

CZone 2.0 Quick Start Guide



CZONE 2.0 INTRODUCTION

The CZone 2.0 application serves as the main user interface for all systems on a CZone digital switching network. From within this application, each system can be controlled and monitored. Below is a high level diagram of the various upper level pages available. For information on each of these pages, refer to the additional information on each of these pages of this document.













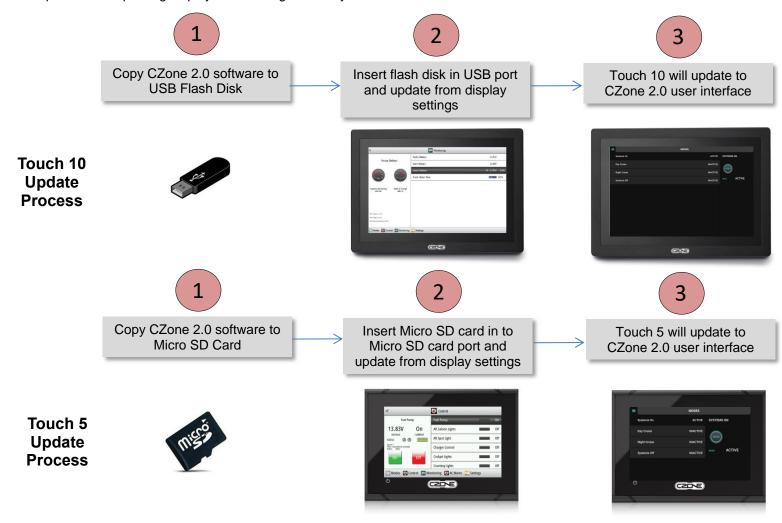


ms AC Mains

Inverter/Charger

UPDATING DISPLAYS

The CZone 2.0 software is available for CZone Touch 5 & Touch 10 Displays. The software (v6.12.4.0 or newer) can be downloaded from www.downloaded.czone.net. The basic process for updating displays on existing CZone systems is shown below

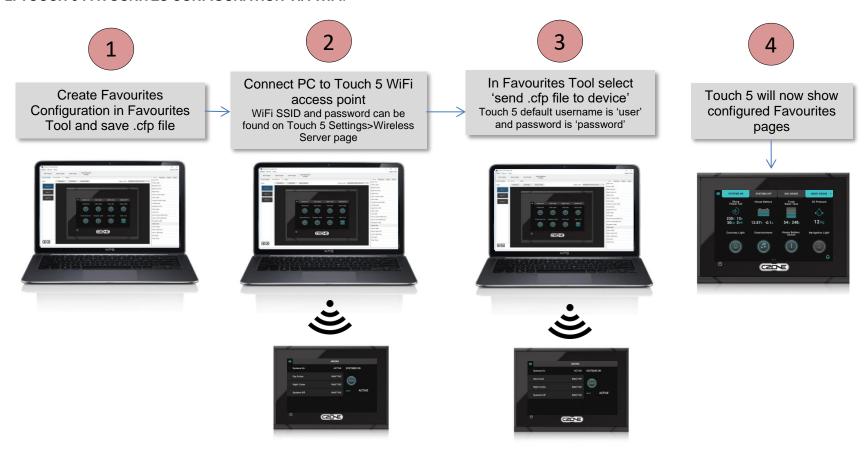


CONFIGURING FAVOURITES PAGE

As the favourites pages are new to CZone 2.0, the pages will not appear on updated displays until configured. The favourites pages are configured using the CZone Favourites Tool, which can also be downloaded from www.downloads.czone.net. To start a favourites configuration you will need a copy of the systems configuration (.zcf) file. Once the configuration is complete there are 2 methods to upload the configuration to the displays

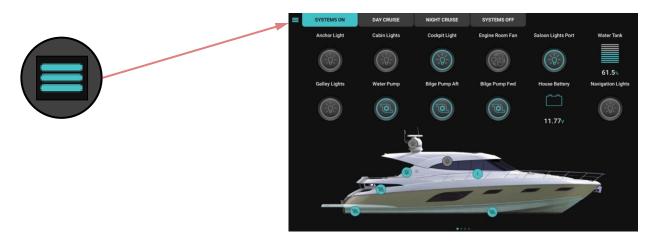
1. TOUCH 5 & TOUCH 10 FAVOURITES CONFIGURATION VIA FLASH DISK: **Create Favourites** Save favourites package (.cfp Configuration for target file) to appropriate cards Insert cards in to displays display layouts in Favourites (USB and/or micro SD) Tool Touch 10 Touch 5 Go to Settings>Configuration on display and load (SDÆ favourites package CZONE 5 Displays will now show configured Favourites pages CZONE

