

Ocean Engineering Technical Data Sheet Carmanah 704-5 LED Lantern

The Carmanah 704-5 lantern is a self-contained, omni-directional LED lantern. This document provides performance data (Section 1), selection criteria (Section 2), set-up, installation and maintenance instructions (Section 3), and ordering information (Section 4).

Overview

The Carmanah 704-5 lantern is manufactured by:

Carmanah Technologies Inc.,
Building 4, 203 Harbour Road,
Victoria, British Columbia, Canada V9A 3S2,
Phone: 1-877-722-8877 (Simon Proctor)
Website: <http://www.carmanah.com/> .

The lantern is self-contained; the five solar panels, battery, flasher, daylight control and lantern assembly are housed as a single unit.

Every lantern has an inherent color (red, green, white or yellow), but the flash rhythms are programmable. The color of the lantern is identified by the color of the lantern's base.

Carmanah 704-5 LED Lantern



CARMANAH 704-5 LED LANTERN SECTION 1 PERFORMANCE DATA

Intensity

The red, green, white and yellow-colored Carmanah 704-5 lanterns have different intensities. Further, the user can select either a “HIGH” or “LOW” light intensity output. The tables below show the effective intensity values for the 704-5 (for both high and low intensity setting) and compares those values to corresponding values for the Carmanah 701, 702 and 702-5, and to corresponding values for legacy 155mm lanterns.

Effective Intensity Tables for Carmanah 704-5

(and Carmanah 701 & 702, and 155mm Lanterns)

RED

Q, FL 2.5 & FL (2+1)6		FL 4 & FL (2) 5		FL 6	
Lantern	Eff Int	Lantern	Eff Int	Lantern	Eff Int
155 w/ 0.55	20	155 w/ 0.55	20	155 w/ 0.55	25
701 & 702*	20**	701 & 702*	22	701 & 702*	25
155 w/ 0.77	25	155 w/ 0.77	30	155 w/ 0.77	35
704-5 (Low)	30	704-5 (Low)	33	704-5 (Low)	38
155 w/ 1.15	35	155 w/ 1.15	40	155 w/ 1.15	50
704-5 (High)	45	704-5 (High)	50	704-5 (High)	56
155 w/ 2.03	55	155 w/ 2.03	75	155 w/ 2.03	95

* Intensity values for Carmanah 701 and 702 lanterns reflect increased intensities for these lanterns starting with lanterns manufactured in 2007.

** 17 cd for Quick Flash

GREEN

Q, FL 2.5 & FL (2+1)6		FL 4 & FL (2) 5		FL 6	
Lantern	Eff Int	Lantern	Eff Int	Lantern	Eff Int
155 w/ 0.55	20	155 w/ 0.55	25	155 w/ 0.55	30
701 & 702*	30**	701 & 702*	33	701 & 702*	37
155 w/ 0.77	35	155 w/ 0.77	40	155 w/ 0.77	45
704-5 (Low)	36	704-5 (Low)	40	704-5 (Low)	45
155 w/ 1.15	40	155 w/ 1.15	55	155 w/ 1.15	65
704-5 (High)	54	704-5 (High)	60	704-5 (High)	68
155 w/ 2.03	70	155 w/ 2.03	90	155 w/ 2.03	120

* Intensity values for Carmanah 701 and 702 lanterns reflect increased intensities for these lanterns starting with lanterns manufactured in 2007.

** 25 cd for Quick Flash

WHITE

Q, FL 2.5 & FL (2+1)6		FL 4 & FL (2) 5		FL 6	
Lantern	Eff Int	Lantern	Eff Int	Lantern	Eff Int
701 & 702	15*	701 & 702	17	701 & 702	19
704-5 (Low)	34	704-5 (Low)	38	704-5 (Low)	43
704-5 (High)	51	704-5 (High)	57	704-5 (High)	64
155 w/ 0.55	60	155 w/ 0.55	70	155 w/ 0.55	85
155 w/ 0.77	90	155 w/ 0.77	110	155 w/ 0.77	130
155 w/ 1.15	120	155 w/ 1.15	150	155 w/ 1.15	180
155 w/ 2.03	190	155 w/ 2.03	260	155 w/ 2.03	330

* 13 cd for Quick Flash

YELLOW

Q, FL 2.5 & FL (2+1)6		FL 4 & FL (2) 5		FL 6	
Lantern	Eff Int	Lantern	Eff Int	Lantern	Eff Int
701 & 702	15	701 & 702	17	701 & 702	19
704-5 (Low)	28	704-5 (Low)	32	704-5 (Low)	36
704-5 (High)	43	704-5 (High)	47	704-5 (High)	53
155 w/ 0.55	45	155 w/ 0.55	55	155 w/ 0.55	65
155 w/ 0.77	65	155 w/ 0.77	80	155 w/ 0.77	95
155 w/ 1.15	85	155 w/ 1.15	110	155 w/ 1.15	130
155 w/ 2.03	140	155 w/ 2.03	190	155 w/ 2.03	240

* 13 cd for Quick Flash

Notes for Intensity Tables:

1. **(Low)** means low intensity setting. **(High)** means high intensity setting.
2. The intensity values listed for the “701 & 702” lantern are for the Carmanah 701, 702 and 702-5 lanterns.
3. Note that the intensity values for white and yellow are lower than ALL 155mm lantern intensities.

