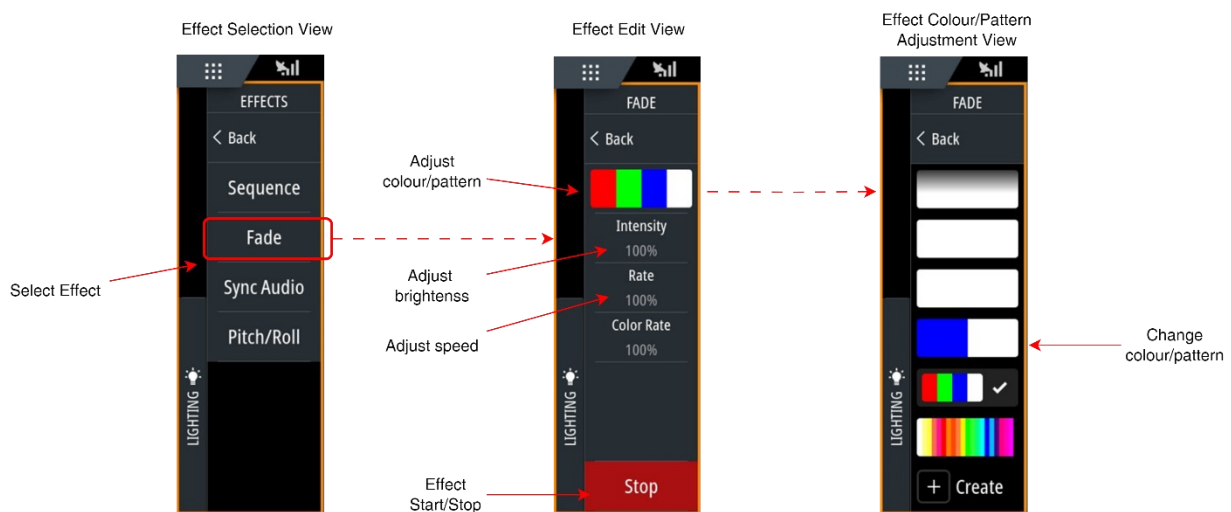
All changes made in the Lighting PGN interface will be reflected in the OceanBridge app; however, the effect functionality support may be limited for some light types. Therefore, OceanLED strongly recommends using the OceanBridge app as the main tool for effect and scenes setup.

To edit the zone settings, such as colour or effect, select the bulb icon  to open the zone list view and tap on the zone name to open the zone effect edit pane. The zone effect edit pane has four main options: effect , brightness , on/off button , and colour . Select the required option to edit the related values.

Zone settings:



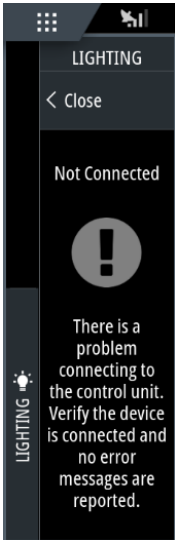
Effect Settings:



8 Troubleshooting

8.1 Troubleshooting Problems and Solutions

OceanBridge			
Problem	Check	Cause	Solution
Unit does not power on	Check power input to the OceanBridge	No power	Check main supply fuse / breaker
			Check power input connections
			If using NMEA2000 Backbone - check connection with the backbone (T-connector)
		Power OK, but the unit does not start, no Green LED	Contact Warranty Department
The OceanBridge App icon does not appear on the MFD	Check the ethernet cable connection with the OceanBridge	Not connected	Connect the ethernet cable to link the OceanBridge Device with the MFD
	Check the MFD firmware version	MFD firmware not supporting the app	Update the MFD firmware to the latest available version
	If using Furuno MFD device, install the "OceanLED.enc" configuration file	Configuration file not installed	Install the "OceanLED.enc" configuration file (see Appendix 9.6)
Lights do not respond to changes in the GUI/controller and/or random flickering of lights	Check the DMX cable connection between OceanBridge Unit and the receiver device (light or Junction Box)	Poor/loose/broken connection	Remake the connection or replace the DMX cable

OceanBridge			
Problem	Check	Cause	Solution
Lights do not respond to changes in the GUI/controller and/or random flickering of lights	Check the DMX settings of OceanBridge device (Menu/Network/DMX)	Incorrect DMX settings	Change the DMX settings to Dual/Mirror Output or DMX Merge according to your setup.
	DMX Terminator	DMX Terminator not connected (switched off /JB)	Fit the DMX terminator (switch it on/ JB)
App does not respond or freezes	-	Corrupted database file	Perform a factory reset using the test/reset button on the box, then create a new setup
Unable to save the settings			
The app does not load on the device (infinite loading wheel, empty page)	Browser version	Browser version not supported	Update the browser version if possible, or use a different browser / device
Lighting PGN shows Not Connected 	Check drop cables connections for both the OceanBridge unit and MFD device	Not connected	Connect the device to the NMEA2000 backbone
		Allowing brief waiting period ensures that all devices have enough time to initialize properly and communicate effectively	Wait a bit longer after powering on the MFD unit because it takes time for the system to initialize and establish a stable connection between the OceanBridge and the Lighting PGN
	Check if the OceanBridge device appears on the MFD device list in: <i>Settings > Network > Device List</i>	No OceanBridge device listed	Check if OceanBridge device is on
	Check if the bus is "ON" on the MFD device: <i>Settings > Network > Diagnostics</i>	Bus is 'OFF' – backbone power issue	Check backbone power/ voltage level value

