DMX REFERENCE

WISDOM BSW HP 1000 Gian-Carlo V1

WISDOM BSW HP 1000 CMY+CTO

WISDOM BSW HP 1000



Manufacturer	WISDOM BSW HP 1000
GDTF file	Wisdom_WISDOM_BSW_HP_1000_Gian-Carlo_V1_163676.gdtf
GDTF revision	FULL TESTED GV · 2026-07-07
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1 About this manual

This document describes the WISDOM BSW HP 1000 CMY+CTO by WISDOM BSW HP 1000. It was compiled from the GDTF file Wisdom_WISDOM_BSW_HP_1000_Gian-Carlo_V1_163676.gdtf from the GDTF-Share library.

File revision: “FULL TESTED GV”.

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.

This document was not issued or endorsed by WISDOM BSW HP 1000; product names and trademarks belong to their owners.

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	20.6 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1	38	13	1, 39, 77, 115, ...



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.

⚠ CAUTION

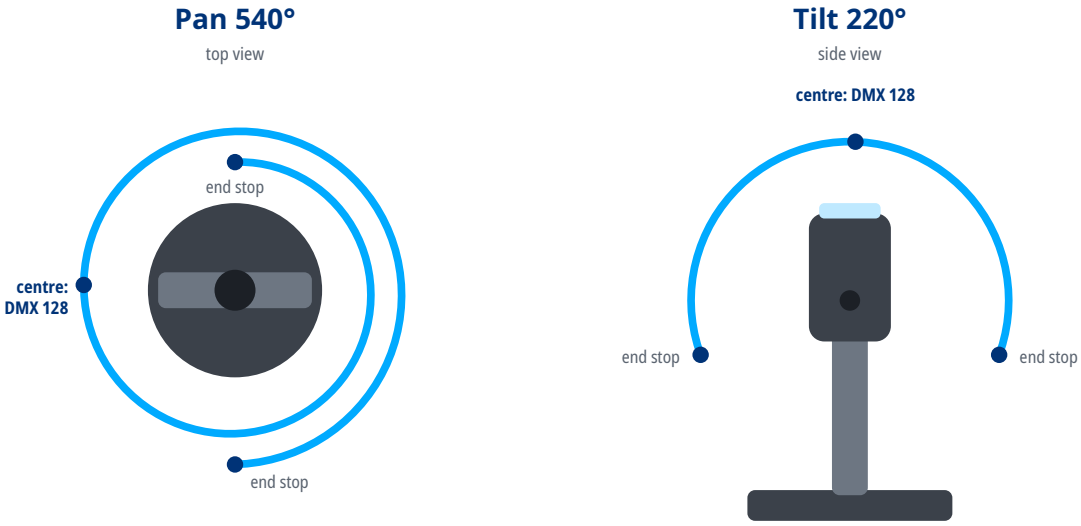
- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them longer than necessary.

⚠ WARNING

- The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
- Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, move them by hand, or obstruct their movement; this can cause injury (pinching) and damage the drive.
- Do not carry the device by its moving parts. If the device has a transport lock, engage it before transport and release it before switching on.

4 Product description

Range of movement



5 Installation

⚠ WARNING

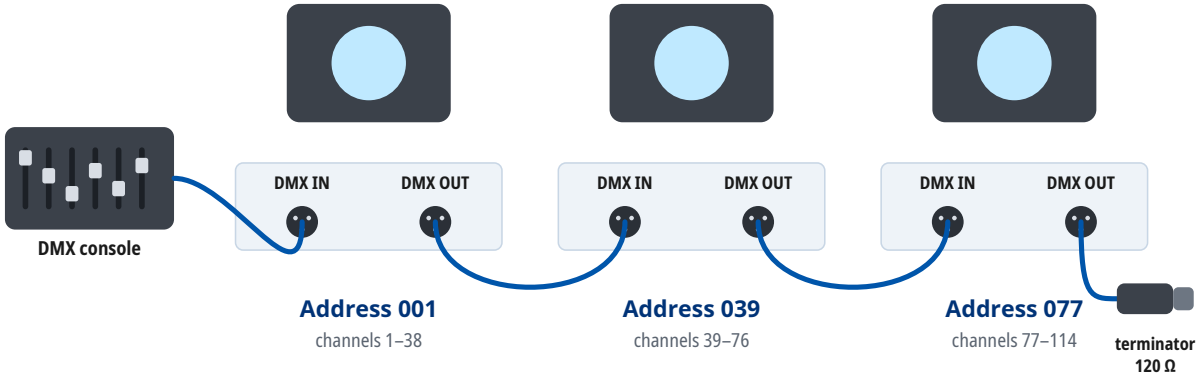
- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 20.6 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.

6 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 1: every unit occupies 38 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.

7 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 “Mode 1”: 38.
- 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 “Mode 1”, you can use, for example, the start addresses 1, 39, 77, 115.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

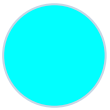
8 Functions at a glance

Functions in each DMX mode

	Mode 1 38 channels
Pan / Tilt	33, 35
Dimmer	7
Color mixing	1–3
Color temperature	4
Color wheel	5
Gobo wheel	10, 13, 16, 17
Gobo rotation	11, 12
Prism	14, 15
Frost	18
Zoom	21
Focus	20
Effects / macros	31, 38

Prism 1

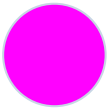
1



CYAN

Wheel 1

1



MAGENTA

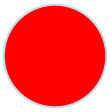
Wheel 2

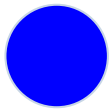
1

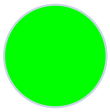
YELLOW

Color wheel

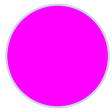
1
OPEN WHITE
DMX 0–42

2 
RED
DMX 43–84

3 
BLU
DMX 85–127

4 
GREEN
DMX 128–170

5 
ORANGE
DMX 171–212

6 
MAGENTA
DMX 213–255

Gobo wheel

1
OPEN GOBO
DMX 0–7

2 
GOBO 1
DMX 8–15

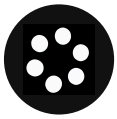
3 
GOBO 2
DMX 16–23

4 
GOBO 4
DMX 32–39

5 
GOBO 5
DMX 40–47

6 
GOBO 6
DMX 48–55

7 
SHAKING SLOW TO FAST7
DMX 232–243

8 
SHAKING SLOW TO FAST8
DMX 244–255

9 
Wheel Slot 9

10 
Wheel Slot 10

11 
Wheel Slot 11

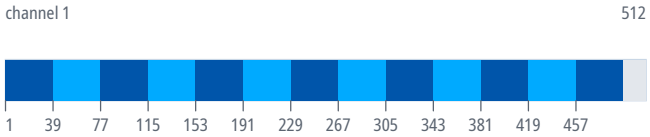
Prism 2

1
CTO

9 DMX channels

Units in one DMX universe

Mode 1
38 channels



up to 13 units
last address 457

Start addresses of 20 units in the mode “Mode 1”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	191	11	381	16	U2 · 77
2	39	7	229	12	419	17	U2 · 115
3	77	8	267	13	457	18	U2 · 153
4	115	9	305	14	U2 · 1	19	U2 · 191
5	153	10	343	15	U2 · 39	20	U2 · 229

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 1

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

The GDTF file gives these values for a console's Highlight function: CH 1 Cyan 0, CH 2 Magenta 0, CH 3 Yellow 0, CH 7 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Cyan	0–255	MIN/MAX
2	Magenta	0–255	MIN/MAX
3	Yellow	0–255	MIN/MAX
4	CTO	0–255	

CH	Function	DMX	Description
5	Colors	0–42	OPEN WHITE
		43–84	RED
		85–127	BLU
		128–170	GREEN
		171–212	ORANGE
		213–255	MAGENTA
6	Strobe	0–3	CLOSED
		4–211	CLOSED ... STROBE RANDOM
		212	STROBE RANDOM
		213–255	STROBE
7	Dimmer	0–24	0%
		25–51	10%
		52–76	20%
		77–101	30%
		102–126	40%
		127–152	50%
		153–177	60%
		178–202	70%
		203–229	80%
		230–254	90%
		255	100%
8	Dimmer Fine	0–255	Fine adjustment of CH 7
9	Iris Mode	0–126	IRIS SMALL
		127	IRIS MED
		128–255	IRIS LARGE
10	Gobo	0–7	OPEN GOBO
		8–15	GOBO 1
		16–23	GOBO 2
		24–31	GOBO 3
		32–39	GOBO 4
		40–47	GOBO 5
		48–55	GOBO 6
		56–71	GOBO 7
		72–113	BACKWARD WATER FX FST/SLW
		114–117	STOP
		118–159	FORWARD WATER FX SLW/FST
		160–171	SHAKING SLOW TO FAST 1
		172–183	SHAKING SLOW TO FAST2
		184–195	SHAKING SLOW TO FAST3
		196–207	SHAKING SLOW TO FAST4
		208–219	SHAKING SLOW TO FAST5
		220–231	SHAKING SLOW TO FAST6

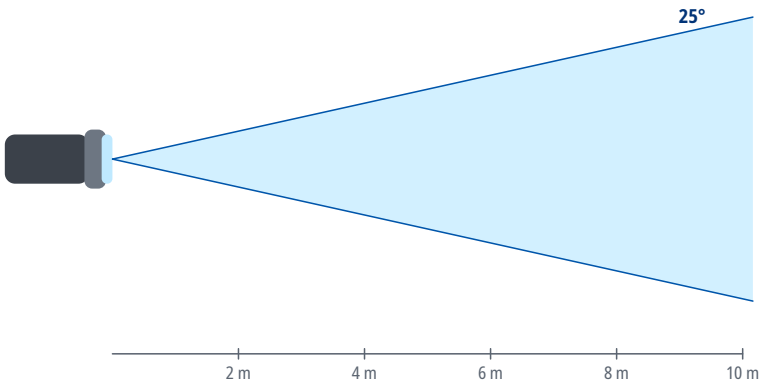
CH	Function	DMX	Description
10	Gobo (continued)	232–243	SHAKING SLOW TO FAST7
		244–255	SHAKING SLOW TO FAST8
11	Gobo Rotation Speed	0–5	NO GOBO
		6–10	GOBO 1
		11–15	GOBO 2
		16–20	GOBO 3
		21–25	GOBO 4
		26–30	GOBO 5
		31–35	GOBO 6
		36–40	GOBO 7
		41–145	SHAKE SLW / FST
		146	OPEN GOBO
		147–200	BACK WATER FX
		201	OPEN GOBO
		202–255	FRWRD BACK WATER FX
12	Gobo Spin	0–127	0/360 DEGREES
		128–190	CCW ROT FST/SLW
		191–192	STOP
		193–255	CW ROT FST/SLW
13	Gobo Rotation		Gobo 1 Pos 1
		0–255	Gobo 1 Pos 1
14	Prism	0–127	NO PRISM
		128–255	PRISM OPEN
15	Prism Rotation Speed	0–127	PRISM 0 THRU 360
		128–190	PRISM CCW FST / SLW
		191–192	STOP
		193–255	PRISM CW SLW / FST
16	Gobo Index	0–7	NONE
		8–255	OPEN EFFECT
17	Gobo Effects	0–3	OPEN
		4–255	GB FX SLOW/FAST
18	Frost	0–3	NONE
		4–255	LINEAR FROST
19	CRI Mode	0–127	NONE
		128–255	INSERT CRI
20	Focus	0–255	FOCUS FAR/NEAR
21	Zoom	0–255	ZOOM SMALL / BIG
23	Blade 1 B	0–255	
24	Blade 2 A	0–255	
25	Blade 2 B	0–255	
26	Blade 3 A	0–255	
27	Blade 3 B	0–255	

CH	Function	DMX	Description
28	Blade 4 A	0–255	
29	Blade 4 B	0–255	
30	Shaper Macros Speed	0–255	
31	Beam Shaper Macro	0–255	
33	Pan	0–127	Pan 1
		128	Center
		128–255	Pan 1
34	Pan Fine	0–255	Fine adjustment of CH 33
35	Tilt	0–127	Tilt 1
		128	Center
		128–255	Tilt 1
36	Tilt Fine	0–255	Fine adjustment of CH 35
37	Lamp Control	0–105	Empty Channel Set
		106–199	Lamp Control 1
		200–205	Empty Channel Set
		206–255	Lamp Control 1
38	Shaper Macros	0–255	

10 Technical specifications

Parameter	Value
Light	
Light source	LED
LED power	700 W
Luminous flux	1,000 lm
Color temperature	6,000 K
Color rendering index (CRI)	85
Optics	
Beam angle	25°
Movement	
Pan	540°
Tilt	220°
Dimensions and construction	
Weight	20.6 kg
Operating environment	
Operating temperature	0 to 40 °C

Spot diameter



Distance	Ø 25°
2 m	0.89 m
4 m	1.8 m
6 m	2.7 m
8 m	3.5 m
10 m	4.4 m
15 m	6.7 m

Spot diameter square to the beam axis, calculated from the beam angle.

11 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.

12 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. For the DMX modes for which the sources state it, the chapter DMX channels gives under the mode's heading which channels must be open.
Movement is reversed	Check whether Pan/Tilt inversion is enabled in the device menu or in the controller.
Moving parts do not reach the correct position after power-on or transport	Switch the device off and on again to reset the position, and make sure the transport lock, if any, is released. If this does not help, contact a service center.
Movement is jerky	Check the value of the Pan/Tilt speed channel, if the device has one, and the stability of the DMX signal.

13 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.