Vertical Divergence

The 704-5 has a vertical divergence (to 50% of maximum intensity) of $\pm 5^\circ$. This is a relatively large number compared to the vertical divergence of the Carmanah 701 and 702 ($\pm 3^\circ$) or the 155mm lantern ($\pm 2.5^\circ$). A larger vertical divergence is a desirable feature for a lantern on an active buoy.

CARMANAH 704-5 LED LANTERN

SECTION 2

SELECTION

Overview

The Carmanah 704-5 is an authorized replacement for a 155mm lantern on either a buoy or a fixed aid if it provides an acceptable effective intensity and if its solar system is sufficiently capable.

District Considerations - Intensity

At the high intensity setting, the effective intensity of a red or green Carmanah 704-5 falls between the intensity of a 155mm with 1.15 amp lamps and a 155mm with 2.03 amp lamps (see Intensity Tables for specifics). At the low intensity setting, the effective intensity of a red or green Carmanah 704-5 is between that of a 155mm with 0.77 amp lamps and a 155mm with 1.15 amp lamps. The effective intensity of a white or yellow Carmanah is less than that of a 155mm lantern (all lamps). A white or yellow 704-5 shall not be used to replace a 155mm lantern unless District has determined that a drop in intensity is acceptable.

To determine the intensity requirements for any aid, Districts shall use the standard procedures for selecting an AtoN light signal as prescribed in the AtoN Technical Manual (Chapter 6, Section 6.B, page 6-1) and the Visual Signal Design Manual (Chapter 3). These references describe how operational range, luminous range, light color, light characteristic, background lighting, and meteorological visibility are used to calculate intensity needs.

A less desirable, but quicker method is to replace a 155mm with a Carmanah 704-5 if the 704-5 provides an effective intensity that is equal to, or greater than the effective intensity of the 155mm that it will replace.

After the effective intensity is determined, use the following table to find Nominal Range.

Nominal Range Table

Effective Intensity	Nominal Range
1 – 2	1
3 – 9	2
10 - 23	3
24 - 53	4
54 - 107	5
108 - 203	6
204 - 364	7

Under no circumstances should any lantern replace another lantern simply because it has the same nominal range. Nominal range should never factor into lantern selection.

Solar Sizing - “GO” vs “NO GO”

If the District has determined that a Carmanah 704-5 will provide an intensity that meets the operational needs for a specific aid, **then** the next step is to see if the 704-5’s solar system is capable of maintaining an acceptable battery state-of-charge (for the desired location, flash characteristic, and intensity setting). Because the 704-5 comes with one-sized solar system, solar sizing ultimately comes down to “GO” or “NO GO.”

The following table should be used to make a “GO” vs “NO GO” determination for year-round aids with standard flash characteristics.

If a desired characteristic is not listed, or for sizing seasonal aids contact Ocean Engineering (CG-432).

Carmanah 704-5 Solar Sizing Table (page 1)

Characteristic:	High Intensity Setting				Low Intensity Setting			
	FL 4 FL 6	FL 2.5 (0.3s)	FL(2+1)6 FL (2) 5	Q Mo (A)	FL 4 FL 6	FL 2.5 (0.3s)	FL(2+1)6 FL (2) 5	Q Mo (A)
Portland, ME	✓	✓	-	-	✓	✓	✓	✓
Boston, MA	✓	✓	-	-	✓	✓	✓	✓
Providence, RI	✓	✓	-	-	✓	✓	✓	✓
Bridgeport, CT	✓	✓	-	-	✓	✓	✓	✓
New York, NY	✓	✓	-	-	✓	✓	✓	✓
Albany, NY	✓	-	-	-	✓	✓	✓	-
Burlington, VT	✓*	-	-	-	✓	✓	✓	-
Newark, NJ	✓	✓	-	-	✓	✓	✓	✓
Atlantic City, NJ	✓	✓	✓*	-	✓	✓	✓	✓
Wilmington, DE	✓	✓	-	-	✓	✓	✓	✓
Philadelphia, PA	✓	✓	-	-	✓	✓	✓	✓
Baltimore, MD	✓	✓	✓*	-	✓	✓	✓	✓
Sterling, VA	✓	✓	✓*	-	✓	✓	✓	✓
Norfolk, VA	✓	✓	✓	-	✓	✓	✓	✓
Cape Hatteras, NC	✓	✓	✓	-	✓	✓	✓	✓
Wilmington, NC	✓	✓	✓	-	✓	✓	✓	✓
Charleston, SC	✓	✓	✓	-	✓	✓	✓	✓
Savannah, GA	✓	✓	✓	-	✓	✓	✓	✓
Jacksonville, FL	✓	✓	✓	-	✓	✓	✓	✓
Daytona Beach, FL	✓	✓	✓	-	✓	✓	✓	✓
West Palm Beach, FL	✓	✓	✓	-	✓	✓	✓	✓
Miami, FL	✓	✓	✓	-	✓	✓	✓	✓

- Notes: 1. ✓ means that the Carmanah 704-5 will work at that location for the specified flash characteristic.
 2. ✓* means that the 704-5 should only be used at that location if there is **no guano** (i.e., there is an expectation that the top solar panel will produce power)
 3. " - " means that the 704-5 should not be used.