9 Appendix

9.1 Technical Specifications

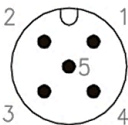
Technical info	OceanBridge Unit
Voltage	12/24V DC (Max 32V DC)
Power Consumption	6W (500mA @ 12V DC), NMEA2000 Bus Powered LEN = 10
Operating temperature	-10°C to 50°C ambient
Network / Interface connections	<ul style="list-style-type: none"> NMEA 2000 connection (N2k compatible connector) supports Navico group only (Simrad, Lowrance, and B&G products) Ethernet connection (IP67 RJ45 connector)
Power Input	It utilise the same NMEA 2000 connector but with optional 2m power cable provided by OceanLED.
Wi-Fi capability (2.4 GHz)	<ul style="list-style-type: none"> Direct Access Point (AP) Mode - Users can connect their devices (such as smartphones, tablets, or laptops) directly to the OceanBridge Wi-Fi network to access its features and functionalities. Client Mode - Users can configure the OceanBridge to connect to their preferred Wi-Fi network, enabling the device to access the internet and communicate with other devices on that network (smartphones, tablets, or laptops).
Bluetooth	Bluetooth Audio Connection: The OceanBridge device can establish a wireless connection with Bluetooth-enabled audio devices (such as phone, tablet), allowing for the transmission of audio signals.
DMX / RDM (RS485 interface)	<ul style="list-style-type: none"> 1 x DMX512-A input (Binder 5-way 720 series connector) 1 x DMX512-A input / output (Binder 5-way 720 series connector) <p>Correct control cable to connect to the lights available from OceanLED.</p>
Audio Line	<ul style="list-style-type: none"> 1 x Audio In 3.5mm stereo connector (46cm/18" long flying lead) 1 x Audio Out 3.5mm stereo connector (46cm/18" long flying lead) <p>Allow passthrough (audio in, to audio out) and also audio out if unit is connected to Bluetooth audio.</p>
External switch inputs	<p>10 way connector. Supports up to four external switch inputs (momentary push to make type), with LED drive feedback (e.g., switches with internally illuminated LEDs). These switches can be connected to the OceanBridge device to control various functionalities, such as selecting scenes or controlling the lights.</p> <p>Optional 1m connection cable available from OceanLED.</p>
USB connectivity	1 x USB port for connecting a USB drive which allows firmware updates and save user settings.

On-board Test / Reset switch	<p>Perform two functions:</p> <ul style="list-style-type: none"> • Allow users to test the system and observe the behaviour of connected lights or fixtures. • Enables users to perform a complete reset, erasing all settings and configurations stored in the device.
Indicator LEDs	System status, indicate faults, network activity.
On-board sensors	<ul style="list-style-type: none"> • Gyroscope/Accelerometer Sensor - enables the OceanBridge device to detect and respond to the movement of the vessel. Based on the vessel's motion, the lighting effects can be adjusted or changed to enhance the visual experience. • Thermal Sensor: The OceanBridge device is equipped with a thermal sensor that allows for monitoring the temperature of the printed circuit board (PCB) within the bridge unit. This sensor helps in maintaining optimal operating conditions and monitoring potential overheating issues.

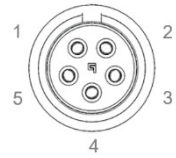
Physical Specifications	
Dimensions:	210mm x 91mm x 65mm (8.3" x 3.6" x 2.6")
Enclosure:	IP66 robust polycarbonate
Weight:	490g

9.2 OceanBridge Connectors Pinout

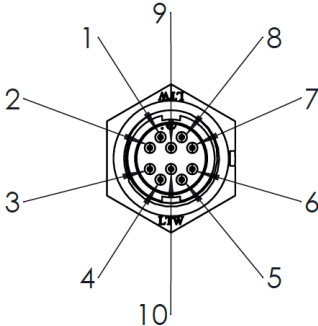
NMEA2000 / Power Connector Pinout

Pin No.	Function	NMEA2000 Pinout (M12 A-Coded Male Connector 5-Pin)
1	Shield	
2	+Ve	
3	GND	
4	CAN-High	
5	CAN-Low	

