



# JellyFish Lighting Controller

## Compatible Systems:

Designed to work with Nice (formerly known as Elan) 8.9+

## Compatible Hardware:

[JellyFish Lighting](#)

## Expected Integration Time:

3-5 minutes setup/initial connection. 30-45 minutes for UI setup configuration for 1-3 Lighting Areas

## Documentation, Driver Download & Change Log:

<https://drivercentral.io/platforms/elan-drivers/lighting/jellyfish-lighting>

## Installation/Integration Support

Please contact manufacture directly: [JellyFish Help Center](#)

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## Overview

JellyFish Lighting makes premium permanent outdoor lighting that immediately adds curb appeal and character to your home or business! The system is capable of being used for nightly accent lighting that can also be a light source for you security cameras, or change to festive decorations for your favorite holidays and

events with a few quick button clicks. Now you can easily manage JellyFish Lighting with your Nice (formerly known as Elan) smart home and this driver!



## Integrator Notes

- Review this document especially the setup/configuration sections for specific integration requirements
- The driver communicates using WebSockets via IPv4. Communication will attempt to reconnect every 30 seconds and remains active always.
- The driver only reads the configuration of the JellyFish system on initial load. If you make changes in the JellyFish (names, patterns) you will need to press the **Get Configuration** button to receive new information.

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## Setup

### JellyFish Setup

- Setup JellyFish controller and verify system works using the native App.
  - Note: Light Names are the ID Values of the driver... If you change the Light Name, you'll need to update this driver as well.
- Static or Reserve the IP address on the network.
- Verify JellyFish controller and Nice controller are on the same network and subnet.

### What's in the driver zip folder?

The driver download zip file contains three items.

- **JellyFish\_Lighting.EDRVC** is the driver file that will be installed on the Core controller.
- **custom\_page\_patterns\_template.ECV** is a pre-built *Custom Page* that can optionally be imported/modified for your specific project to speed up UI design.
- **images** for pattern categories. These are stored in *System Images/DRIVER\_ID/* folder automatically for you.

## Setup Lighting Driver in Nice (Elan)

- Add a Lighting Controller (under the Lighting Section)
  - Click Import at the bottom and select the file **JellyFish\_Lighting.EDRVC**
    - See Documentation Images **Importing Driver Example**
  - Select and Install the *JellyFish Lighting Controller* by *Cindev*
  - Enter the IP Address of the JellyFish Controller
    - Note: This driver only connects to a single JellyFish controller, if you have multiples, please add multiple instances of this driver and connect to the individual IP addresses.
  - If successful, the driver will set the JellyFish Version and JellyFish Name values accordingly.
    - See Documentation Images **Functioning Controller Driver Example**
- Add Lighting Devices to the project
  - Manually Add Each Light and Scene you want to use in the project
  - **OR**
  - Use the Driver Actions
  - Add Devices
    - This will attempt to add new Light *SWITCH* drivers to the project for each Light on the JellyFish Controller.
    - If there is an existing driver that has a matching *Light Name* then it will be skipped.
  - Add Scenes
    - This will attempt to add new Light *SCENE* drivers to the project for each Pattern Category.

- Driver will pick the first Pattern for each Category.
- If there is an existing Scene that has a matching *Category* then it will be skipped.
- Configuring **SWITCH** Lighting Device
  - Each Lighting Zone is an ON/OFF Switch in Nice. JellyFish does not support Zone Dimming.
  - Required Values.
    - **Light Name** is the name of the light in JellyFish (case-sensitive)
  - Set the Location for the light
  - See Documentation Images **Switch Driver Example**
- Configuring **SCENE** Lighting Device
  - Each JellyFish Pattern can be a *scene* in Nice. The driver can connect to as many scenes as needed but only adds one per Category by default. Additional scenes can be added manually.
  - Required Values:
    - **Category** (ex. Autumn, Christmas, Special Effects)
    - **Pattern** (ex. Paint Red Orange Yellow, Mint, Red Green Comet)
  - Optional (Set Location for Scene).
    - Scenes actions that do not include a Light device with them will set *All Lights* to this Scene/Pattern.
  - See Documentation Images **Scene Driver Example**

## **DRIVER IS NOW CONNECTED AND FUNCTIONING WITH NICE**

Additional setup/configuration for UI is still needed.