Carmanah 704-5 Solar Sizing Table (page 2)

Characteristic:	High Intensity Setting				Low Intensity Setting			
	FL 4 FL 6	FL 2.5 (0.3s)	FL(2+1)6 FL (2) 5	Q Mo (A)	FL 4 FL 6	FL 2.5 (0.3s)	FL(2+1)6 FL (2) 5	Q Mo (A)
San Juan, PR	✓	✓	✓	-	✓	✓	✓	✓
Key West, FL	✓	✓	✓	-	✓	✓	✓	✓
Tampa, FL	✓	✓	✓	-	✓	✓	✓	✓
Tallahassee, FL	✓	✓	✓	-	✓	✓	✓	✓
Mobile, AL	✓	✓	✓	-	✓	✓	✓	✓
New Orleans, LA	✓	✓	✓	-	✓	✓	✓	✓
Port Arthur, TX	✓	✓	✓	-	✓	✓	✓	✓
Houston, TX	✓	✓	✓	-	✓	✓	✓	✓
Corpus Christi, TX	✓	✓	✓	-	✓	✓	✓	✓
Brownsville, TX	✓	✓	✓	-	✓	✓	✓	✓
Little Rock, AR	✓	✓	✓	-	✓	✓	✓	✓
Fort Smith, AR	✓	✓	✓	-	✓	✓	✓	✓
Oklahoma City, OK	✓	✓	✓	-	✓	✓	✓	✓
Memphis, TN	✓	✓	✓*	-	✓	✓	✓	✓
Huntsville, AL	✓	✓	✓*	-	✓	✓	✓	✓
Chattanooga, TN	✓	✓	✓*	-	✓	✓	✓	✓
St Louis, MO	✓	✓	-	-	✓	✓	✓	✓
Kansas City, MO	✓	✓	✓*	-	✓	✓	✓	✓
Moline, IL	✓	✓*	-	-	✓	✓	✓	✓*
Minneapolis, MN	✓	✓*	-	-	✓	✓	✓	✓*
Evansville, IN	✓	✓	-	-	✓	✓	✓	✓
Indianapolis, IN	✓	✓*	-	-	✓	✓	✓	✓*
Louisville, KY	✓	✓	-	-	✓	✓	✓	✓
Cincinnati, OH	✓	✓*	-	-	✓	✓	✓	✓*
Pittsburgh, PA	✓	-	-	-	✓	✓	✓	-
Massena, NY	✓*	-	-	-	✓	✓	✓	-
Rochester, NY	✓*	-	-	-	✓	✓	✓	-
Buffalo, NY	✓*	-	-	-	✓	✓	✓	-
Erie, PA	✓*	-	-	-	✓	✓	✓	-
Cleveland, OH	✓*	-	-	-	✓	✓	✓	-
Toledo, OH	✓	-	-	-	✓	✓	✓	-
Detroit, MI	✓*	-	-	-	✓	✓	✓	-
Alpena, MI	✓*	-	-	-	✓	✓	✓	-
Traverse City, MI	-	-	-	-	✓	✓	✓	-
Muskegon, MI	-	-	-	-	✓	✓	✓	-

- Notes:
1. ✓ means that the Carmanah 704-5 will work at that location for the specified flash characteristic.
 2. ✓* means that the 704-5 should only be used at that location if there is **no guano** (i.e., there is an expectation that the top solar panel will produce power)
 3. " - " means that the 704-5 should not be used.

Carmanah 704-5 Solar Sizing Table (page 3)