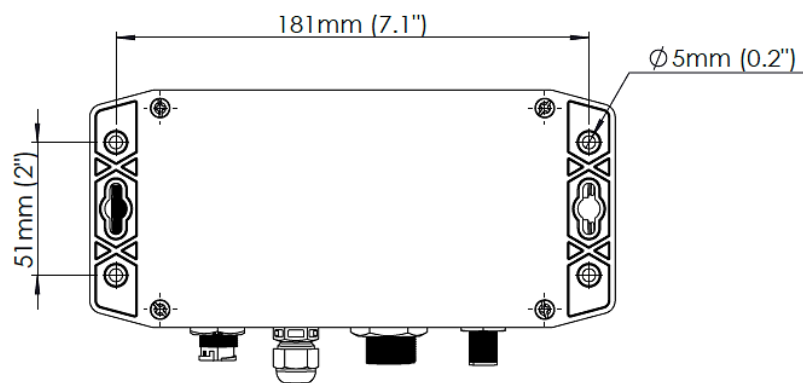
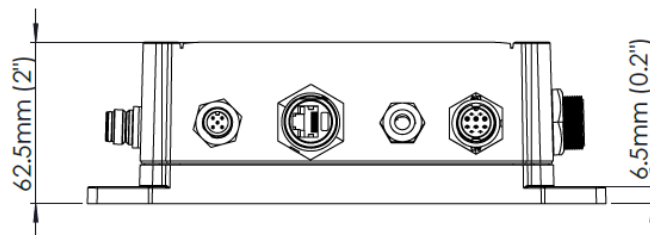
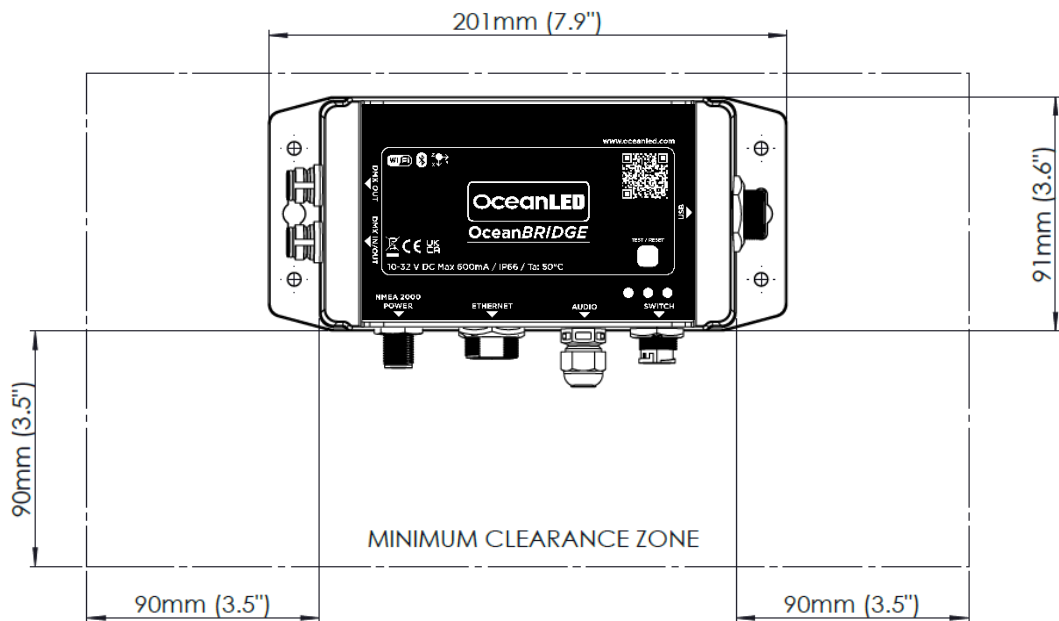
DMX Connector Pinout

Pin No.	Function	DMX In & DMX In/Out Pinout (Binder 5-Way Female)
1	GND	
2	DMX+	
3	DMX-	
4	N/C	
5	Shield	

Switch Input Connector Pinout

Function	Cable Wire Colour	Pin	Switch Connection Cable Pinout (10 Way Connector)
LED 1	Brown	1	
Switch 1	Blue	2	
LED 2	White	3	
Switch 2	Green	4	
LED 3	Yellow	5	
Switch 3	Gray	6	
LED 4	Pink	7	
Switch 4	Red	8	
Common	Black	9	
Common	Orange	10	

9.3 Dimensions



MOUNTING HOLES

9.4 RJ45 Waterproof Cover Kit Assembly

- Slide the cover kit parts (A, B, C) over the interconnection cable. Depending on the plug boot type, use/cut to fit, or discard the provided spacer (C).



- Fit the RJ45 plug into the main part (D) and tighten the cover kit gland (A).



9.5 Optional Accessories

OceanBridge Power Cable

P/N: #013202

The OceanBridge Power Cable is a 2-meter optional power cable designed for OceanBridge. It provides a reliable power connection when not connected to the NMEA 2000 network.

Key Features:

- 2-Core Cable: 18 AWG tinned copper with red and black wires.
- NMEA 2000 M12 5-Pin A-Coded Female socket.
- Length: 2 meters (6.6 feet) for flexible installation.



OceanBridge Switch Input Cable

P/N: #013203

The 1-meter Switch Connection Cable with a 10-way connector allows connection of up to four external switch inputs with LED drive feedback (e.g., switches with internally illuminated LEDs) to the OceanBridge device.

Product Features:

- IP67 Waterproof Rate, 26AWG
- Length: 1 meter (3.3 feet), for flexible installation options.
- Cable diameter: 6mm (0.24")



OceanConnect Junction Box (JB)

P/N: #013204

A Waterproof (IP66) DMX controlled low voltage DC (9-32V) power switch box. Provides for one power input, and four individually fused power outputs (6 Amps max per output) to allow connection of DC powered lights or other DC switched units.

The unit also provides support for powering and individual addressing of up to four DMX controlled X-Series lights.

The package includes mounting screws and grommets for easy installation. OceanConnect JB Boxes can be linked in chain. Each box has inbuilt on-board DMX terminator which can be turned on or off depending on the installation requirements.






