DMX REFERENCE

BW-100

Blackwave BW-100

Lucenti



Manufacturer	Lucenti
GDTF file	Lucenti_BW-100_21095.gdtf
GDTF revision	Version 1 · 2022-01-17
Generated	2026-11-24

1 About this manual

This document describes the Blackwave BW-100 by Lucenti. It was compiled from the GDTF file Lucenti_BW-100_21095.gdtf from the GDTF-Share library.

File revision: “Version 1”.

The DMX modes, the channel functions and the technical data are given as the GDTF file states them. Installation, operation from the device's control panel, service and safety instructions are described in the manufacturer's original user manual, which takes precedence over this document.

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Safety notices are marked with signal words according to the severity of the hazard: DANGER – an imminent hazard that will result in death or serious injury; WARNING – a potential hazard that could result in death or serious injury; CAUTION – a potential hazard that could result in minor injury or property damage; NOTE – additional information for correct and safe use.

> **NOTE** This product is designed for stage and effect lighting. It is not suitable for household room illumination.

2 Quick reference

Parameter	Value
Weight	1 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Pixel	200	2	1, 201



Read the manual before use



Do not stare into the light



Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do not aim the beam at flammable or heat-sensitive materials at close range.

4 Installation

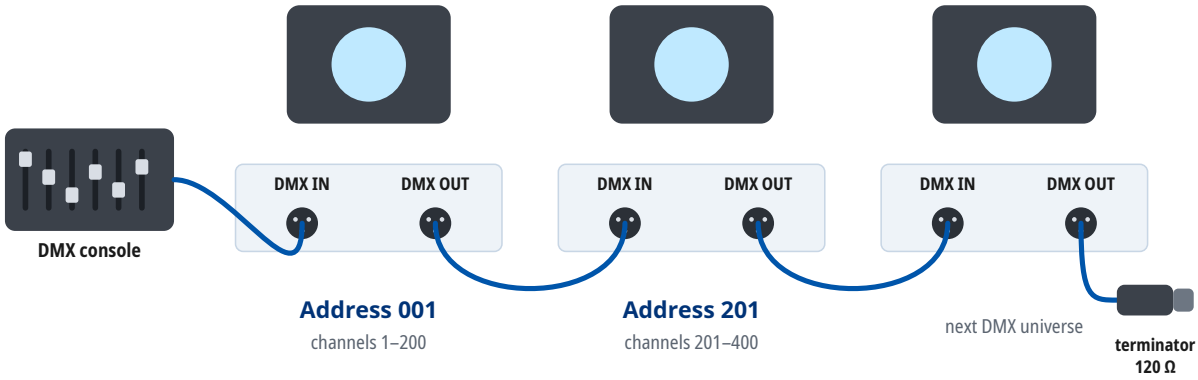
⚠ WARNING

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 1 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

5 Connections

- Use shielded cable designed for DMX512 with an impedance of 110 Ω. Ordinary microphone cable is not suitable for DMX, especially over longer distances.
- Connect the devices in a daisy chain: connect the DMX OUT of one device to the DMX IN of the next. Do not split the line with Y-cables or wire it in a star; the line may be split only with a DMX splitter.
- Connect the shield to pin 1 only. Do not connect the shield (ground) to the metal shell of the connector; this can cause short circuits or erratic behavior.
- XLR pin assignment: pin 1 – shield (ground), pin 2 – Data- (Data Complement), pin 3 – Data+ (Data True). On 5-pin connectors, pins 4 and 5 are not connected; a 5-pin connector can be connected to a 3-pin one with a cable adapter.
- Terminate the end of the line (for impedance matching): plug an XLR connector with a 120 Ω, ¼ W resistor between pins 2 and 3 into the DMX OUT of the last device. This reduces the risk of erratic behavior.
- Connect no more than 32 devices to one DMX line. For more devices or longer runs, use a DMX splitter or booster.

DMX line



Mode Pixel: every unit occupies 200 channels from its address. At most 32 units on one line; for more units or longer runs use a DMX splitter. A 120 Ω terminator closes the last DMX OUT.

6 Operation

Setting the DMX address

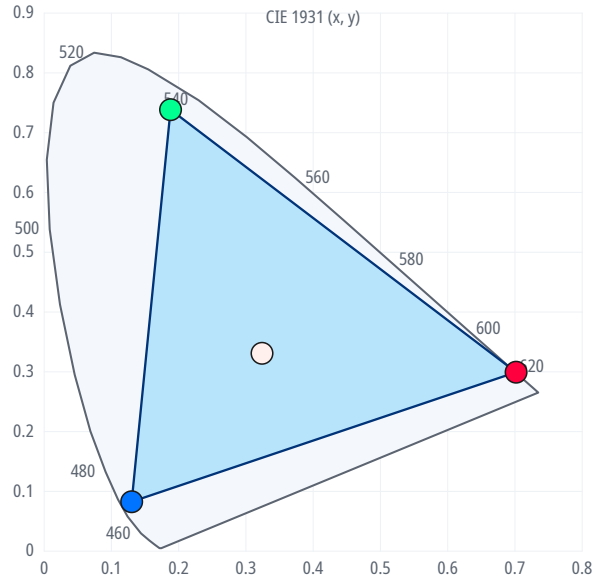
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Pixel”: 200.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “Pixel”, you can use, for example, the start addresses 1, 201.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.
- The device supports RDM (Remote Device Management), two-way communication with the controller over the DMX line.