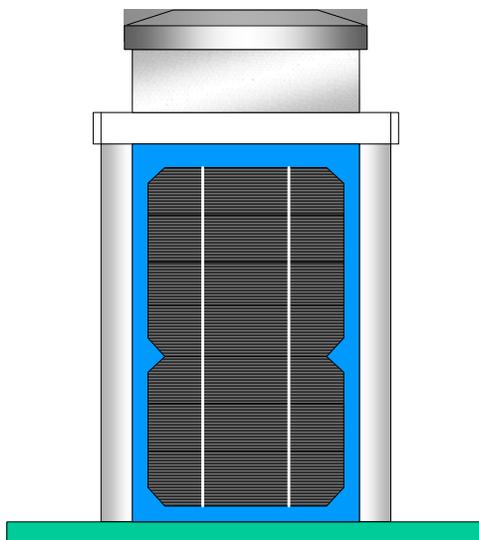
Characteristic:	High Intensity Setting				Low Intensity Setting			
	FL 4 FL 6	FL 2.5 (0.3s)	FL(2+1)6 FL (2) 5	Q Mo (A)	FL 4 FL 6	FL 2.5 (0.3s)	FL(2+1)6 FL (2) 5	Q Mo (A)
Chicago, IL	✓	✓*	-	-	✓	✓	✓	-
Milwaukee, WI	✓	-	-	-	✓	✓	✓	-
Green Bay, WI	✓	✓*	-	-	✓	✓	✓	-
Sault Ste Marie, MI	✓*	-	-	-	✓	✓	✓	-
Houghton, MI	-	-	-	-	✓	✓	✓	-
Duluth, MN	✓	-	-	-	✓	✓	✓	-
Internat'l Falls, MN	✓*	-	-	-	✓	✓	✓	-
Salt Lake City, UT	✓	✓*	-	-	✓	✓	✓	✓*
Reno, NV	✓	✓	✓	-	✓	✓	✓	✓
Las Vegas, NV	✓	✓	✓	-	✓	✓	✓	✓
San Diego, CA	✓	✓	✓	-	✓	✓	✓	✓
Long Beach, CA	✓	✓	✓	-	✓	✓	✓	✓
Los Angeles, CA	✓	✓	✓	-	✓	✓	✓	✓
Santa Maria, CA	✓	✓	✓	-	✓	✓	✓	✓
San Francisco, CA	✓	✓	✓*	-	✓	✓	✓	✓
Arcata, CA	✓	✓*	-	-	✓	✓	✓	✓*
North Bend, OR	✓	-	-	-	✓	✓	✓	-
Astoria, OR	-	-	-	-	✓	✓	✓	-
Portland, OR	-	-	-	-	✓	✓	✓	-
Pendleton, OR	✓*	-	-	-	✓	✓	✓	-
Quillayute, WA	-	-	-	-	✓	✓	✓*	-
Seattle, WA	-	-	-	-	✓	✓	✓*	-
Annette, AK	-	-	-	-	✓	-	-	-
Yakutat, AK	-	-	-	-	-	-	-	-
Anchorage, AK	-	-	-	-	-	-	-	-
Kodiak, AK	-	-	-	-	✓*	-	-	-
Cold Bay, AK	-	-	-	-	✓	-	-	-
King Salmon, AK	-	-	-	-	✓*	-	-	-
Bethel, AK	-	-	-	-	-	-	-	-
Nome, AK	-	-	-	-	-	-	-	-
Hilo, HI	✓	✓	✓	-	✓	✓	✓	✓
Kahului, HI	✓	✓	✓	-	✓	✓	✓	✓
Honolulu, HI	✓	✓	✓	-	✓	✓	✓	✓
Lihue, HI	✓	✓	✓	-	✓	✓	✓	✓
Guam	✓	✓	✓	-	✓	✓	✓	✓

- Notes: 1. ✓ means that the Carmanah 704-5 will work at that location for the specified flash characteristic.
2. ✓* means that the 704-5 should only be used at that location if there is **no guano** (i.e., there is an expectation that the top solar panel will produce power)
3. " - " means that the 704-5 should not be used.

CARMANAH 704-5 LED LANTERN

SECTION 3

STORAGE, SET-UP, INSTALLATION AND MAINTENANCE



Receipt and Handling

The lantern is charged prior to shipment. It will arrive fully charged and programmed OFF (i.e., it will not flash in a darkened room). If not needed right away it should be checked for damage, then stored in its box in a cool location. Take a few minutes to fill out and mail the warranty card that is shipped with the lantern – or fill out the warranty information on Carmanah’s Website.

Important Handling Note: the top solar panel is not designed to support the full weight of the lantern. **Never use the top solar panel to lift the lantern.**

Storage and Recharge Intervals

The lantern batteries are very susceptible to self-discharge, especially if left unused in a hot place for a long period of time. To avoid this unnecessary loss of charge and battery damage, store the lantern at less than 70° F if at all possible. Depending on storage temperature, the lanterns (batteries) must be recharged as follows:

Storage Temperature [°F]	Recharge Interval [months]
< 70°	12
70° – 90°	6
90° - 105°	3
> 105°	1

For example, if a 704-5 lantern is stored at 100° F, it will have to be charged every 3 months in order to preserve the battery.

The lantern should always be stored at a 100% state-of-charge to avoid damaging the battery. Check the battery's state-of-charge using the procedure described in the "Determining Battery State-of-Charge" section. If the battery state-of-charge is not 100%, then recharge (per instructions in the "recharging" section) prior to storage.

The lantern should always be turned OFF prior to storage. See the "Programming" section for details.

Determining Battery State-of-Charge (SoC)

The Battery State-of-Charge (SoC) is determined using the remote as follows:

- Transition the Lantern: per guidance in Programming Section
- Enter the Security Code : **POWER 7 5 3 CHAN^**
- Enter the Battery Status Code: **POWER 8 1 0 CHAN^**

The lantern will respond with 3 flashes (to indicate that it correctly received the instruction), then after a 2-second pause will emit a series of up to 10 flashes. Each flash indicates 10% usable charge (4 flashes indicate 40% state-of-charge; 10 flashes indicate full charge). After a brief pause the lantern will repeat the battery flashes for verification.

Recharging

The battery state-of-charge can be increased by leaving the lantern outside on a sunny day or by using an artificial light source.