2-WAY DMX JUNCTION BOX

P/N: #013205

DMX and Power distribution box for the SPORT Colours DMX and E3 Colours DMX. Distributes power and DMX signals (12/24V DC). Provides 1x DC power input, DMX-In and DMX-Out and two DMX/ Power outputs. Boxes can be linked in chain. Each box has inbuilt on-board DMX terminator which can be turned on or off depending on the installation requirements.



<p>DMX Control Cables - to link between OceanConnect and / or 2-Way DMX Junction Boxes (both bare ends):</p> <p>DMX Control Cable (3m), P/N: # 011703 DMX Control Cable (5m), P/N: # 011706 DMX Control Cable (10m), P/N: # 011707 DMX Control Cable (15m), P/N: # 011708 DMX Control Cable (20m), P/N: # 011709 DMX Control Cable (25m), P/N: # 011710</p>	
<p>DMX Control Output Cables – to connect OceanBridge with OceanConnect JB, 2-way JB or external DMX controller (male Binder – bare end):</p> <p>DMX Control Output Cable (3m), P/N: #011045 DMX Control Output Cable (5m), P/N: #011046 DMX Control Output Cable (10m), P/N: #011047 DMX Control Output Cable (15m), P/N: #011048 DMX Control Output Cable (20m), P/N: #011049</p>	
<p>DMX Control Input Cable – to connect OceanConnect JB or 2-Way JB with Explore Series Lights (bare end – female Binder)</p> <p>DMX Control Input Cable (3m), P/N: #011050 DMX Control Input Cable (5m), P/N: #011051 DMX Control Input Cable (10m), P/N: #011052 DMX Control Input Cable (15m), P/N: #011053 DMX Control Input Cable (20m), P/N: #011054</p>	
<p>Explore E6 & E7 Control Link Cables – to connect OceanBridge with Explore Series Lights or to link Explore lights (male Binder – female Binder).</p> <p>Explore E6 & E7 Control Link Cable (3m), P/N: #012924 Explore E6 & E7 Control Link Cable (5m), P/N: #012925 Explore E6 & E7 Control Link Cable (10m), P/N: #012926 Explore E6 & E7 Control Link Cable (15m), P/N: #012927 Explore E6 & E7 Control Link Cable (20m), P/N: #012928</p>	
<p>Explore E6 & E7 Terminator P/N: #011044</p>	
<p>4 Way Power Junction Box P/N: #019901</p> <p>A Waterproof (IP66) low voltage DC (9-32V) power distribution box recommended for OceanLED installs. Provides one power input, and four individually fused power outputs (10A max per output) to allow connection of up to four lights. Mounting screws and grommets included.</p>	

<p>Pro-Series Control Input Cable (5m) P/N: #011608 (Pro-Series AC Installations, to connect the DMX controller with the underwater light installation, bare end – Bulgin RJ45)</p>	
<p>Colours IP68 Connection Cable (3m) P/N: # 001-500594 (Pro-Series AC Installations, to link the DMX between AC drivers, Bulgin RJ45 – Bulgin RJ45)</p>	
<p>Colours IP68 Circuit Terminator P/N: # 001-500567 (Pro-Series AC Installations, Bulgin RJ45 type)</p>	

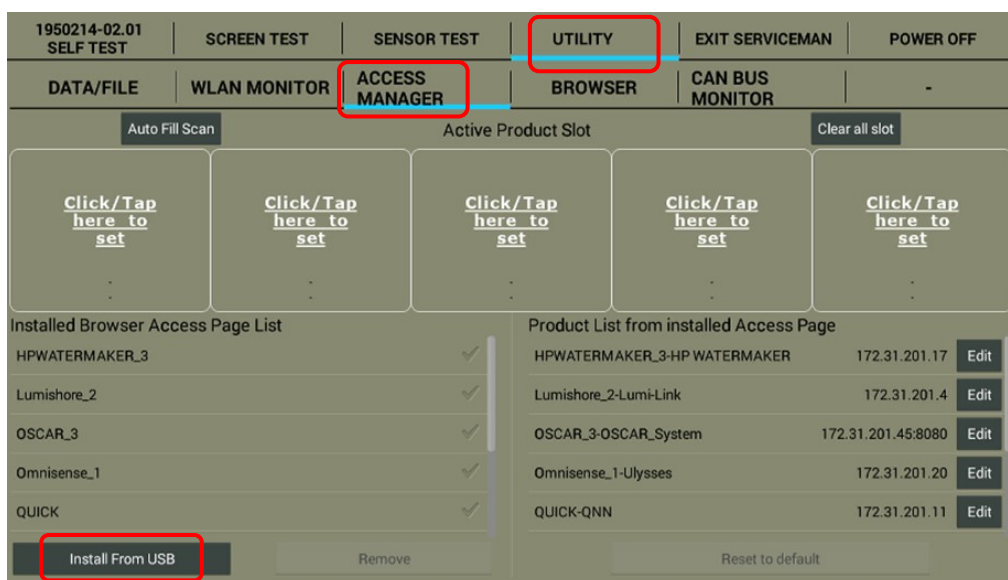
Products may vary from image shown.

9.6 Furuno MFD – Installing the .enc file

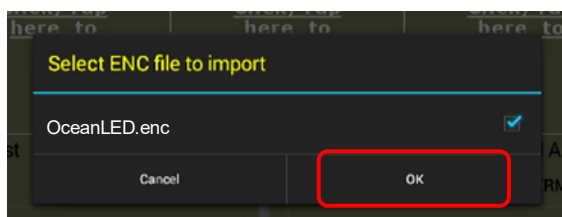
Before using the Furuno MFD device with the OceanBridge app, the user must install the “OceanLED.enc” configuration file. The file is provided on the USB memory stick supplied with the OceanBridge device.