2. TOUCH 5 FAVOURITES CONFIGURATION VIA WIFI:

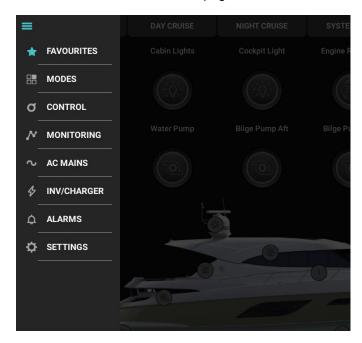


THE MENU

Tapping the menu in the top left hand corner will bring up the Menu:

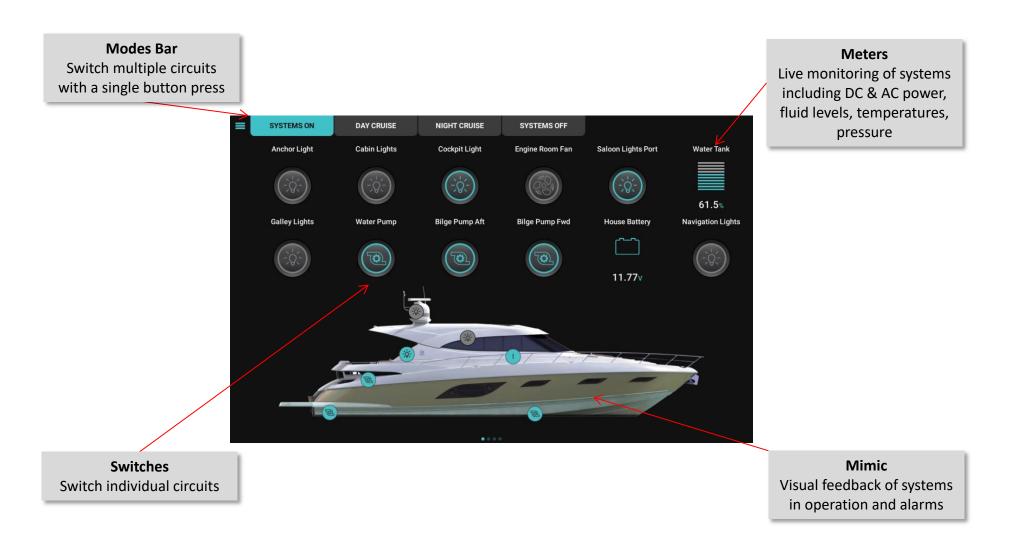


You can then access the full list of pages from here:



FAVOURITES PAGES

Navigation of the CZone app is designed so the most important information and controls are easily accessible by the user. The Favourites pages are where all these common items are pre-configured to appear by the user.



Modes Bar



With Modes, groups of circuits can be switched with a single touch. The Modes bar is accessible on all Favourites Pages and can be swiped left to right for more Modes off screen.

- 1. To activate a Mode hold the desired Mode for half a second, while the button is illuminating white
- 2. The Mode button will change to blue indicating the Mode is now active

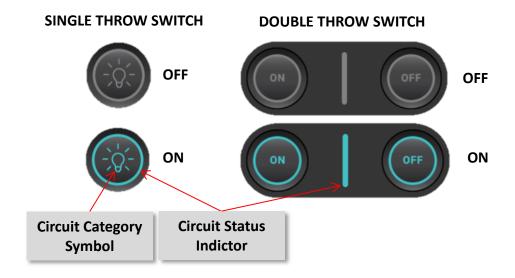
Note: In most cases, only 1 Mode can be selected at a time. If more than 1 Mode is selected then these Modes are in different Mode groups

Switches

Switches on the favourites pages are generally for switching individual circuits, there are 2 main switch types – single throw and double throw.

- 1. The single throw switch is activated by pressing the button once to turn the circuit ON and then pressing again to turn the circuit OFF. For circuits configured as momentary the button should be held down to turn the circuit ON and then released to turn the circuit OFF.
- 2. The double throw switch function is the same but the ON and OFF buttons are separated. The double throw switches may also include separate functions on each button i.e. controlling reversible motors (Fwd/Reverse, Up/Down etc) or controlling generators (Start/Stop).