Using Sunlight. The easiest way to recharge the lantern is to leave it outside on a sunny day. Use the following table to determine how many *sunny days* are required to return the lantern to 100% state-of-charge. Ensure that the lantern is turned off so that the light does not turn on at night (see Programming Section; the battery will recharge when the lantern is turned off).

Battery SoC	Sunny Days to Return Lantern to 100% SoC
90%	1
80%	2
70%	3
60%	4
50%	5
40%	6
30%	7
20%	8
10%	9

Using Artificial Light. Artificial light is capable of charging the 704-5 if sunlight is unavailable or inconvenient. Use a high-intensity light such as a 90 – 150W halogen floodlight.

Set up the charging light so that it is *at least* 24” away from the 704-5 to prevent the lantern from being damaged due to overheating. . The plastic encasing the top solar panel is prone to heat damage and can crack or bubble if overheated. Arrange the charging light to cast as much illumination as possible on one of the *side* solar panels. Using additional charging lights on the other side solar panels will reduce the charging time.

Use the following table to determine how many days of artificial lighting are required to return the lantern to 100% state-of-charge (based on 24-hour/day charging).

Battery SoC	Days to Return Lantern to 100% SoC (1 floodlight)	Days to Return Lantern to 100% SoC (2 floodlights)	Days to Return Lantern to 100% SoC (3 floodlights)	Days to Return Lantern to 100% SoC (4 floodlights)
90%	1	0.5	0.3	0.2
80%	2	1	1	0.5
70%	3	1	1	1
60%	4	2	1	1
50%	5	2	2	1
40%	6	3	2	1
30%	6	3	2	2
20%	7	4	2	2
10%	8	4	3	2

Programming

Remote Control.

All programming is done using a TV remote control. The preferred source of supply for a remote control is Carmanah. As an alternative, an RCA TV Universal Remote can be used to program the 704-5 lantern.

Carmanah Remote. If the lantern does not respond to the remote, or if the remote’s batteries have been replaced, then the remote must be **initialized** as follows:

Press and hold	CODE SEARCH	until red light on remote turns on
Press	TV	red light on remote will blink once
Enter	0 0 6	red light will blink once after each entry

RCA Television Universal Remote. There are about 30 different RCA TV Universal Remote Controls. The remote must be **initialized** so that the remote can communicate with the lantern. Different models have different initialization procedures. If the remote purchased uses a 3-digit code use code 0 0 6. If the remote uses a 4-digit code use code

1 0 0 6. **Consult the instructions that come with the remote.** Follow the “Direct Entry Method” for programming a TV as shown in the instructions. Initialization will likely take one of the following two forms:

Press and hold	CODE SEARCH	until red light on remote turns on
Press	TV	red light on remote will blink, then stay on
Enter	0 0 6	red light will turn off after 3-digit code successfully entered

or

Press and hold	TV	keep holding TV button!
Enter	1 0 0 6	while still holding TV button
Release TV button		

Programming Overview.

Programming the lantern always requires a 3-step process:

Step 1. “Transitioning” the lantern. See the “Transitioning the Lantern” section for details.

Step 2. Enter the security code as follows:

Press	POWER	lantern will flash once
Enter	7 5 3	lantern will flash once after each entry
Press	CHAN^	lantern will flash once – then flash 3 times if the security code is successfully entered.

Step 3. Enter the desired programming instructions:

Press	POWER	lantern will flash once
Enter	# # #	where # # # is the appropriate instruction code (see instruction codes below; lantern will flash once after each entry
Press	CHAN^	lantern will flash once – then flash 3 times if the instruction is successfully entered.

Notes:

1. “**POWER**” means pressing the remote’s ON/OFF button.
2. More than 1 programming instruction can be entered as long as not more than 1 minute passes between successive entries.
3. After 1 minute of no entries the lantern exits the programming mode. If more instructions are needed and the lantern has exited the programming mode, then the user must start again at Step 1 (transition the lantern).

Transitioning the Lantern.

Before the lantern will accept any instructions from the remote the lantern must be “transitioned.” *Transitioned* means either moving the lantern from a dark environment to a bright environment, or visa versa.

If the lantern will be programmed in a bright (daylight) environment:

- Cover the lantern with a coat, blanket, shroud, or any other material that blocks light. Keep it covered for 20 seconds.
- Remove the cover.
- Point the remote at the lens and press the ON/OFF(POWER) button repeatedly. If the lantern responds with a flash, it has transitioned and it is ready for programming.

Note: Proceed to Step 2 (entering the Security Code) within 1 minute of transitioning.

If the lantern will be programmed in a dark (nighttime) environment:

- Expose the lantern to a **high** level of external light. A typical incandescent or fluorescent light may not be bright enough. It may require a 90W or greater halogen floodlight or sunlight. Keep the lantern in the high-light condition for 20 seconds.
- Move the lantern to a dark condition (by either turning off the external light, covering the lantern, or moving the lantern indoors to a dark room).
- Point the remote at the lens and press the ON/OFF(POWER) button repeatedly. If the lantern responds with a flash, it has transitioned and it is ready for programming.

Note: Proceed to Step 2 (entering the Security Code) within 1 minute of transitioning.

Putting It All Together.

Here’s the short version of what must be done to program the lantern:

Step 1. Transition the lantern: as described above.

Step 2. Enter Security Code: **POWER 7 5 3 CHAN^**

Step 3. Enter programming instructions as appropriate:

POWER 0 4 9 CHAN^	to select FL 2.5 (.3)
POWER 1 7 4 CHAN^	to select FL 4 (.4)
POWER 0 7 3 CHAN^	to select FL 6 (.6)
POWER 1 2 9 CHAN^	to select Quick Flash
POWER 0 2 2 CHAN^	to select FL (2+1) 6
POWER 1 7 5 CHAN^	to select FL (2) 5
POWER 1 7 6 CHAN^	to select Mo(A)
POWER 8 0 0 CHAN^	to turn ALC off. Required for all aids.
POWER 5 0 1 CHAN^	to select HIGH light intensity
POWER 5 0 0 CHAN^	to select LOW light intensity
POWER 0 0 0 CHAN^	to TURN OFF the lantern

Final Programming Hints and Notes.

1. The 704-5 lantern has an *optional* feature called “Automatic Light Control” (ALC). This feature automatically reduces light intensity (several times) as battery voltage drops. The ALC feature should **never** be used on USCG aids. Turn ALC “off” using code 800 as described in the “Putting It All Together” section.
2. Transitioning the lantern is typically the trickiest part. If the lantern is not responding to the remote, it probably hasn’t transitioned. Repeat the transitioning process.
3. The lantern should flash one time in response to a button on the remote being pushed. If the lantern does not respond, or if it responds with 2 flashes, then the signal from the remote was not properly received.
4. After completing a program instruction (and after the one quick flash in response to the CHAN^ button), the lantern should flash 3 times to indicate that it has received and processed the instruction.
5. The lantern will exit the programming mode if it goes 1 minute without receiving any input. Don’t delay. Have a plan. Start from scratch (transition the lantern) if more than a minute passes and the lantern is no longer responding.

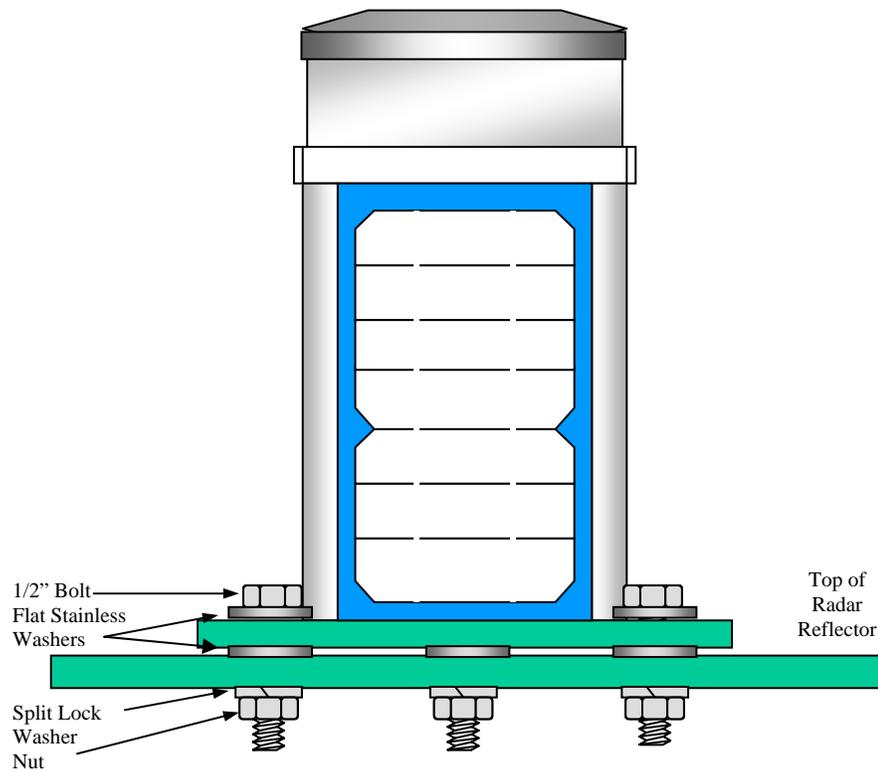
Installation

If District has determined that the Carmanah 704-5 satisfies effective intensity requirements, and if the lantern’s solar sizing is a “GO,” then the lantern may be installed on a steel buoy that is designed to mount a light, a 5 X 9 foam buoy, or on a structure.

Program the lantern prior to installation on the buoy or structure. After programming, cover the lantern or move to a dark room to simulate a night environment. Confirm that the lantern flashes the correct flash characteristic. “Time” the light with a stopwatch. Confirm that all 8 LEDs are operating (check the LEDs by looking down at the lantern from above the lantern’s focal plane; DO NOT look into the lantern with your eye in the focal plane).

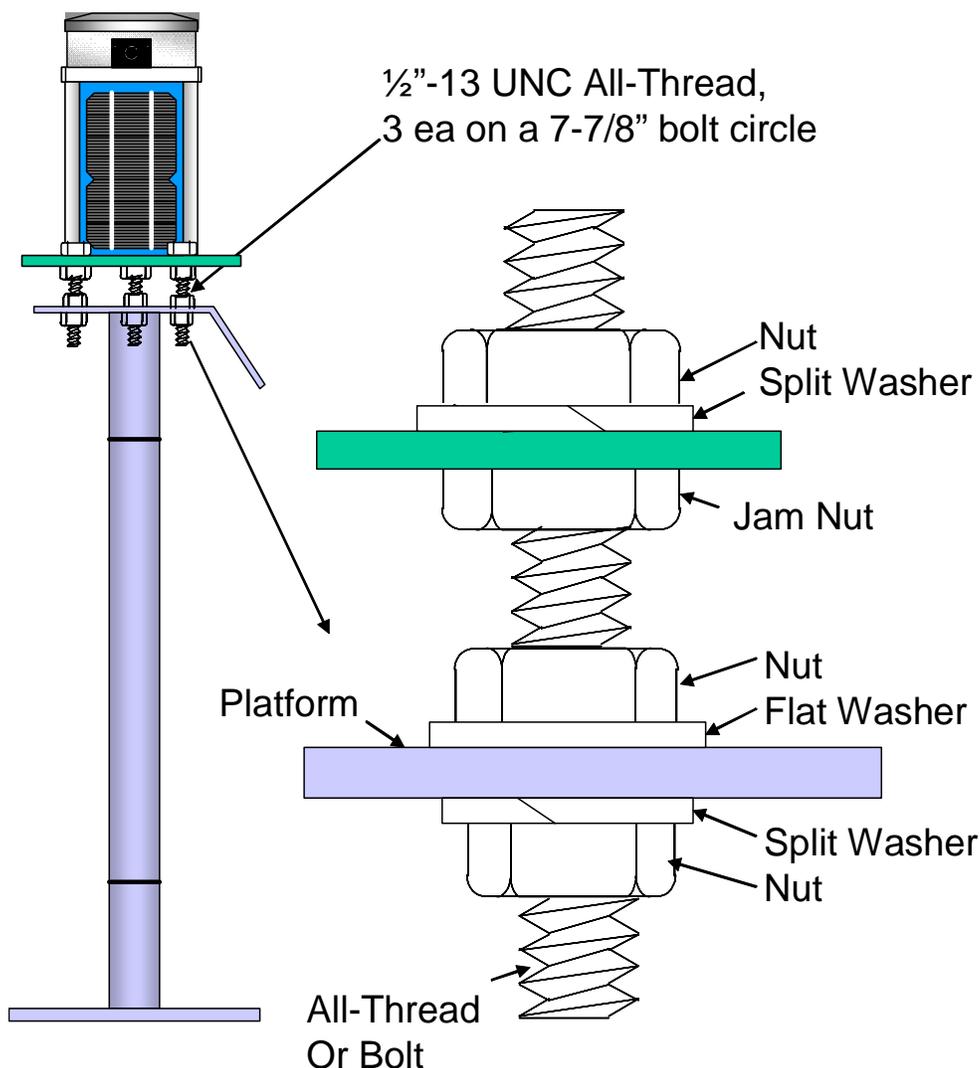
(continue on next page)

Buoy Mount



Mount the lantern **on a buoy** as shown in the figure above. The lantern should **ALWAYS** be mounted with 3 bolts, never 4. Note that stainless steel washers **MUST BE** installed between the lantern base and buoy's mounting plate. The lantern vents through a hole in the bottom of the lantern's base, so the lantern **CAN NOT** be mounted flush with the buoy's mounting plate. Stainless steel washers should also be installed between the heads of the mounting bolts and the top of the lantern's base as shown in the figure. The mounting bolts should be torqued to 40 – 44 ft-lbs.

Fixed-Aid Mount



Mount the lantern **on a fixed aid** as shown in the figure above. The lantern should **ALWAYS** be mounted with 3 bolts (or lengths of all-thread), never 4. The bolts will shadow the solar panels if they extend too far above the lantern's base. Therefore, after securing the bolts (or all-thread) to the structure's mounting plate as shown in the figure, install three jam nuts on the bolts so that about 1" of thread is exposed. Place the lantern on top of the jam nuts, then drop on the split washers and position the uppermost nuts at the very upper end of the thread. Do not tighten these uppermost nuts – they are positioned at this time to ensure that the lantern doesn't fall off. Level the lantern by adjusting the jam nuts (use a torpedo level on the base plate of the lantern - use the "T" method described in the Short Range Aids to Navigation Servicing Guide COMDTINST M16500.19A). When the lantern is level, tighten the upper-most nuts (40 – 44 ft-lbs).

Bird Deterrent. Carmanah sells a bird deterrent that snaps around the top of the lantern. It's made of light wire and it's held in place with a spring. The bird deterrent is intended to keep birds off the top of the lantern. If you have an aid with a history of guano problems, it may pay to try one of these bird deterrents.

Servicing

Servicing should be performed in accordance with the standard cycle established for the aid.

Ensure that the lens and solar panels are clean. Wipe with a cloth dampened with mild soap and water, if necessary.

Cover the lantern with a shroud, jacket, box, blanket, etc., to simulate darkness. The lantern should flash on rhythm after a few seconds. While covered, confirm that all 8 LEDs are operating (check the LEDs by looking down at the lantern from above the lantern's focal plane; DO NOT look into the lantern with your eye in the focal plane).

Uncover the lantern. It should stop flashing.

Troubleshooting

Symptom: Lantern will not respond to the remote.

- The most likely problem is that the lantern has not transitioned. Repeat the transitioning process as described in the "Transitioning the Lantern" section.
- It's possible that the batteries in the remote are dead, the remote is not functioning, or that the remote is not properly initialized. Change the batteries in the remote and initialize the remote as described in the "Remote Control" section. If that doesn't work, try another remote.

Symptom: Lantern does not flash the programmed flash characteristic. Instead it flashes one quick flash once a minute.

- The battery state-of-charge is unacceptably low. If the battery becomes further discharged, the main LED array will no longer flash once per minute. Instead, the small green LED on the circuit board will flash once per minute.
- If the lantern was sized properly and if it was programmed properly (correct flash characteristic and light intensity setting) then it should maintain a high state-of-charge. Confirm proper solar sizing using the table in this data sheet. Confirm proper programming.
- Look for other reasons the system did not maintain a satisfactory state-of-charge. Are the vertical panels covered with guano? Is the lantern shaded? Is the DLC properly turning off the light during daylight?
- How old is the battery? Is it past the recharge interval shown in the "Service Life" section? If the battery is past its recharge interval, replace the battery.
- If all items above check out, contact Ocean Engineering.

Symptom: Lantern reported discrepant.

- Determine the battery's state-of-charge as described in the "Determining Battery State-of-Charge" section. If state-of-charge is less than 60% then proceed through the steps in the troubleshooting section immediately above.
- If battery state-of-charge is 60% or greater then reprogram the lantern. Ensure that lantern responds as expected to programming instructions.
- When light flashes, confirm that all 8 LEDs are operating (check the LEDs by looking down at the lantern from above the lantern's focal plane; DO NOT look into the lantern with your eye in the focal plane).
- If the lantern does not perform as it should, and the problem is not attributable to physical damage, Carmanah will replace the lantern – free of charge – within the first year of purchase. If the lantern is between 1 and 3 years old it is covered by Carmanah's 3-year pro-rated warranty. A warranty card is supplied with each unit. The warranty can also found be online at: <http://www.carmanah.com/content/products/warranty/> Contact Carmanah Customer Service (info below) before returning a lantern or seeking a warranty claim.

Carmanah Customer Service

Mail: Carmanah Technologies Corp.
Building 4, 203 Harbour Rd.
Victoria, BC Canada V9A 3S2

Phone: 1-250-380-0052
1-877-722-8877 (Toll Free)

Fax: 1-250-380-0062

Email: customerservice@carmanah.com

Website: www.carmanah.com

Before contacting Carmanah's customer service, please have the serial number of the 704-5 lantern available, a brief description of the problem, as well as all details of installation and recharging efforts.

Service Life

Batteries. The expected battery life is highly dependent on temperature. The higher the temperature the shorter the expected battery life. Battery recharge intervals range from 4 years in hot climates to 10 years in cold climates. Field units should recharge (replace) batteries at intervals as shown in the Table on the next page.

Battery replacement by Coast Guard personnel is the preferred procedure. Detailed instructions are included with each battery. Lanterns returned to Carmanah for battery replacement will also receive a lantern inspection and software updates as needed. Contact Carmanah for pricing.

District	Recharge Interval (years)
D1	8
D5 (VA north)	7
D5 (NC)	6
D7 (SC & GA)	5
D7 (FL & PR)	4
D8 (FL, MS, AL & LA)	5
D8 (TX)	4
D8 (rivers - Cairo south)	6
D8 (rivers - Cairo north)	7
D9	8
D11 (southern CA)	6
D11 (northern CA)	7
D13	9
D14	4
D17	10

Lantern. The lantern can be kept in service as long as it provides an acceptable signal.

CARMANAH 704-5 LED LANTERN SECTION 4 ORDERING INSTRUCTIONS

The Carmanah 704-5 LED lantern is manufactured and sold by:

Carmanah Technologies Inc.
 Building 4, 203 Harbour Road
 Victoria, British Columbia, Canada V9A 3S2
 Phone: (877) 722-8877
 Website: <http://www.carmanah.com>.

Lanterns may be purchased on-line or by phone using a Government credit card. The buyer specifies the Model Number (704-5) and specifies the color (red, green, white or yellow). An optional bird deterrent may be purchased.

Coast Guard units should buy Carmanah products using Carmanah's General Services Administration (GSA) contract. As of August 2007 the GSA Contract price for a Carmanah 704-5 is \$1249.25 (plus shipping). Information can be found on GSA's Website:

<https://www.gsaadvantage.gov> ← go to this site and search on keyword "Carmanah."

Be sure that the contract number (GS-07F-0513M) is listed next to the item and that the manufacturer is "Carmanah" There are other manufacturers that offer the same lantern at a higher price.