Install the prepared .enc file to the MFD in the Service Menu using the USB stick.

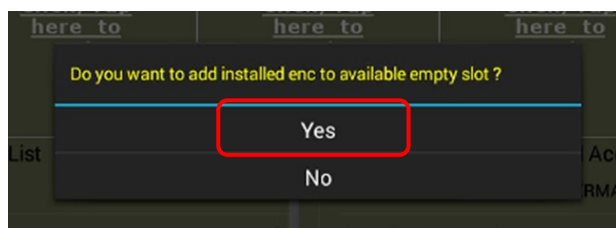
1. Insert the USB stick into the MFD USB port.
2. On the MFD, access the Service Menu. ([Settings] – [Initial Setup] – **[Service]**, if asked for password enter: “FURUNO SERVICE”).
3. In the Service Menu, access the **[UTILITY]** – **[ACCESS MANAGER]** tab and tap **[Install From USB]**.



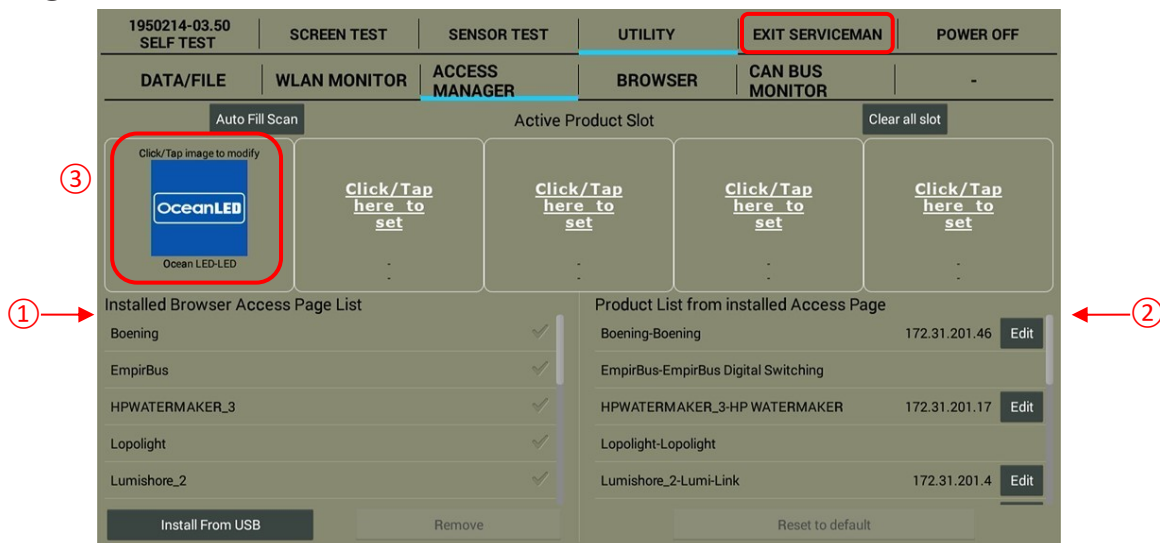
4. In the pop-up message, select the file to install. [✓] mark will appear. Tap **[OK]**.



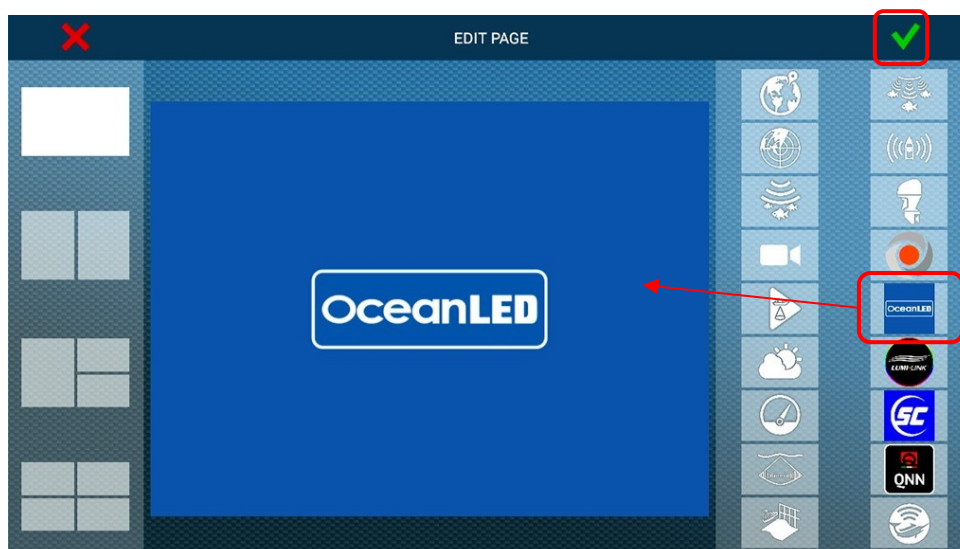
5. The message box [Do you want to add installed enc to available empty slot?] appears. Tap **[Yes]**.