7 Functions at a glance

Functions in each DMX mode

	Pixel 200 channels
Dimmer	✓
Color mixing	1–200

LED colors and the colors they mix



LED	x	y	nm
Red	0.702	0.299	625
Green	0.188	0.739	532
Blue	0.130	0.083	471
White	0.324	0.331	

The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

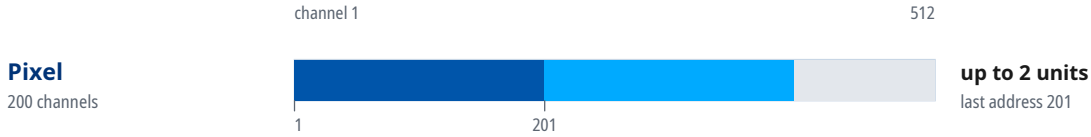
Cells (pixels)

1 CH 1	2 CH 5	3 CH 9	4 CH 13	5 CH 17	6 CH 21	7 CH 25	8 CH 29	9 CH 33	10 CH 37	11 CH 41	12 CH 45	13 CH 49
14 CH 53	15 CH 57	16 CH 61	17 CH 65	18 CH 69	19 CH 73	20 CH 77	21 CH 81	22 CH 85	23 CH 89	24 CH 93	25 CH 97	26 CH 101
27 CH 105	28 CH 109	29 CH 113	30 CH 117	31 CH 121	32 CH 125	33 CH 129	34 CH 133	35 CH 137	36 CH 141	37 CH 145	38 CH 149	39 CH 153
	40 CH 157	41 CH 161	42 CH 165	43 CH 169	44 CH 173	45 CH 177	46 CH 181	47 CH 185	48 CH 189	49 CH 193	50 CH 197	

50 cells in one row, top to bottom as the GDTF file places them (seen from above), wrapped after 13; numbered by their first DMX channel (CH) in the mode “Pixel”.

8 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Pixel”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	U3 · 201	11	U6 · 1	16	U8 · 201
2	201	7	U4 · 1	12	U6 · 201	17	U9 · 1
3	U2 · 1	8	U4 · 201	13	U7 · 1	18	U9 · 201
4	U2 · 201	9	U5 · 1	14	U7 · 201	19	U10 · 1
5	U3 · 1	10	U5 · 201	15	U8 · 1	20	U10 · 201

Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

Mode Pixel

CH	Function	DMX	Description
1	Red 1	0–255	
2	Green 1	0–255	
3	Blue 1	0–255	
4	White 1	0–255	

CH 1–200: 50 cells of 4 channels each. Every cell works as cell 1 in the table above (CH 1–4); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
1	1	2	3	4	2	5	6	7	8
3	9	10	11	12	4	13	14	15	16
5	17	18	19	20	6	21	22	23	24
7	25	26	27	28	8	29	30	31	32
9	33	34	35	36	10	37	38	39	40
11	41	42	43	44	12	45	46	47	48
13	49	50	51	52	14	53	54	55	56
15	57	58	59	60	16	61	62	63	64
17	65	66	67	68	18	69	70	71	72
19	73	74	75	76	20	77	78	79	80
21	81	82	83	84	22	85	86	87	88
23	89	90	91	92	24	93	94	95	96
25	97	98	99	100	26	101	102	103	104
27	105	106	107	108	28	109	110	111	112
29	113	114	115	116	30	117	118	119	120
31	121	122	123	124	32	125	126	127	128

Cell	Red	Green	Blue	White	Cell	Red	Green	Blue	White
33	129	130	131	132	34	133	134	135	136
35	137	138	139	140	36	141	142	143	144
37	145	146	147	148	38	149	150	151	152
39	153	154	155	156	40	157	158	159	160
41	161	162	163	164	42	165	166	167	168
43	169	170	171	172	44	173	174	175	176
45	177	178	179	180	46	181	182	183	184
47	185	186	187	188	48	189	190	191	192
49	193	194	195	196	50	197	198	199	200

9 Technical specifications

Parameter	Value
Light source	LED
RDM	yes (manufacturer ID 0x6FED, device model ID 0x0004)
Weight	1 kg
Operating temperature	-20 to 40 °C

10 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.
- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or pressure washers, and make sure no liquid gets into the device.
- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a service center.
- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

11 Troubleshooting

Problem	Remedy
The device does not switch on	Check the supply voltage, the cables and the fuse, if the device has one.
The device does not respond to DMX	Check the start address, the selected DMX mode and whether it matches the profile in the controller, the cable connection to DMX IN, and the controller output (universe).
The device behaves erratically or flickers	Check the terminator at the end of the line, the condition and wiring of the cables (shield on pin 1 only), the number of devices on the line (32 at most), and that the line is not split without a splitter.
Only some devices on the line respond	Check the cable and connectors between the last working and the first non-working device, and make sure all devices on the line are switched on.
Devices respond to the wrong channels or affect each other	Check that the addresses do not overlap and that the DMX mode on the devices matches the patch in the controller.
The device or the connected load does not light up although it receives DMX	Check the values of the dimmer, shutter and strobe channels against the DMX channel table.

12 Disposal

The crossed-out wheeled bin symbol on the product, in the manual or on the packaging means that the product must not be disposed of with unsorted household waste at the end of its life.

Take the end-of-life equipment to a collection point, for example a municipal collection site or a retailer. Proper disposal enables materials to be recycled and helps prevent possible negative effects on the environment and human health.

Follow the regulations applicable in your country; in the Czech Republic, take-back is governed by Act No. 542/2020 Coll., on End-of-Life Products.

Recycle the packaging materials according to their type.