

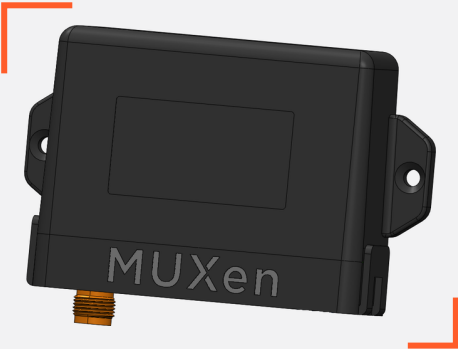
CAN GATEWAY FOR ENOCEAN SWITCHES

CAN-ENOCEAN

Battery-free wireless wall switches, seen and used on the MUXEN network like any native device.

The box listens on its radio and republishes every transmitter it has been paired with as an ordinary MUXEN switch. To the rest of the boat there is no radio at all: only regular MUXEN switch devices.

It only ever receives. Pairing is not a radio operation but a number written into a slot over the CAN bus, which is why a box added to a finished boat cannot disturb anything already on it.



CAN-ENOCEAN

KEY SPECIFICATIONS

MUXEN CAN port	500 kbit/s, fixed · M12 orange, 5-pin
Radio	EnOcean receiver, receive only
Antenna	Internal — no external connector
Paired transmitters	Up to 63, each in a numbered slot
Buttons per transmitter	2 on a single rocker, 4 on a double
Signal strength	Reported per transmitter on the MUXEN bus
On-board I/O	None — no relays, no dry contacts, no analog inputs
Configuration	With Raken
Supply voltage	9 – 18 V DC
Firmware	Signed · updated over the CAN bus
Diagnostics	One system LED
Size	120 × 75 × 30 mm
Weight	110 g
IP rating	IP65

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ON THE BOAT

WHAT IT DOES

A CAN-ENOCAN is one product, not a family: a single firmware does all of the below, so nothing on this page is an option to be ordered separately.

> NO WIRE, NO BATTERY

An EnOcean switch makes the energy for its telegram out of the press itself. It sticks to a bulkhead, a headliner or a piece of joinery with **nothing running to it**, and never needs a cell changed.

> PLACEMENT SURVEY

A **signal strength** figure is published for every paired transmitter, so two candidate positions for the box can be **compared with numbers** instead of a walk test and an opinion.

> SWITCHES ON THE BUS

Every paired transmitter is a **MUXEN switch device** on the bus, addressed and read like any other. The screens see switches, **not a radio**, and a press can be assigned to a light, a pump or a scene.

> IT ONLY LISTENS

The box **never transmits**. It cannot control a switch, wake one or write anything into one, so adding it to a boat adds a **receiver** and nothing that can interfere with what is already installed.

> PAIRING FROM RAKEN

Raken includes a graphical pairing tool. Press a button on the switch and the transmitter the box has just heard appears, ready to be assigned to a slot: **no identifiers** to read off a bus and copy by hand.

> UP TO 63 SWITCHES

Single or double rocker, so a whole boat's wall switching usually fits in one unit. A slot number is the switch's **instance number**, which is what makes the numbering on the boat a decision rather than an accident of the order things were paired in.

ANOTHER RADIO TO BRING ABOARD?

This box decodes EnOcean switch telegrams and nothing else. Tell us what the installation needs heard or published on the MUXEN bus, and we will build the application for it.

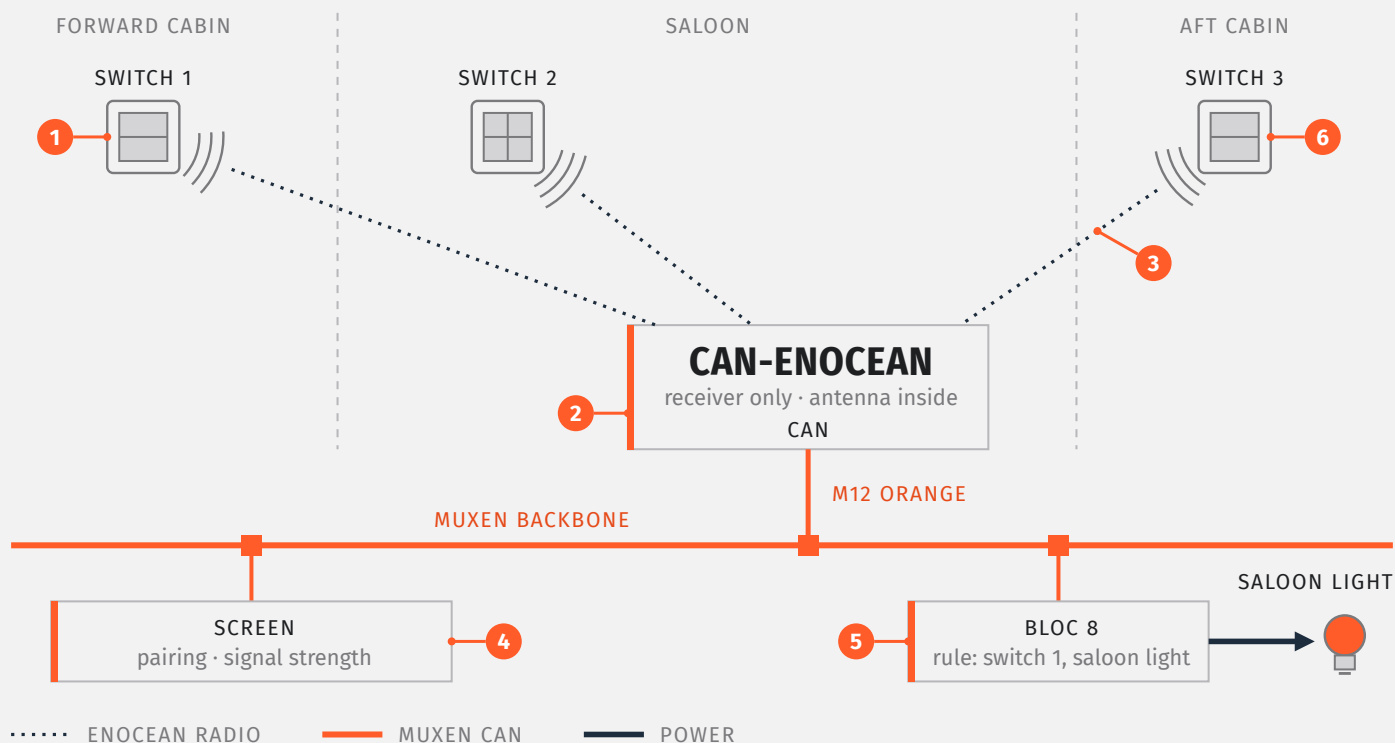
Contact us by email: contact@muxen.fr

WIRING IT IN

TYPICAL INSTALLATION

Battery-free wall switches around the boat, and one CAN-ENOCEAN on the MUXEN backbone to receive them. Each paired switch becomes a MUXEN switch; a rule in the boat's project decides what a press does.

THREE SWITCHES, ONE BOX, ONE LIGHT



1 THE SWITCHES

Battery-free EnOcean rocker switches: no wire, no cell to change. A single rocker gives two buttons, a double gives four.

2 WHERE THE BOX GOES

Fit the box in the middle of the switches it serves, away from metal. Bulkheads, joinery and headliners do not stop the radio; **metal, water and distance** do.

3 THE WALK TEST

Every paired switch reports its **signal strength**. Pair one, walk the boat pressing it and watch the figure, then fix the box where the numbers are good.

4 PAIRING

Pairing says **which switch sits in which place**, out of 63. Press the switch, then assign it, from the screen or from Raken. Nothing is written into the switch.

5 WHAT A PRESS DOES

Each paired switch is a MUXEN switch on the bus. What a press does is a **multiplexing rule** in the boat's project: here, switch 1 switches the saloon light.

6 REPLACING A SWITCH

Pair the new switch in the place of the old one. The rule **follows the place**, not the switch, so nothing else on the boat has to change.