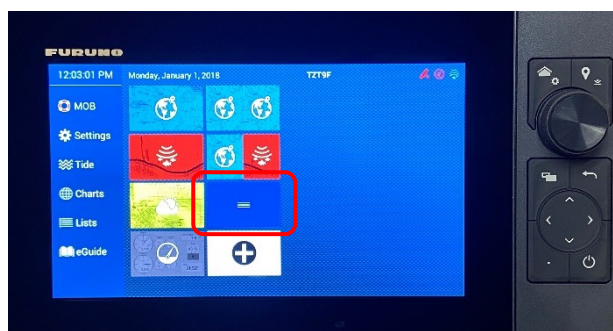
6. Check that the target OceanLED.enc file is available in the [Installed Browser Access Page List ①] and [Product List from Installed Access Page ②]. The icon for the partner is also shown on one of the [Click/Tap here to set] boxes ③.



7. Exit the Service Menu by tapping [EXIT SERVICEMAN]. The unit will reboot.
8. After implementing the OceanLED.enc file on the MFD, power on the OceanBridge device. On the home page, select the 'Add Page' (plus icon) to add the OceanLED Bridge app. In the 'Edit Page' section, choose the OceanLED logo from the menu on the right and move it to the centre of the screen. Select the green checkmark to confirm. The app will then be added to the home page.