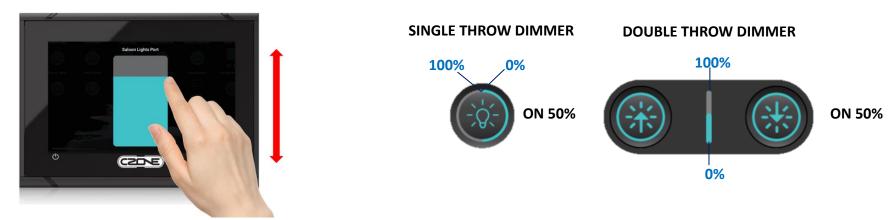
Circuit states (ON/OFF or %) are shown via the switches status indicator. The ON/OFF states are shown below for each switch type



Dimmable Switches

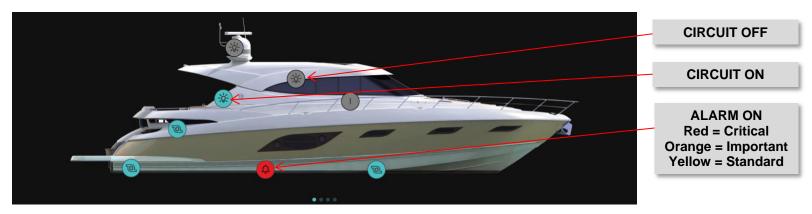
For lights that have dimming functionality, the switch operation is different. When any dimmable button is held down a full page dim slider will open. Hold and slide your finger through to the desired level and then press outside the box to exit dim mode. The level indicator will now show the current output level as a % of the status indicator bar.

Note: The light output will change in real time when level adjustments are made from the dim slider.

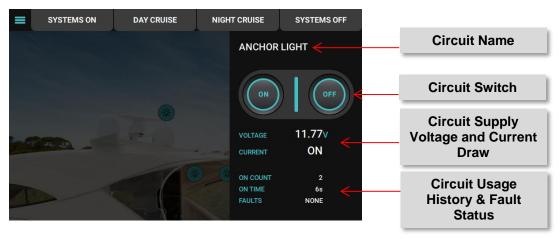


Mimic

Mimics are useful for providing the user a visual representation of systems on a vessel/vehicle. Circuits can be easily identified by their location and category symbol (i.e. lights, pumps, fans etc). By default, mimics will show circuits in the ON and OFF state, with the ON state illuminated. Some mimics will only show circuits in the ON state. Alarms for critical systems such as bilge pumps will appear when activated, and highlighted by the severity of the alarm.

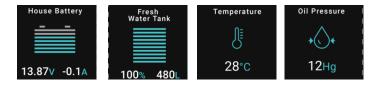


To get more information about a circuit or alarm on a mimic, press the desired indicator and a slide out panel will appear. Circuits can be controlled directly from this panel and associated monitoring data will be presented.

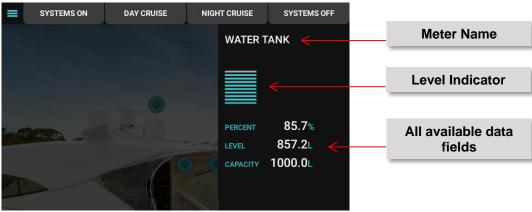


Meters

There are various meter types presented on the favourites page. Some common metering inputs are shown below:

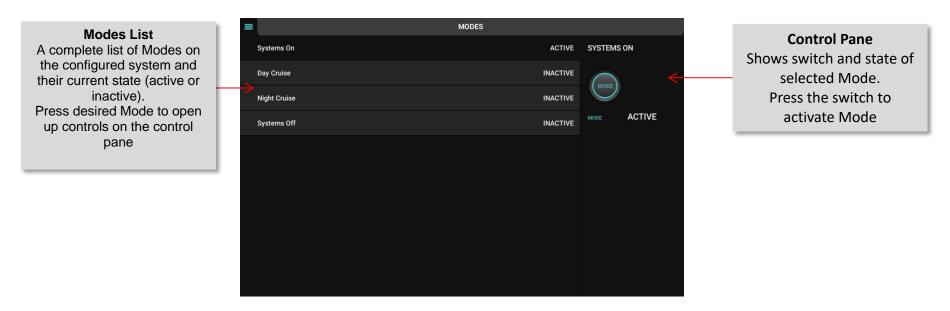


To get more more information about specific Meters, press the required meter and a slide out will appear. If there are any additional fields monitored by the system they will appear here:



MODES PAGE

Modes are intended to make operation of a vessel/vehicle as simple as possible, by controlling multiple circuits with a single touch based on the situation. i.e. fishing, day cruising, night cruising or entertainment. The Modes page is where all configured Modes are listed. An example is shown below:

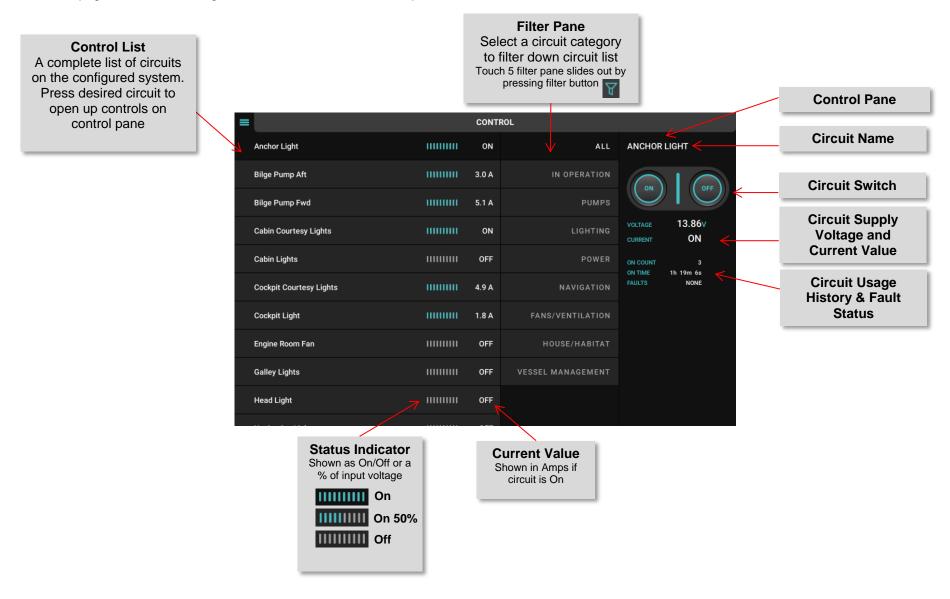


Note: Before activating Modes it is important to understand how they are configured and what systems they are controlling, if you have purchased a boat or vehicle with CZone refer to the user documentation. Below is an example which summarises the effect that selecting a Mode has on the vessels/vehicles systems:

	Systems On	Day Cruise	Night Cruise	Systems Off
Anchor Light	Off	Off	On	Off
Backlight Zone 1	On	On	On (50.0%)	Off
Bilge Pump Aft	On	Off	Off	Off
Bilge Pump Fwd	On	Off	Off	Off
Cabin Courtesy Lights	On	On	On (10.0%)	Off Timer: When turned Off, keep On for 3.0 seconds.
Cabin Lights	Off	Off	On (10.0%)	Off
Cockpit Courtesy Lights	On	On	On (10.0%)	Off Timer: When turned Off, keep On for 3.0 seconds.
Cockpit Light	On	Off	On (10.0%)	Off
Engine Room Fan	Off	On	Off	Off

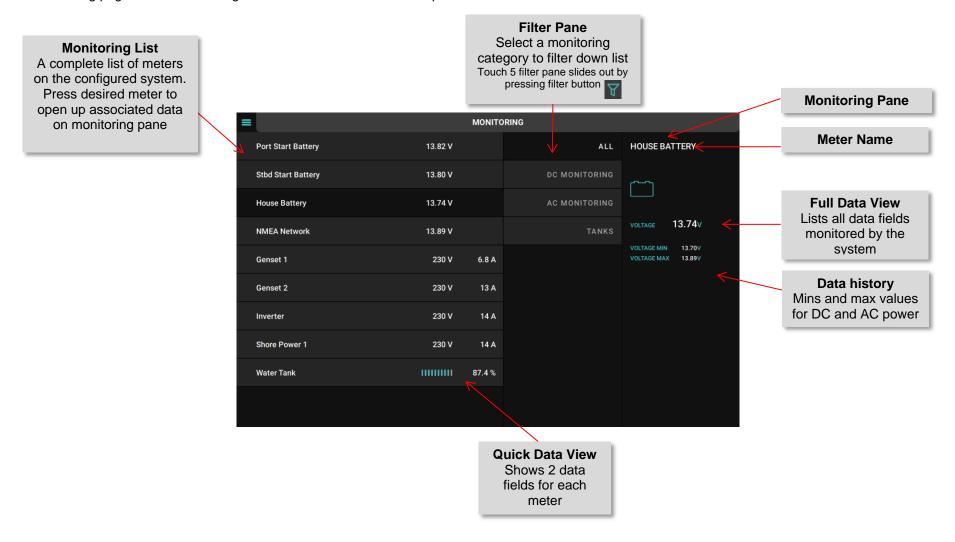
CONTROL PAGE

The Control page is where all configured circuits are listed. An example is shown below:



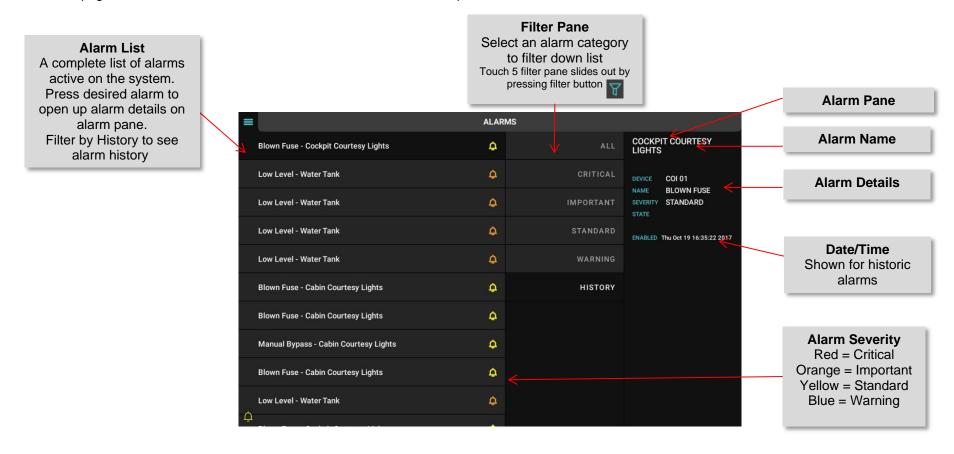
MONITORING PAGE

The Monitoring page is where all configured meters are listed. An example is shown below:



ALARMS PAGE

The Alarms page is where all active and historic alarms are listed. An example is shown below:

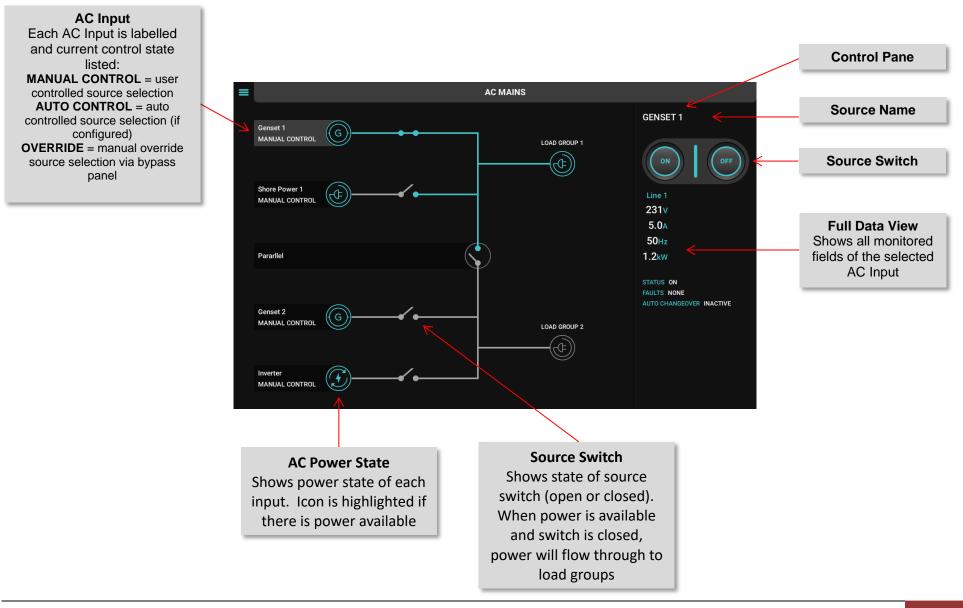


Note: Critical, Important and Standard alarms will also popup an alarm window as shown below. Press acknowledge to close the popup:



AC MAINS PAGE

The AC Mains page will appear if an AC Mains Interface (ACMI) is configured on the system. It provides a graphical interface for directing power between AC mains sources e.g. on board generators and shore power connections and AC Loads e.g. air conditioners and power outlets. An example with 4 AC Inputs and 2 AC Outputs is shown below:



INVERTER CHARGER PAGE

The Inverter Charge page will appear if any Mastervolt Chargers, Inverters or Inverter/Chargers are configured on the system. It provides a graphical interface for monitoring power flow from AC to DC charging systems, and DC to AC inverter systems. Swipe screen from left to right to view additional inverter chargers if they are configured. An example of an Inverter/Charger is shown below:

