VINCI CONTROLLER
USER MANUAL

EN

VINCI CONTROLLER USER MANUAL

Subject to modifications.

Issue date: 2018-10
Version: 1.01

Worldwide distribution by FACE BVBA Belgium
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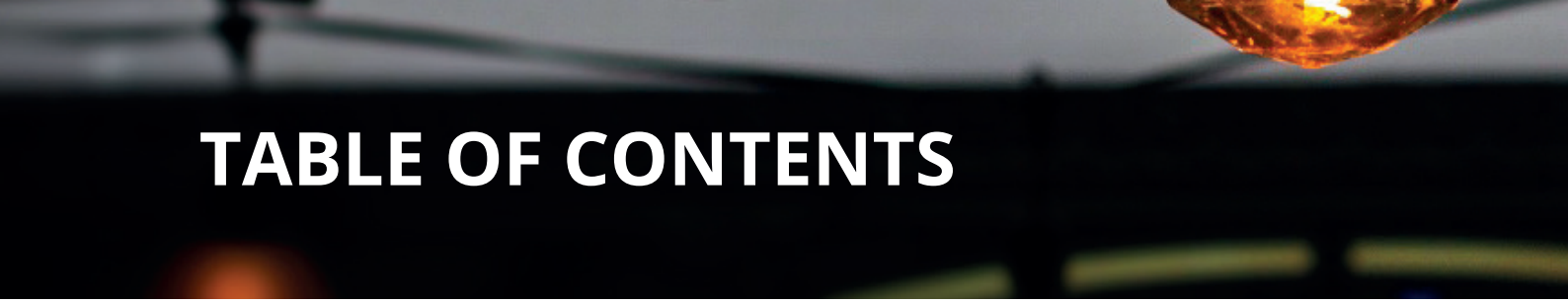


TABLE OF CONTENTS

1 YOUR VINCI COLLECTION POWER-LINE CONTROLLER

Thank you for purchasing a Lucenti Vinci Collection controller!

The Vinci Collection system is the first fully-functional powerline festoon lighting system capable of receiving power & data commands using retrofit E27 & E17 Bulbs on existing 110VAC & 230VAC wiring. Each bulb can be controlled individually through its reprogrammable ID. This new technology will change the face of existing RGBW lighting systems in the entertainment, holiday, architectural design & interior design markets. Furthermore, this collection introduces the first dimmable RGB + Flex LED Filament bulb, also manageable by the same controller.

The Vinci controller features a powerful internal standalone effects engine which allows for creating rich and dynamic light effects that play on all connected bulbs. Effects can be sequenced in shows that only play on preset times and days.
The Vinci controller is able to map wired or wireless DMX to the separate color channels of all bulbs, allowing maximum flexibility for professional environments.
Vinci controllers can be also wirelessly synchronized allowing to link and extend several strings of bulbs together.

The controller is equipped with a built-in Wi-Fi radio allowing it to connect to external Wi-Fi networks or to broadcast its own.

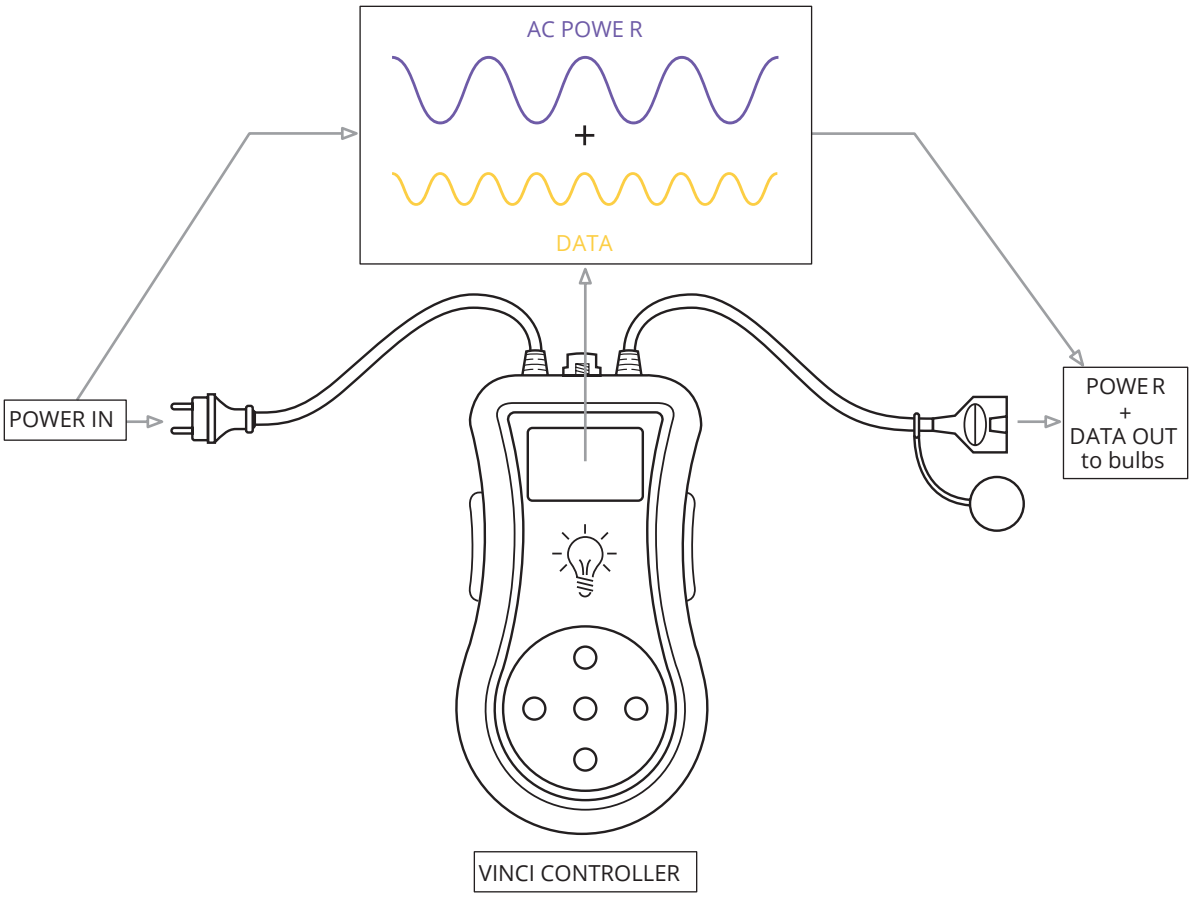
There are three ways to operate the controller and change settings:

1. Via the Vinci companion app through Wi-Fi[1] , signaled by the icon APP
2. Via the built-in LCD display and buttons, signaled by the icon LCD
3. Via the built-in website through Wi-Fi, signaled by the icon WEB

[1] The companion app is available for iOS and Android and is downloadable via the respective app stores.

THE VINCI POWER-LINE TECHNOLOGY 2

Power-line communication is a communication method that uses electrical wiring to simultaneously carry both data and electric power. The Vinci Collection smart lighting systems uses power-line communication to provide power and data to all connected bulbs. The data consists of individual messages and colors for each individual connected bulb. This technology allows the create rich and colorful effects that can be fully adapted to your specific lighting setup and connected amount of bulbs.



3 SAFETY INSTRUCTIONS & WARRANTY

3.1 Signs and symbols used

Sign/symbol	Description
	Indicates side information about the current subject.
	Indicates an important warning that needs to be read in order to be able to continue.
	Indicates a link that can be scanned to see video tutorial on how to use companion smartphone app for the current subject.

3.2 Usage instructions

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE THE COVER. THE DEVICE HAS NO USER SERVICEABLE PARTS INSIDE. REFER FOR SERVICING TO QUALIFIED SERVICE PERSONNEL ONLY.

Read Instructions - All the safety and operating instructions should be read before the device is operated.

Cleaning - Do not use cleaning solvents or abrasives for cleaning. Use a soft cloth to wipe the outer surface of the device.

Heat - The device should be situated away from heat sources such as radiators or heating systems.

Power Source - The device should be connected to a power supply complying to the requirements as documented in the technical specifications section of this document.

Servicing - The user should not attempt to service the device. All servicing should be referred to qualified service personnel. Risk of electrical shock exists when opening the device.

Damage Requiring Service - The appliance should be serviced by qualified service personnel when:

- The power cords on the power inlet or output have been damaged
- Liquid has been spilled into the device
- The device does not appear to operate normally

Temperature - The equipment shall be used at a maximum ambient temperature of 50° C / 140° F.

Regular inspection of the products and the mounting is necessary to ensure safety. In case of doubt about the safety of the product and the installation, the customer should immediately contact Lucenti.

3.3 Warranty

Warranty Period - 2 (two) years

This warranty can be provided when the Lucenti products were used in their normal intended use and when due care and compliance with the instructions given by Lucenti was observed. The obligations of Lucenti have been restricted to these warranty terms and conditions and the warranty does not cover losses incurred as a result of damage to other property or persons.

The warranty does not cover defects which are the result of:
- transportation of the Lucenti product
- negligence by the user of the Lucenti product or failure to observe the instructions given by Lucenti or proper care
- circumstances outside the control of Lucenti, such as theft, accidents or acts of vandalism
- failure to observe the installation or operating instructions, or other failures, when installing the Lucenti product
- normal wear and tear

In no event shall the warranty period for any Lucenti Vinci products including repaired or replaced parts, extend beyond the original warranty period stated above.

The customer is responsible for the costs and related taxes and duties for shipping of defected products for repair or replacement.
Repair onsite is not covered.

Procedure in case of a defect
Check our website http://lucenti.lighting or contact our support team for more information on how to return a defective Lucenti Vinci product.

4 UNBOXING

There are several components in the box allowing a full powerline enabled lighting system. The components are described in figure 1 and 2. The different components are explained in more detail in the following table.

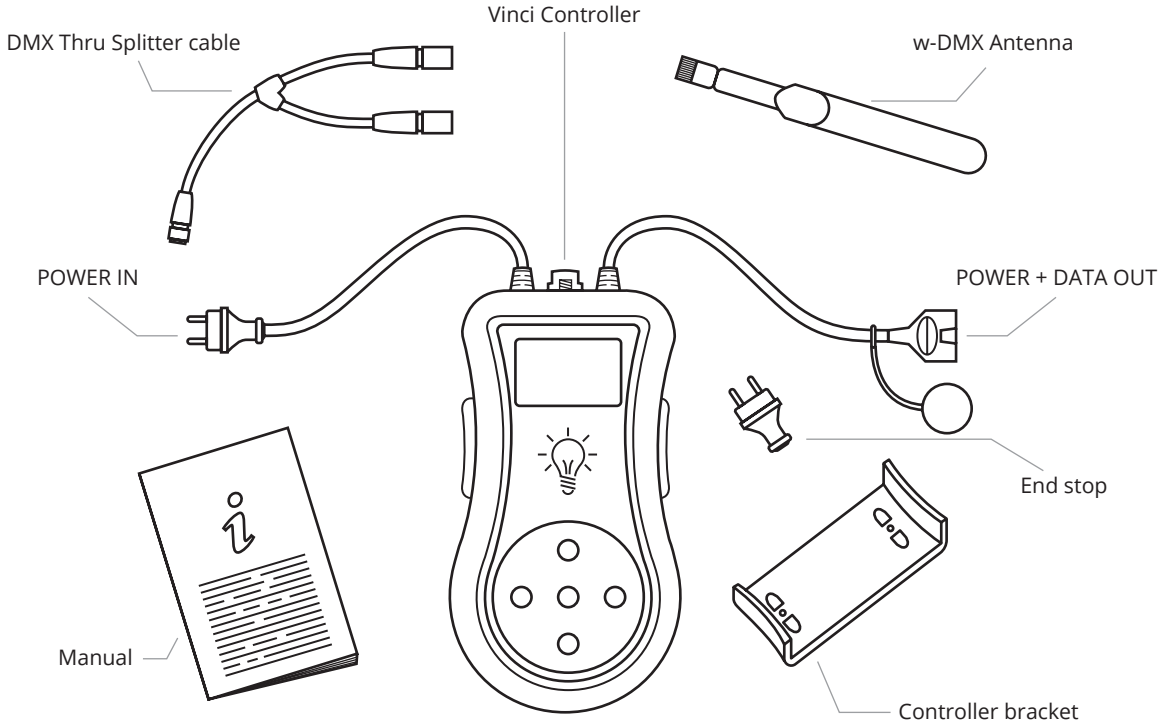


Figure 1: Contents of Vinci Controller box

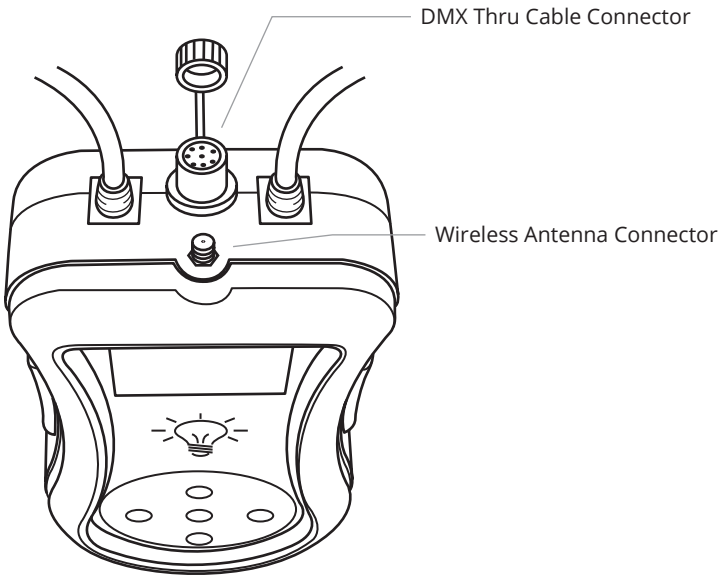


Figure 2: close-up of controller top connections

Vinci Controller	The Vinci Controller is the heart of the system. It features a powerful internal effects and timed shows engine which allows for creating rich and dynamic light effect on the connected bulbs. The controller is Wi-Fi enabled, allowing to control effects and settings with the companion smartphone app and built-in website. Furthermore the controller supports receiving standard USITT-DMX512A input and is equipped with a Wireless Solution Sweden AB W-DMX module allowing effects and shows to run perfectly in sync over multiple controllers.
POWER IN	This cable end will be connected to an open power outlet. This outlet will provide power to the connected controller AND all connected bulbs through the POWER + DATA out connector.
POWER + DATA OUT	This cable end provides is where garlands are to be connected. It provides POWER and DATA to all connected bulbs. The controller modulates the data signal on the same wires that carry power to your bulbs. As such there is no need for connecting a separate data cable since everything runs on the power line.
End stop	The end stop *must* be placed on the end of each garland (or other cabling system) to ensure proper operation of bulbs.
Controller bracket	This bracket can be used to mount the controller onto a tubular or flat surface. First mount the bracket separately and then push the controller firmly into the controller until both side click into their seats.
DMX Thru splitter cable	The Vinci Controller is able to receive wired DMX through this thru cable. Connect the cable to the top connector displayed in figure 2, make sure the bayonet lock clicks firmly, and connect a DMX source to one end of this cable. The other end can be used to daisy-chain the DMX through to another receiver.
W-DMX Antenna	The Vinci Controller is able to receive Wireless DMX and can also be paired wirelessly to other controller in a master/slave fashion. To use these features and for better reception, connect the wireless antenna to the wireless antenna connector displayed in figure 2.
Manual	This Document.

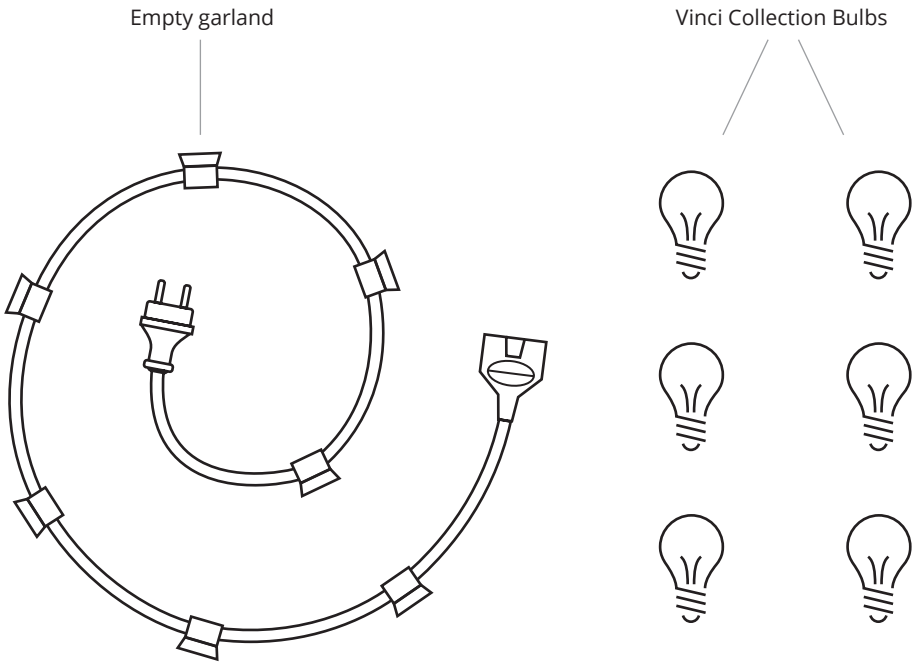


Figure 3: Empty garland and bulbs

Empty garland	Empty garland with compatible sockets. Every garland has an open end to connect to a new garland. Refer to section 20 for maximum cable length specifications.
Vinci Collection Bulbs	• RGB + White • RGB + Filament

Please carefully read the following section to understand the terminology user later on in this manual.

Wi-Fi access	The controller is equipped with a built-in Wi-Fi radio. This radio can be configured in two modes: • **Infrastructure Mode (IM):** connect the controller to an existing external Wi-Fi network • **Ad-hoc Mode (AM):** the controller will broadcast its own Wi-Fi network. No external networking hardware is required.
Standalone effects engine	The controller has a powerful built-in effects engine that displays colorful animations on the connected bulbs. This engine is standalone, it will loop and keep playing the effects and colors until it is told otherwise.
Live **Favorites** **Shows**	The standalone engine supports three modes. • **LIVE:** The displayed effect can be controlled in real-time. • **FAVORITES:** Live effects can be stored as favorites and launched using the buttons and menu on the controller itself • **SHOWS:** A show is a collections of effects that is triggered to play on a given schedule. E.g. a show can be configured to play only on Mondays, between 10am and 14pm, each week
Bulb type	A Vinci system supports two kinds of bulbs. • **RGB+White:** The bulb has separate Red, Green, Blue and Warm White LEDs. All of the 4 color channels can be controlled individually. • **RGB+Filament:** The bulb has separate Red, Green, Blue LEDs and also a *flexible* LED *filament* that resembles an old glow wire bulb. All of the 3 color channels and the LED filament can be controlled individually.
Bulb ID	Each bulb has a reprogrammable ID stored inside its memory. This ID stays stored between power cycles. This ID allows for the controller to send specific colors to that bulb. Bulbs with the same ID will receive the same colors. Bulbs with different IDs will receive different colors.
Adding Bulbs	Adding bulbs to the system means reprogramming the internal ID that is stored inside a bulb to fit your specific setup. The new bulb ID will then stay stored between power cycles until a new ID is addressed.

Bulb render count	The standalone engine will render a chosen effect for a certain amount of bulbs. The count should be set to the total amount of bulbs in your system that needs unique colors.
Bulb start ID	The Start Bulb ID allows for setting a different ID then 1 as the first bulb ID to render output for. E.g. setting this to 10 will display the colors meant for bulbs with ID 10 on bulbs with ID 1. This parameter is only of importance when setting up a Sync Extend system.
Wireless Sync	The Vinci systems allows for one controller, called the Sync Master, to wirelessly synchronize its internal standalone effects engine to multiple slaved controllers, called Sync Slaves. There are two modes of wireless sync: Sync Mirror and Sync Extend.
Sync Mirror	All Sync Slaves have their output mirrored and frame-synchronized to the master controller. The colors for identical Bulb IDs will be the same everywhere.
Sync Extend	Each Sync Slaves extends the output of the previous controller, enabling an effect to continue in a seamless way. After playing on the last controller, the effect will restart on the Sync Master and the loop will continue.

A Vinci Controller sits between a power outlet and a garland with special Vinci bulbs. The controller will inject information for each separate bulb on that same powerline. As such, any available power outlet can be used to drive a Vinci system.

It is advised against connecting non Vinci bulbs to the same garland.

Please take special care to not screw in any bulbs yet!

1. First **connect the end stop** to the end of the garland (a), then connect an **empty** garland to the power outlet of the controller (b)

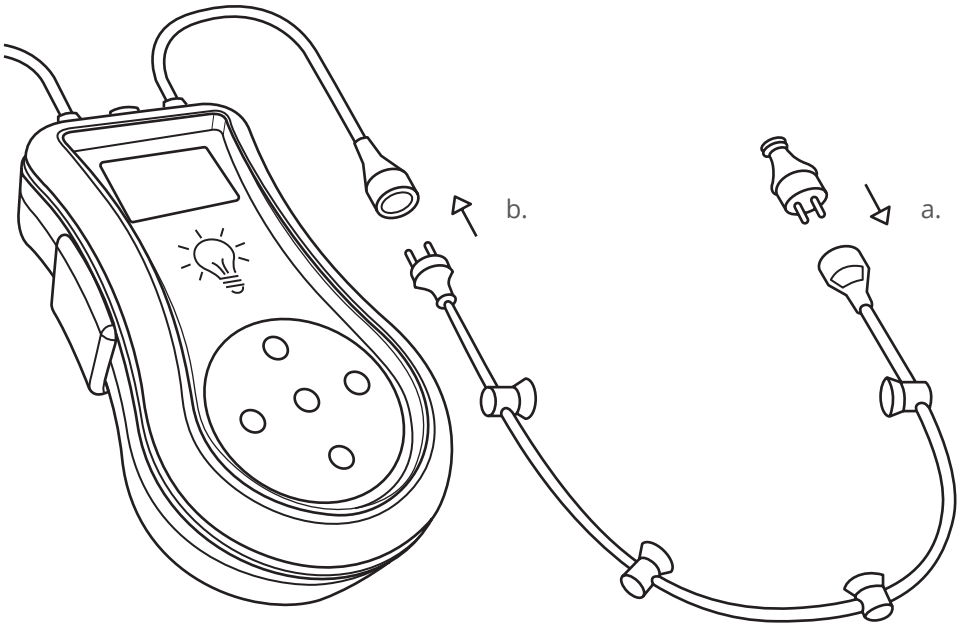


Figure 4: add end stop to guirlande and connect guirlande to controller

2. Then connect the controller with garland to an available power outlet

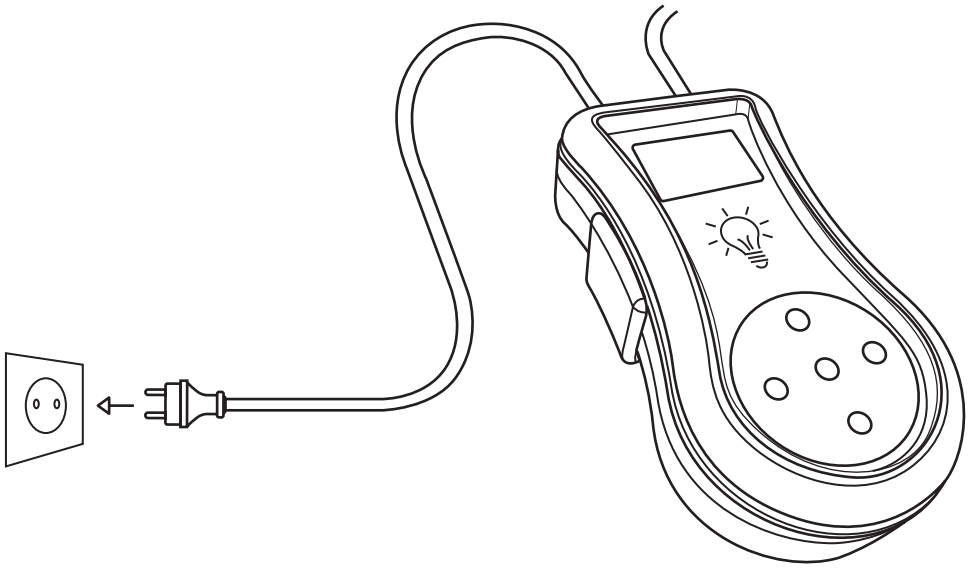


Figure 5: connect the controller to an open power outlet

3. The controller will now boot. The built-in display should show the following start up screen. This screen also displays the current firmware version at the bottom.

Figure 6: First screen after booting the controller

The User Interface of the controller consists of a built-in LCD display and 5 buttons. The following figure explains the functionality of each button.

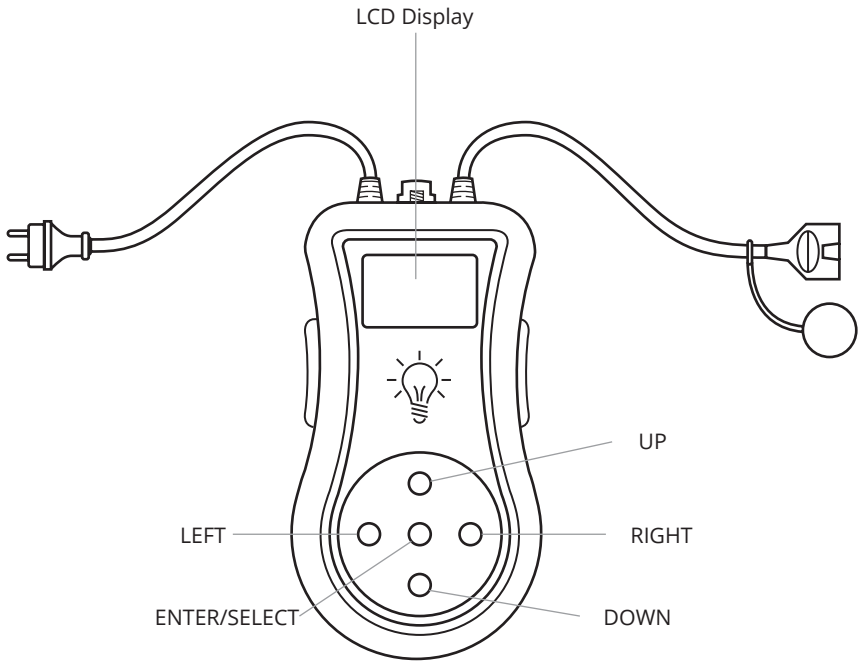


Figure 7: UI in normal orientation

7.1 Overview

The LCD display and buttons allow navigating through a menu and reviewing/changing system parameters. The LCD display also displays status information about the current state of the controller.

The main window of the UI is divided into three parts:

1. **Top bar:** current controller name
2. **Middle bar:** The current operation mode
3. **Bottom bar:** The status of the controller such as Wi-Fi state, W-DMX pairing state, day and time, and more.

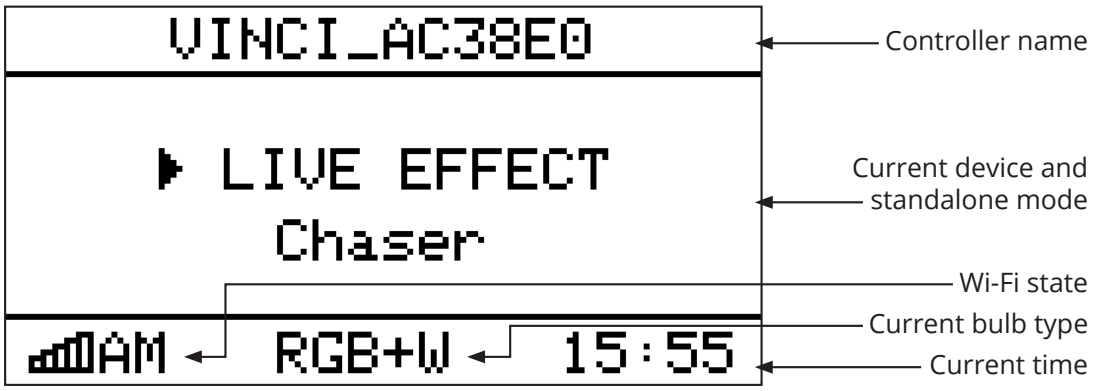


Figure 8: Main UI window

When the main window is active, the top menu can be activated by pressing the ENTER button
The top menu has 5 items: Mode, Settings, Actions, Reset and Info. Each will open a submenu and will present more options. Navigating through the different menu items happens with the UP/DOWN/LEFT/RIGHT buttons . Selecting and confirming options happens with the ENTER button .

Some menu options include number pickers. Keep the up or down bottom held down for approx. 1,5 second to enable fast scrolling through values.

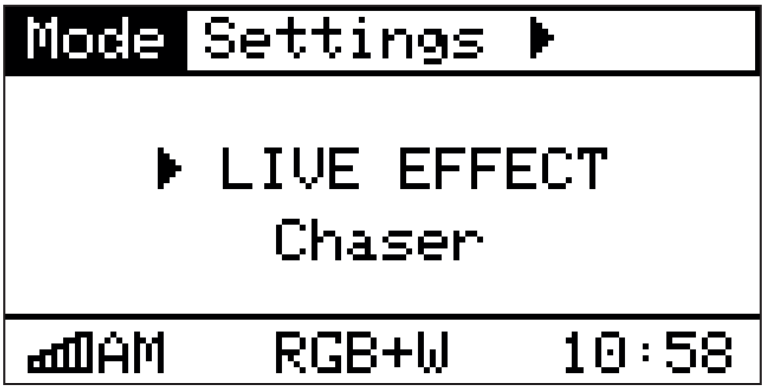


Figure 9: First page of top menu items

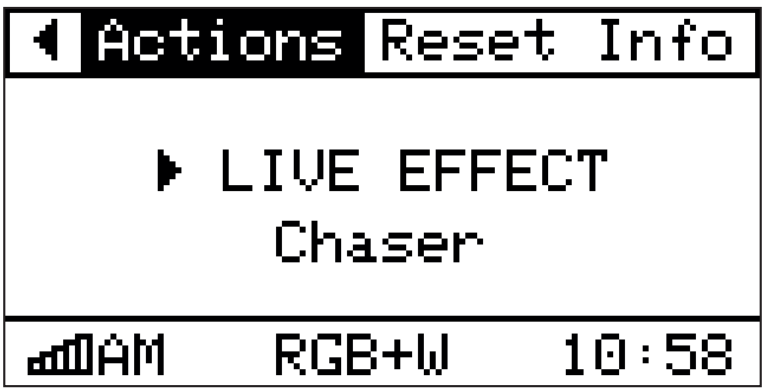
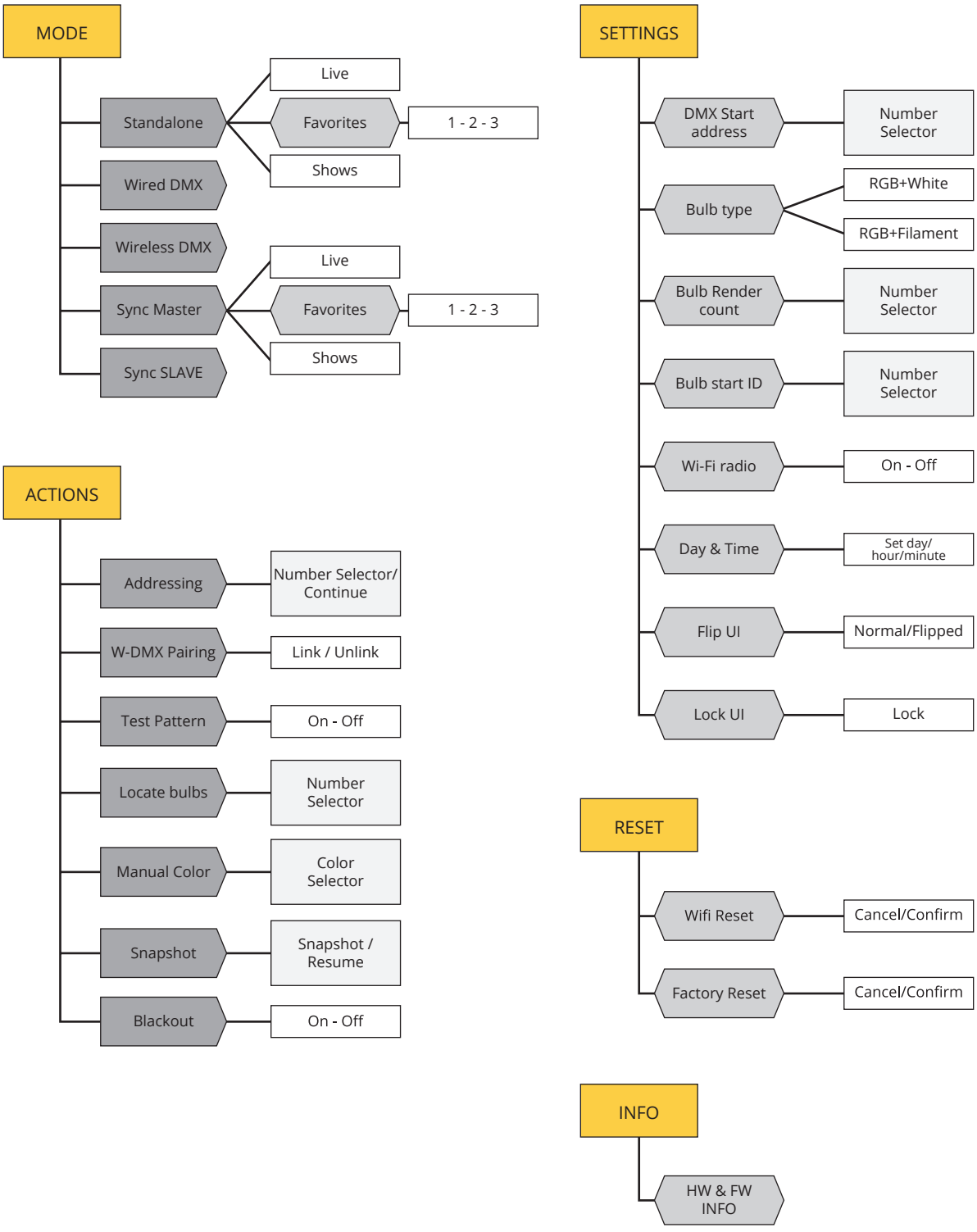


Figure 10: Second page of top menu items

7.2 Menu flow-chart

A full overview of all menu-items the can be accessed through the LCD display and buttons is given in the following flow chart.



7.3 Flipping the UI orientation

The interface screen can be flipped to accommodate for situations where the controller is mounted upside-down. Flipping the interface will also rotate all buttons as can be seen in figure 12.

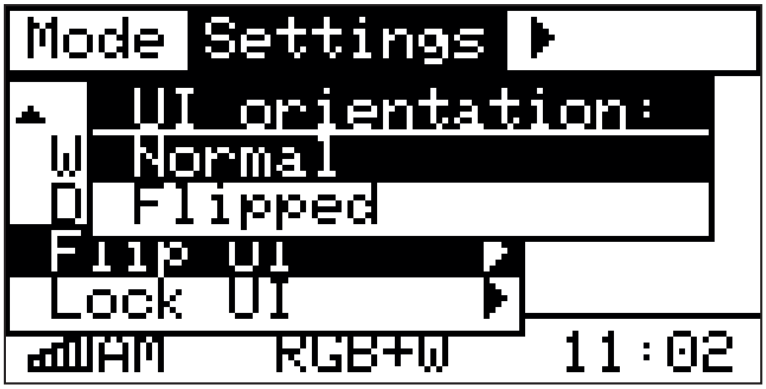


Figure 11: Flip UI menu option to change UI orientation

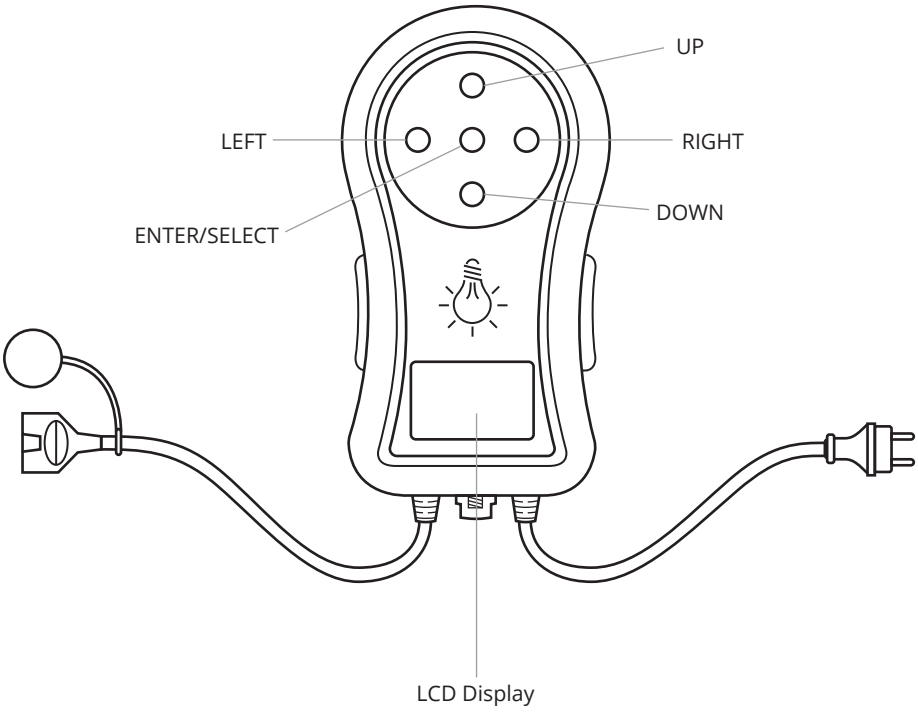


Figure 12: UI in flipped orientation

7.4 Locking the UI and buttons

The interface can also be locked in order to accommodate for situations where input is to be prohibited.

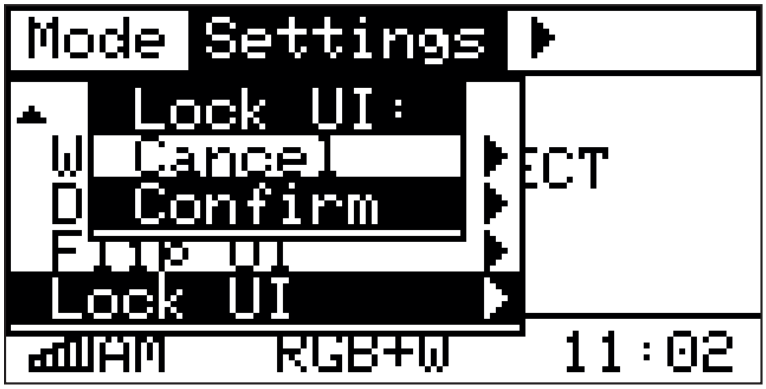


Figure 13: Lock UI menu option to lock the interface and buttons

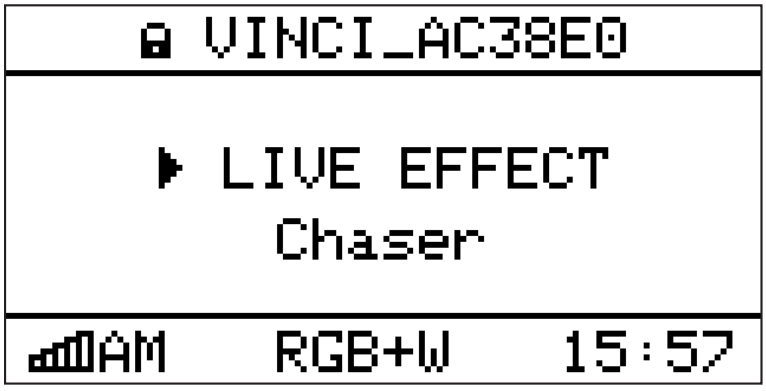


Figure 14: A lock appears next to the controllers name when locked

When locked, the controller can be unlocked by holding the LEFT-DOWN-RIGHT (LEFT-UP-RIGHT for flipped UI) buttons pressed for approximately 2 seconds.
When the lock disappears, the controller is unlocked.

8 USING THE COMPANION SMARTPHONE APP

Using the companion app requires the controllers Wi-Fi to be switched ON

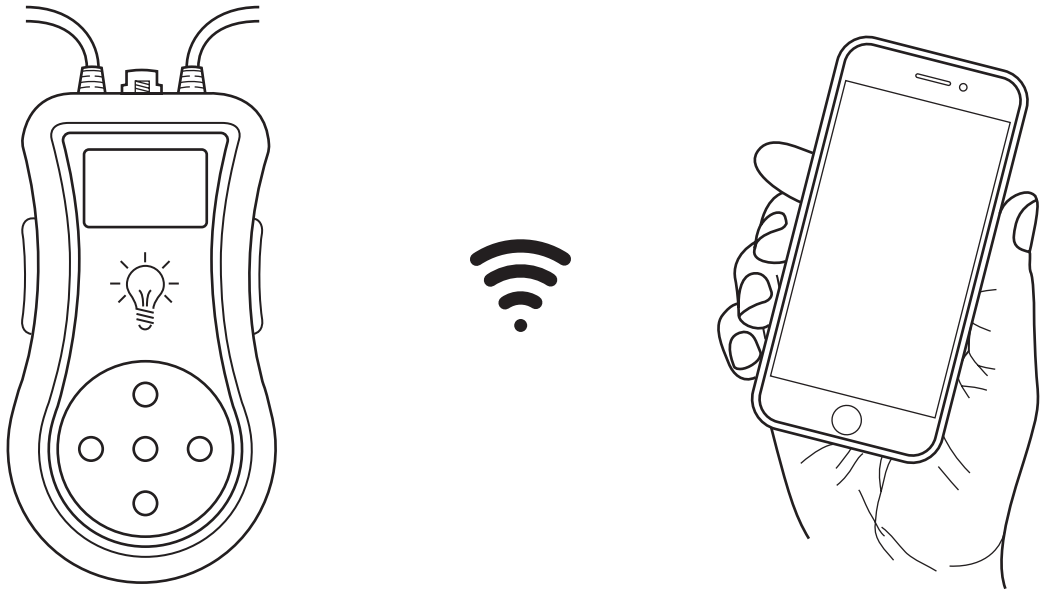


Figure 15: connect to the controller's Wi-Fi network with the smartphone app

The companion smartphone app, available for free in the iOS App Store and Android Play Store, will provide to best and easiest experience to edit effect, shows and settings. Use the following QR code or web link to be directed to the platform that fits your device and download the app to your smartphone.

lucenti.lighting/vinci/t01

When connecting to a controller for the first time, the controllers Wi-Fi is setup in AM (Ad-hoc) mode. Refer to section 12 for being able to distinguish between the different Wi-Fi modes.

When the controller is configured for AM mode, this network will have a name in the following format: **VINCI_XXXXXX**. When the controller is configured for IM mode, connect to that same Wi-Fi network.

Once your smartphone has successfully connected to the Wi-Fi network, you can open the Vinci companion app. Your controller should appear in the list of discovered controllers on the screen. If not, please try refreshing the list until the controller does appear. When it does, please tap on its name to connect.
This manual will contain QR codes and accompanying web links directing you to demo and tutorial videos explaining how to use the companion app with your Vinci lighting system, as displayed in the following example. Whenever such a code or link appears in a certain section, the linked video tutorial will explain how that item can be controller through the companion smartphone app

Example:

lucenti.lighting/vinci/t01

9 CHOOSING THE RIGHT DEVICE OPERATION MODE

The controller can be switched to one of 5 different device operating modes. These parameters define whether the controller uses the internal effects engine to generate colors for the connected bulbs or whether external DMX input is used to color the bulbs.

It is advised to switch off Wi-Fi when it is not going to be used in the chosen device operation mode. Refer to section 12.4 for more information.

9.1 Standalone

Use the built-in standalone engine to display effects and shows on your bulbs. This mode is best used together with the smartphone companion app.

See section 13 for more information.

9.2 Wired DMX

Map received DMX through the supplied DMX thru cable to color channels on the bulbs. 4 DMX channels are used per bulb. The internal effects engine is disabled.

See section 14.1 for more information.

9.3 Wireless DMX

Map receive DMX over a Wireless Solution Sweden AB W-DMX link to color channels on the bulbs. 4 DMX channels are used per bulb. The internal effects engine is disabled.

See section 14.2 for more information.

9.4 Sync Master

Use the built-in standalone effect engine and synchronize playing effects and show on all linked slaves. The internal effects engine is enabled.

See section 15.1.1 for more information.

9.5 Sync Slave

Synchronize to a Sync Master and follow all effects and shows being played on the Sync Master. The internal effects engine is disabled.

See section 15.1.2 for more information.

9.6 Changing the device operation mode

Setting the device operation mode is only possible through the devices built-in LCD and buttons and the website

LCD:

1. Activate the TOP menu by pressing ENTER
2. Go to Modes
3. Navigate to Desired device operation mode
4. Press ENTER to confirm the selection and close the window

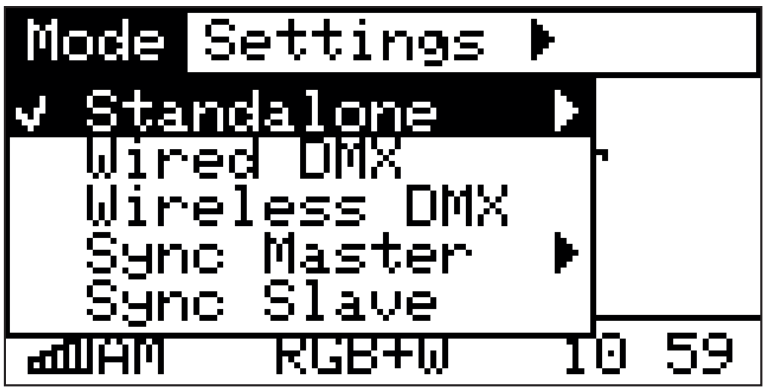


Figure 16: Changing the device operation mode

10 CONFIGURING FOR FIRST USE

10.1 Changing the device operation mode

The controller works together with different types of bulbs in the Vinci Collection. Select whether your bulb has a separate White LED (**RGB+White**) or has a Flex LED Filament (**RGB+Filament**). When in standalone mode, it's important to choose the right bulb type to match your bulbs. This allows the controller to achieve smart color mixing and optimal whites rendering. It is therefore not advised to mix different bulb types on one controller.

Selecting the bulb type doesn't affect the visual output on bulbs when the controller is set to Wired DMX or Wireless DMX operation mode. Refer to section 14 for more information on how DMX channels map to bulb colors.

APP :

lucenti.lighting/vinci/t02

LCD :

1. Activate the TOP menu by pressing ENTER
2. Go to Settings
3. Navigate to Bulb type
4. Tap ENTER to open the selection window
5. Use the UP and DOWN buttons select the correct bulb type
6. Press ENTER to confirm the selection and close the window

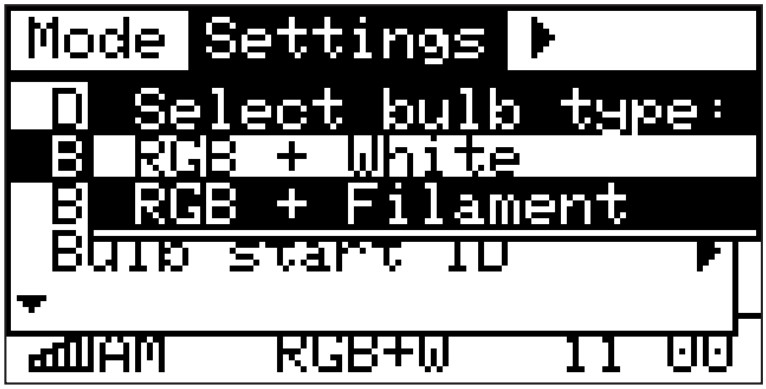


Figure 17: Changing the bulb type

10.2 Setting the bulb render count

The standalone engine will render a chosen effect for a certain amount of bulbs. The count should be set to the total amount of bulbs in your system that need a unique color output.

- **Standalone effects engine:** The highest bulb ID used in the system
- **Sync Mirror:** The highest bulb ID used in the system
- **Sync Extend:** The total amount of bulbs on the Sync Master and all Sync Slaves combined. See section 13.3.2 for more information.

Changing the bulb render count doesn't affect the controller when its set to Wired DMX or Wireless DMX operation mode. The count of received DMX channels will be mapped to the power-line output, regardless of the set bulb render count.

APP :

lucenti.lighting/vinci/t03

LCD :

1. Activate the TOP menu by pressing ENTER
2. Go to Settings
3. Navigate to Bulb render count
4. Tap ENTER to open the selection window
5. Use the UP and DOWN buttons to change the Bulb render count
6. Press ENTER to confirm the selection and close the window

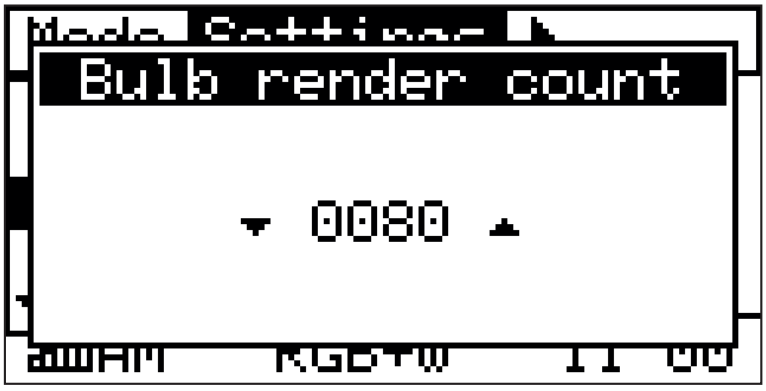


Figure 18: Changing bulb render count to 80

10.3 Setting the bulb start ID

The Start Bulb ID allows for setting a different ID then 1 as the first bulb ID to render output for. E.g. setting this to 10 will tell the standalone engine to show the colors normally meant for bulbs with ID 10 on bulbs with ID 1. Consequently, colors for bulbs with ID 11 will display on bulbs with ID 2, and so on. This parameter is only of importance when setting up a Sync Extend system.