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## **Additional Configuration/Options/Settings**

### **Scene and Pattern Control**

- To execute a scene/pattern in JellyFish there needs to be a category, pattern and a light to apply the pattern to.
- The driver will BUFFER (150ms) incoming pattern and light state changes and process them together as one.

- If scene/pattern request and NO light states were also included, the driver will set *All Lights* to this scene/pattern.
- If the scene/pattern request was OFF and NO lights were included, the driver will turn off *All Lights*
- Lights set to OFF discretely will always turn off
- Lights that do not include a pattern/scene request will use previous scene.
- If you are changing multiple lights + patterns at the same time, add 250ms delay between actions.
- Scene Drivers do not have a State. Scene On/Off tracking is not available.

## Creating Custom Pattern + Specific Light Areas actions

- Create a Virtual Lighting Keypad (Empty Keypad)
- Add Scene for each pattern/light group you need
- Add Actions:
  - Set a Pattern
  - Set Light States to be at this pattern
- You can now use these custom buttons in Macros, Event Mapper, UI Dashboards
- See Documentation Images **Custom Pattern+Lights Keypad Example**

## Creating Custom Page for Lighting

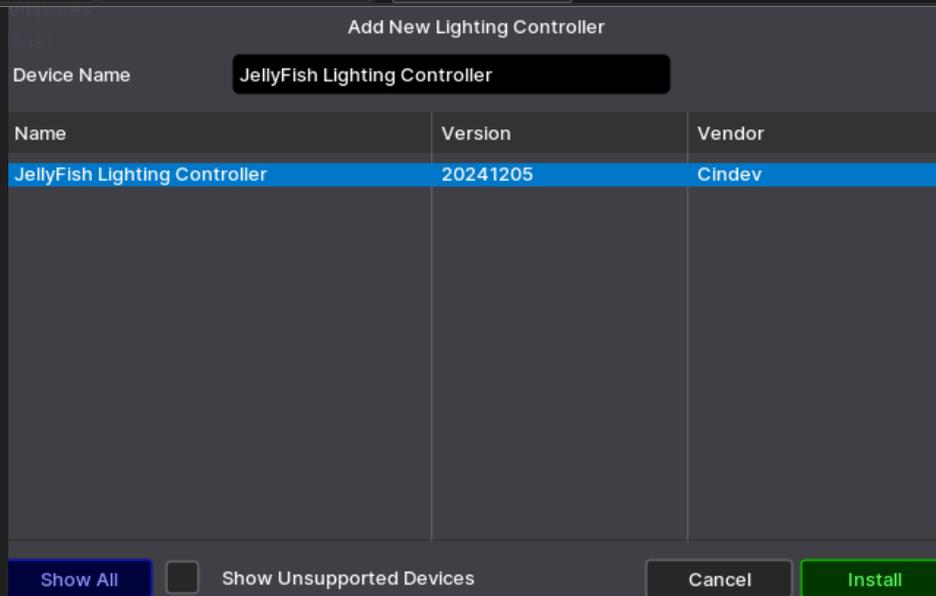
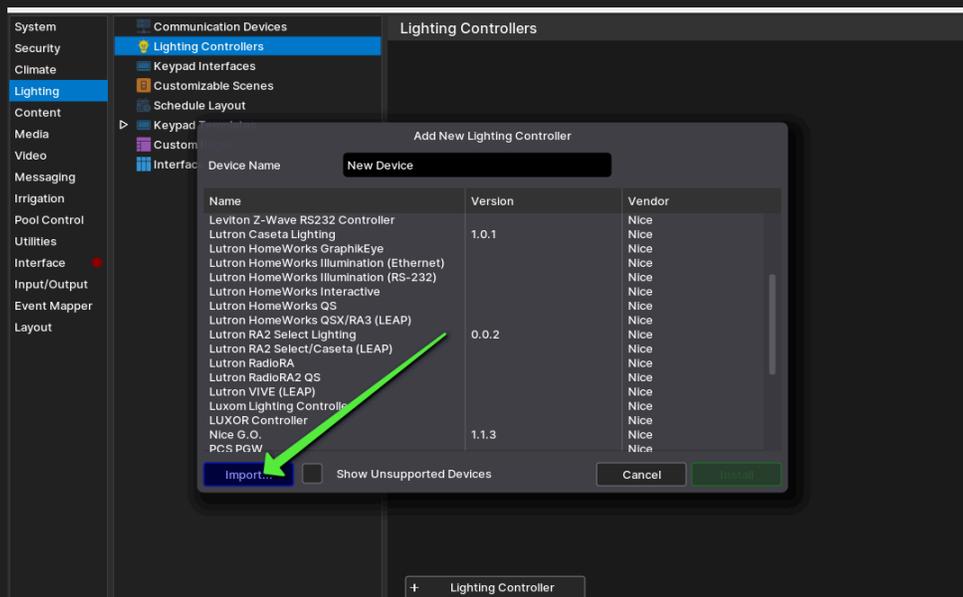
The manufacture recommends creating a colorful dashboard utilizing the icons provided in the driver for the customer. To help facilitate this, Cindev has included all the icons used in the JellyFish App available. These images are stored under **System Images/Driver\_ID/** folder.

- Create a Custom Lighting Page
  - Name it something similar to **Home Outdoor Lighting** or other title that would make sense for the customer.
- Right-click on the Page and click Import from File
- Use your own or the provided **custom\_page\_patterns\_template.ECV** file that was included in with the driver.
- Link ICONS to proper icons for each pattern.
- Link Pattern Buttons to Built Scenes Drivers

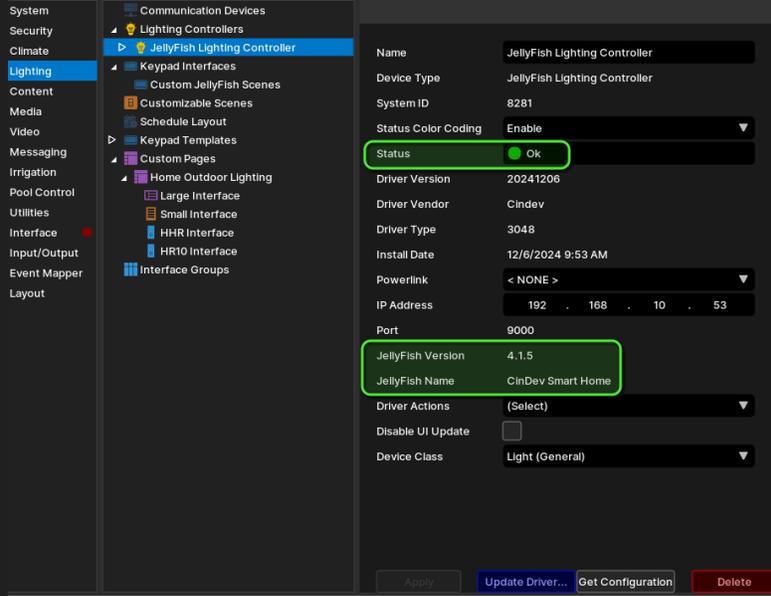
- Link Light Buttons to Light Drivers
- Hide/Show on specific Interfaces/Locations
- See Documentation Images **Custom Page Example**

## Documentation Images

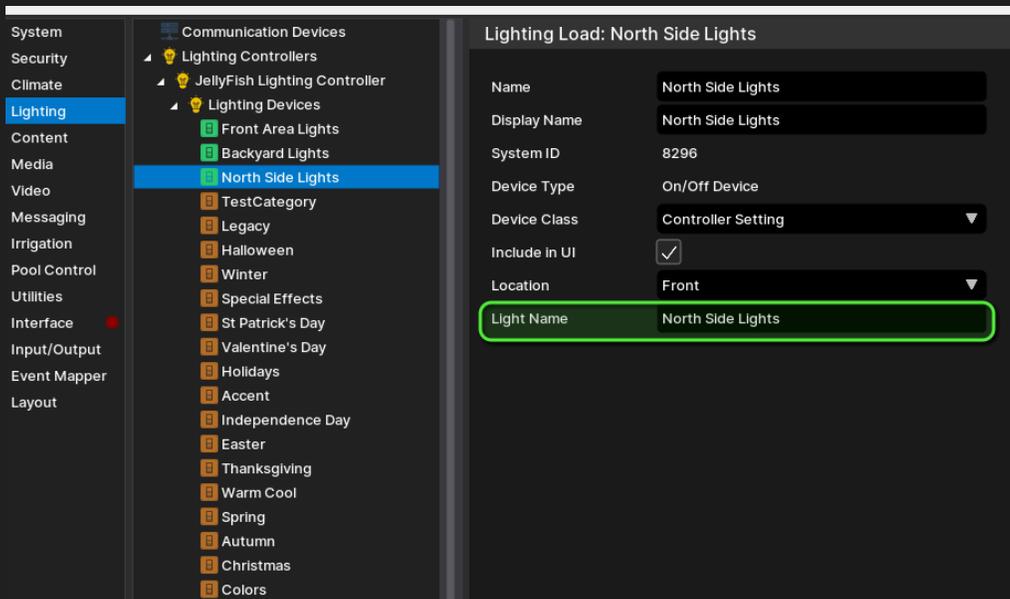
### Importing Driver Example



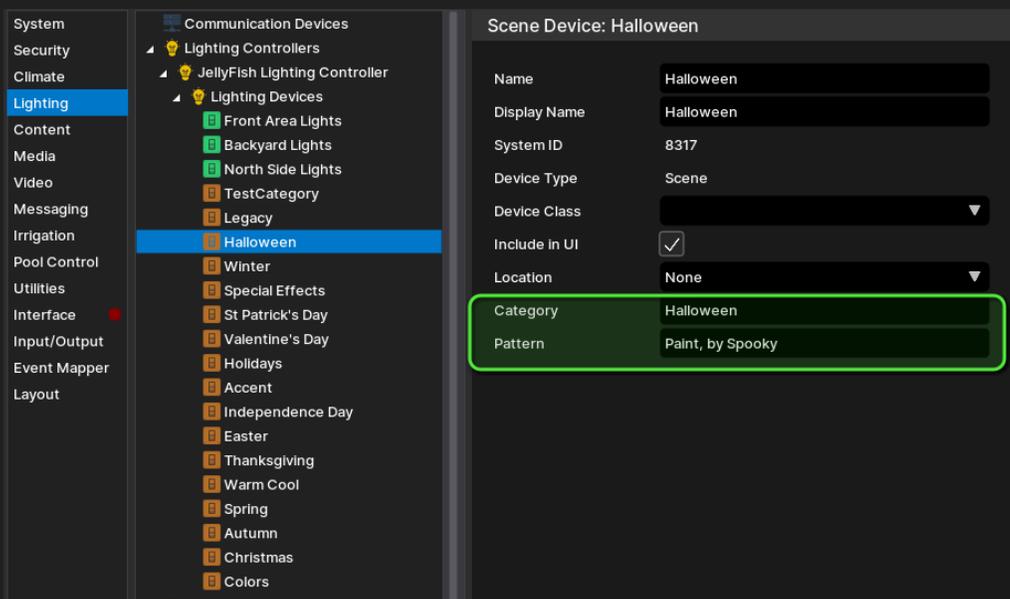
### Functioning Controller Driver Example



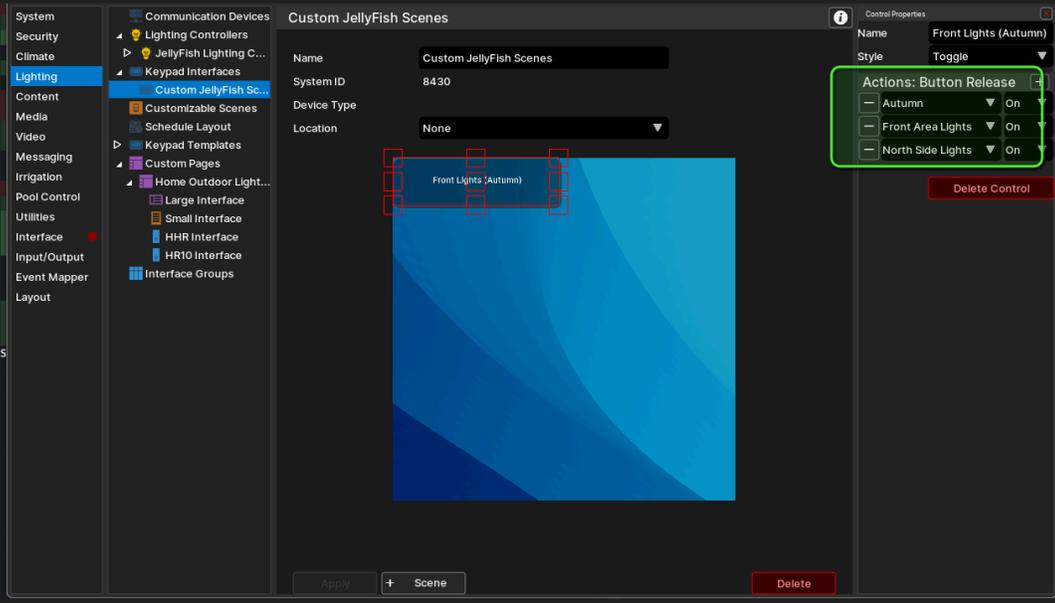
## Switch Driver Example



## Scene Driver Example



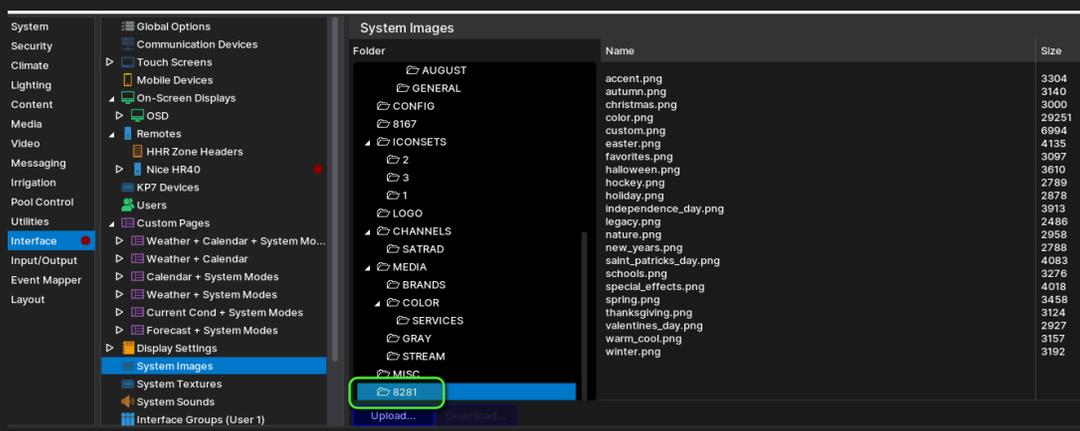
# Custom Pattern+Lights Keypad Example



# Custom Page Example



# Pattern Image Folder Location



# Warranty & Disclaimer

<https://jellyfishlighting.com/faq/>

See *What is the warranty?* section

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## Developer Information

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[www.drivercentral.io/cinegration/](http://www.drivercentral.io/cinegration/)

We are always looking to improve our drivers.  
Please send your suggestions to: [info@cindev.com](mailto:info@cindev.com)