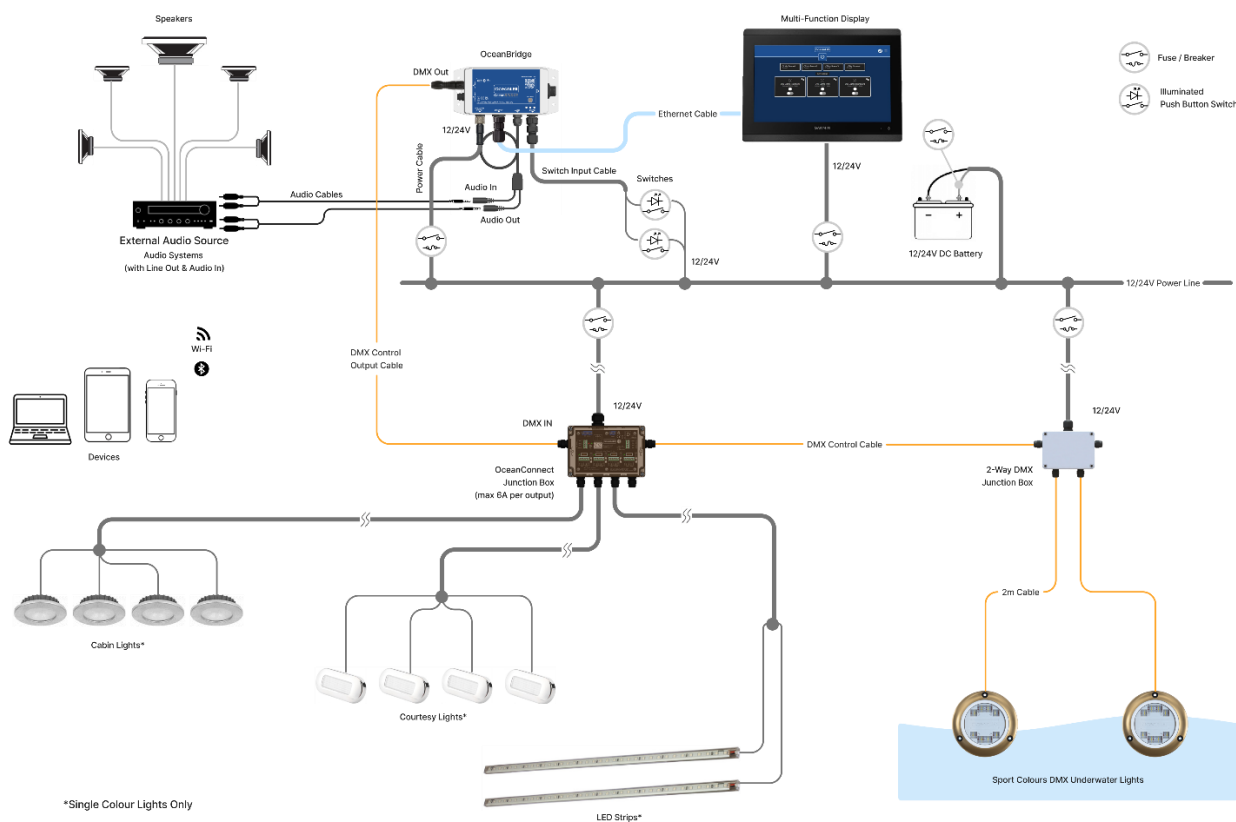


9. Open the OceanBridge app.

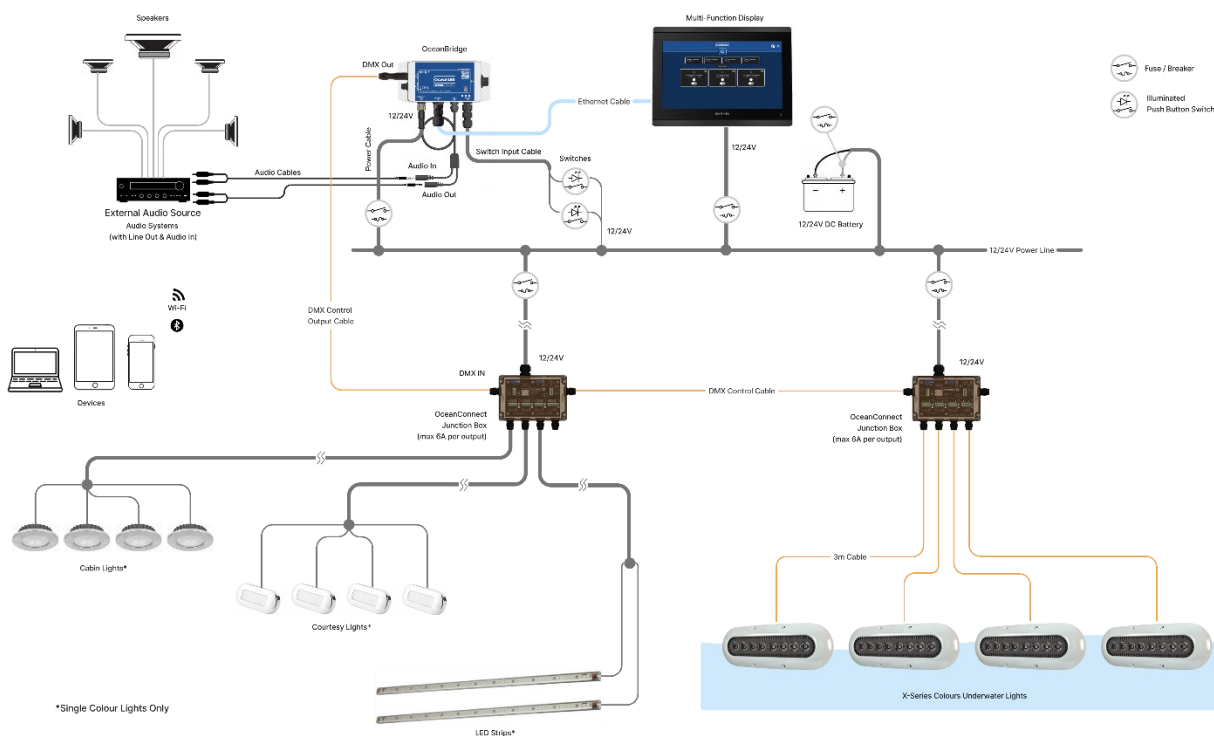


9.7 OceanBridge - System Installation Diagrams

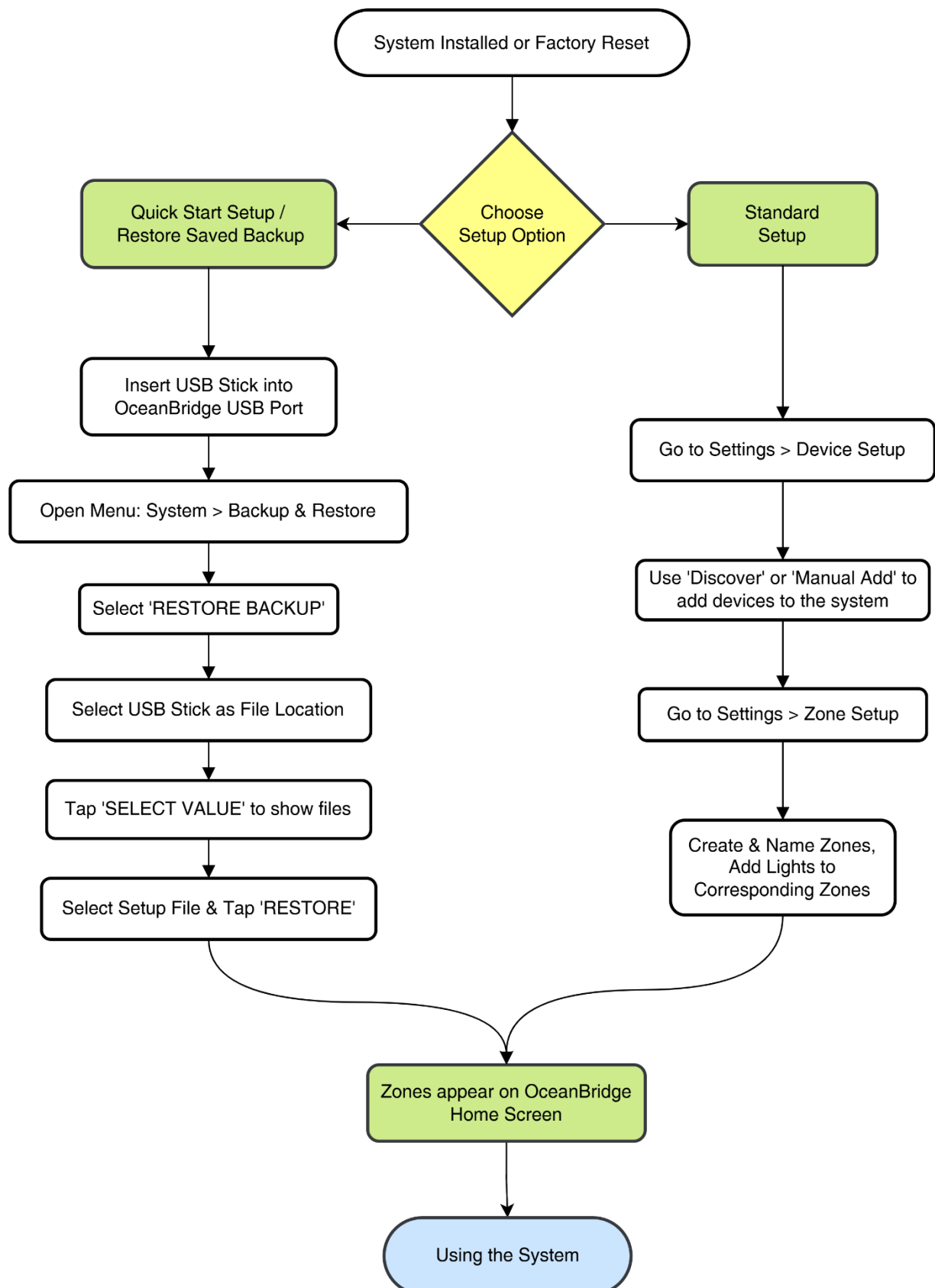
Sport Colours DMX and Third Party Lights



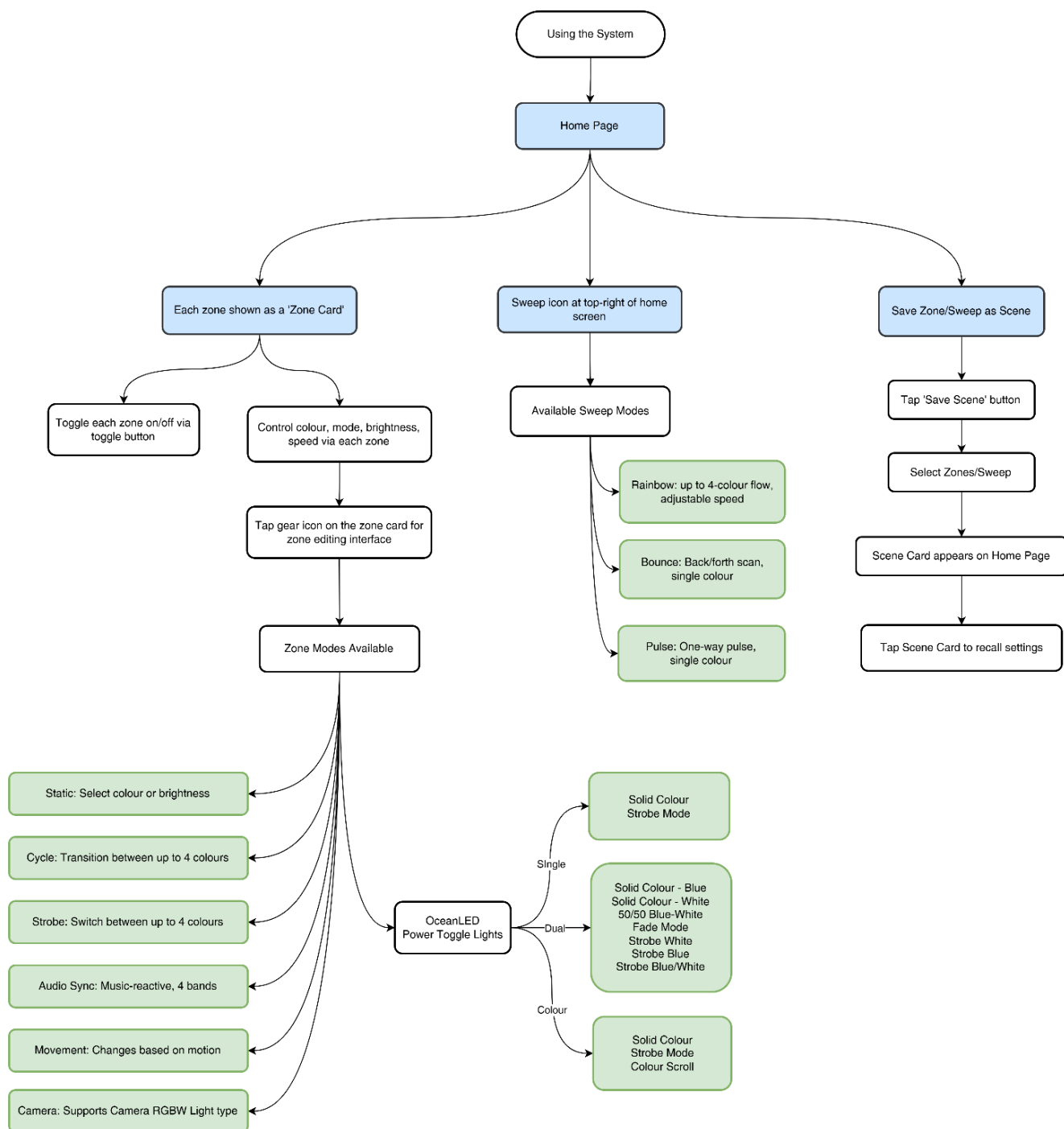
X-Series and Third Party Lights



9.8 OceanBridge - System Setup Diagram



9.9 OceanBridge - System Usage Flow Diagram



This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

10

Warranty

For technical assistance:

Europe: service@oceanled.com

The Americas: warranty@oceanledusa.com

Warranty Serial Code(s):

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