For standalone mode it is advisable to keep this parameter set to 1.

Changing the bulb start ID doesn't affect the controller when its set to Wired DMX or Wireless DMX operation mode. Refer to section 14.3 to set the DMX Start address.

APP :

lucenti.lighting/vinci/t04

LCD :

1. Activate the TOP menu by pressing ENTER
2. Go to Settings
3. Navigate to Bulb start ID
4. Tap ENTER to open the selection window
5. Use the UP and DOWN buttons to change the Bulb render ID
6. Press ENTER to confirm the selection and close the window

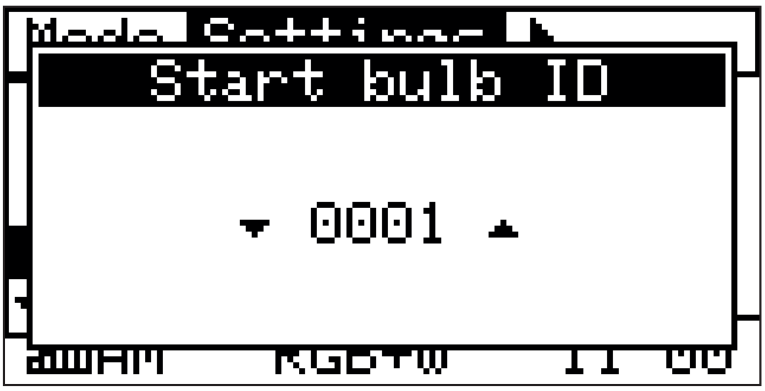


Figure 19: Changing bulb start ID

Make sure that in standalone mode the bulb start ID is set to 1.

10.4 Setting up day and time

Setting the right weekday and time is important when creating and playing scheduled shows. Adapt the setting to your local time zone.

APP :

lucenti.lighting/vinci/t05

LCD :

1. Activate the TOP menu by pressing ENTER
2. Go to Settings
3. Navigate to Day & Time
4. Tap ENTER to open the selection window
5. Use the UP and DOWN buttons to change the day, hour or minutes
6. Use LEFT and RIGHT to select either day, hour and minutes
7. Press ENTER to confirm the selection and close the window

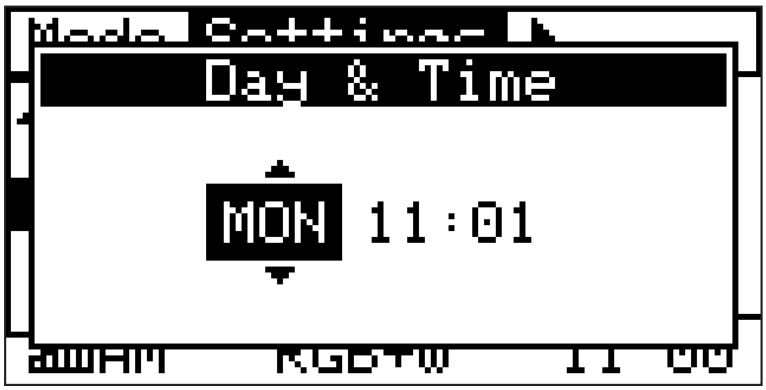


Figure 20: Setting the day & time

11 ADDING BULBS

Make sure you start with an empty garland before starting to address bulbs.

It is advised against mixing Vinci and non-Vinci bulbs on the same power-line!

11.1 Change bulb IDs while adding bulbs

Each Vinci bulb has a reprogrammable ID inside its memory. This allows the controller to send individual colors to each separate bulb, allowing for creating rich visual lighting effects. The ID can be reprogrammed to accommodate for specific lighting setups. For example, in a garland with 10 bulbs, the first bulb closest to the controller will have ID 1, the next ID 2, and continue until the last one which will have ID 10.

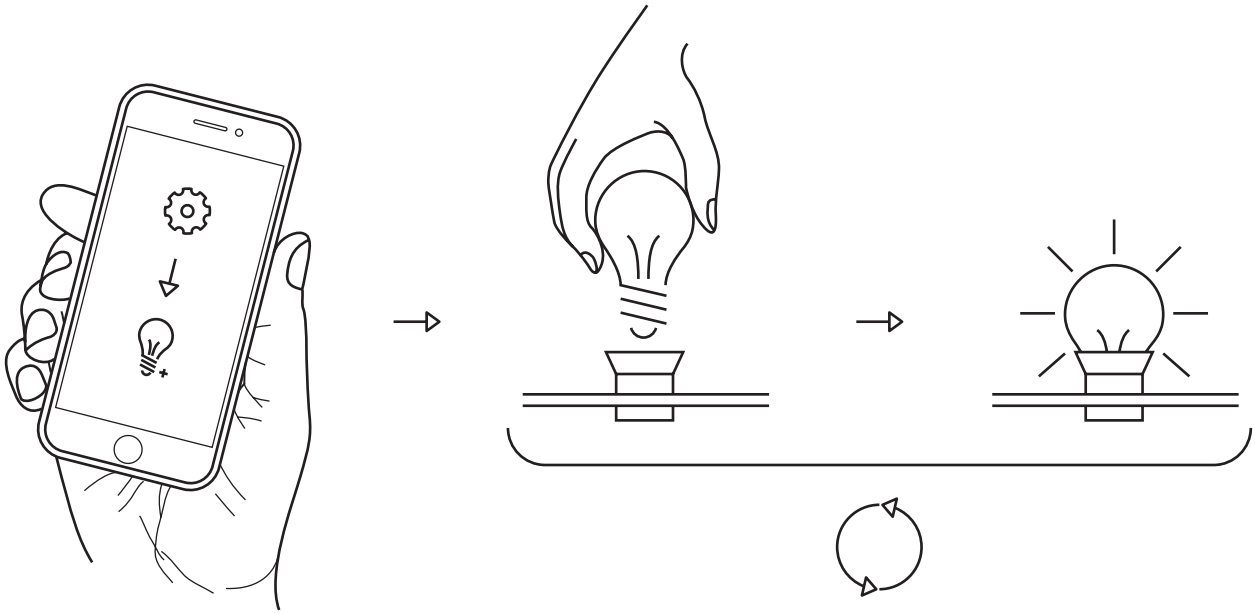


Figure 21: Adding bulbs procedure with companion app

Section 12.3 explains how bulb IDs map to DMX channels when using external DMX input.

The ID of a bulb can be changed by activating the bulb addressing menu. A bulb will only listen to a new ID command when it is screwed in the socket. As such, make sure your garland is empty and doesn't contain any bulbs.

APP :

lucenti.lighting/vinci/t06

LCD :

1. Go to Actions → Add bulbs and tap ENTER
2. 2. All bulbs (if any) except the previous one in the garland will turn white. All previous bulbs (if any) will show a fixed green color.
3. Use the UP and DOWN buttons to choose the Start ID for the addressing procedure. For a new installation, the default value of 1 should be set.
4. Screw in a new bulb in the socket of your choice[3]. The bulb will start flashing green when the new ID was successfully programmed.
5. Steps 3 & 4 can be repeated as much times as you have bulbs to add.
   ›› Tap UP or DOWN to increment/decrement the bulb ID and continue adding bulbs. This will make the previously addressed bulb turn fixed green which is our cue to return to step 4 and screw in a new bulb.
6. When done, press the LEFT or ENTER button to exit addressing mode and return to the menu.

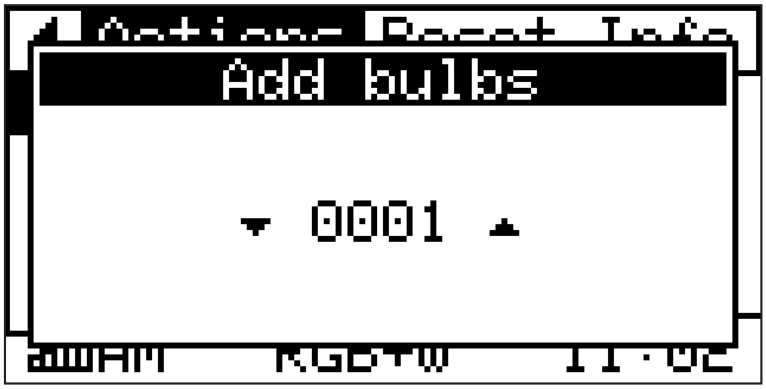


Figure 22: Adding bulbs using the built-in LCD

[3] It doesn't matter which socket you choose. The ID is programmed internally in the bulb and is not connected to the socket.

11.2 Running a test pattern

When this is the first time you're using the product, the controller will display the effect 'Test Pattern', iterating over all bulbs with separate distinct colors.

APP :

lucenti.lighting/vinci/t07

LCD :

1. Activate the TOP menu by pressing ENTER
2. Go to Actions
3. Navigate to Test pattern
4. Tap ENTER to start the test pattern

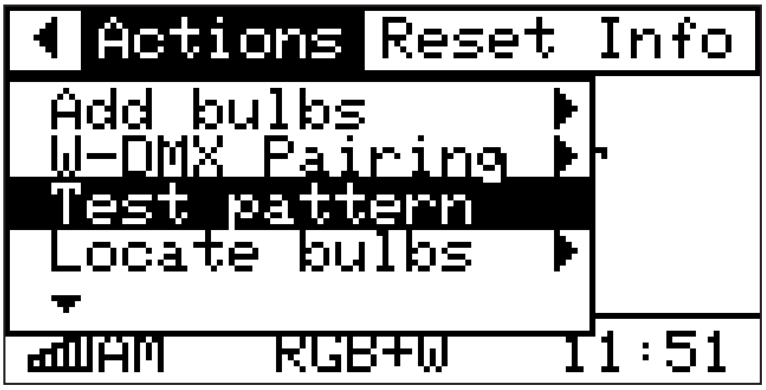


Figure 23: Starting test pattern

Wi-Fi parameters can only be changed through the smartphone companion app and the built-in website.

12.1 Wi-Fi Ad-hoc mode (AM)

In this mode the controller will act as a Wi-Fi Access Point and will broadcast an ad-hoc Wi-Fi network with the same name as the controller. By default, this network will have the name VINCI_XXXXXX, where the last 6 alphanumeric characters form a unique code. This mode makes it easy to connect to the controller since no external Wi-Fi equipment is needed.

The Wi-Fi network can be secured with WPA and WPA2 and a password can be set with the smartphone companion app.

APP :

lucenti.lighting/vinci/t08

LCD : The built-in display will show the current Wi-Fi status in its bottom left corner.

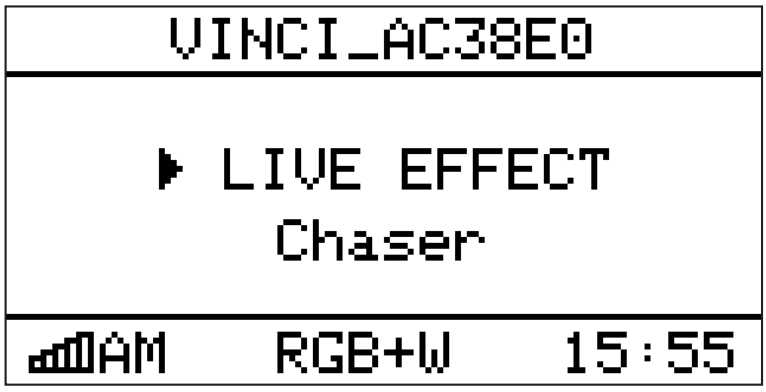


Figure 25: Wi-Fi configured for Ad-hoc mode (AM)

12.2 Wi-Fi Infrastructure mode (IM)

In this mode the controller will connect to an existing external Wi-Fi network. The controller can connect to open networks or networks secured with WEP, WPA or WPA2. The controller can be configured to receive an IP address through DHCP or use its own static IP address.

Use the companion app to discover nearby Wi-Fi networks to connect to them.

APP :

lucenti.lighting/vinci/t09

LCD : The built-in display will show the current Wi-Fi status in its bottom left corner.

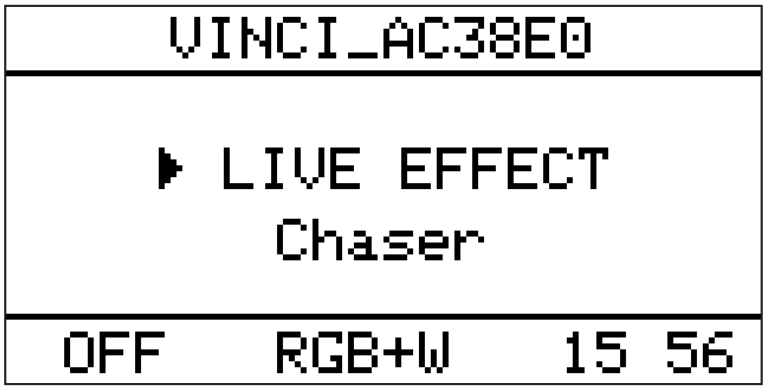


Figure 26: Wi-Fi configured for Infrastructure mode (IM)

12.3 Wi-Fi Reset

To return all Wi-Fi parameters to a default setting, use the Wi-Fi reset button on the controller or companion app. This will reset Wi-Fi to use AM (Ad-hoc) mode and create an open network with no password. This network will have a name in the following format: **VINCI_XXXXXX**, where the last 6 alphanumeric digits are a unique number setting the controller apart from others. The controllers name will also be set to this unique name.

APP :

lucenti.lighting/vinci/t10

LCD :

1. Activate the TOP menu by pressing ENTER
2. Go to Reset
3. Navigate to Wi-Fi Reset
4. Tap ENTER to open the selection window
5. Navigate to Confirm and press ENTER again to reset Wi-Fi settings

Figure 27: Resetting Wi-Fi to default settings

12.4 Turning Wi-Fi On/Off

Wi-Fi can be completely disabled using the built-in UI. When re-enabling, the Wi-Fi will resume using the last used settings.

APP :

lucenti.lighting/vinci/t11

LCD :

1. Activate the TOP menu by pressing ENTER
2. Go to Reset
3. Navigate to Wi-Fi Reset
4. Tap ENTER to open the selection window
5. Navigate to Confirm and press ENTER again to reset Wi-Fi settings

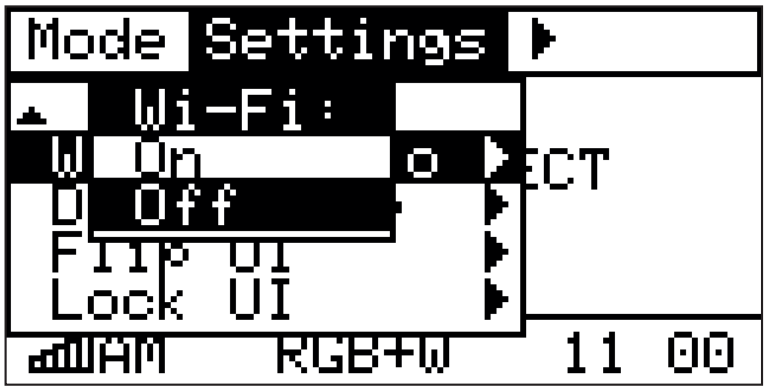


Figure 28: Turning Wi-Fi On-Off

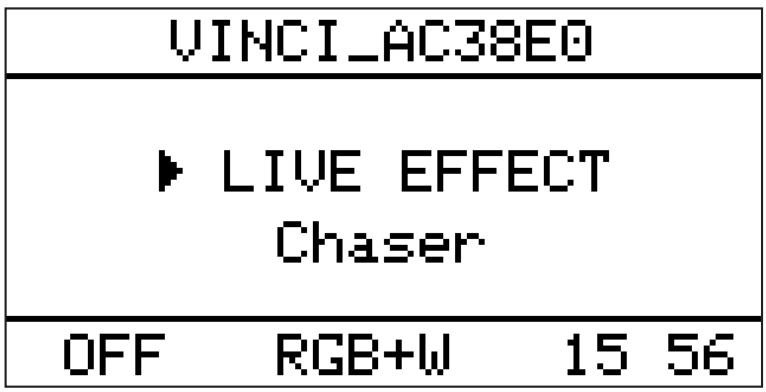


Figure 29: Status bar displays that Wi-Fi is off

Make sure the controller is set to
device operation mode ‘Standalone’.
Please refer to section 9.D for more information.

Effects and shows can be edited through the companion smartphone app. The companion app allows for triggering prebuilt effects, making favorites and for creating rich shows that can play autonomously according to preset days and times.

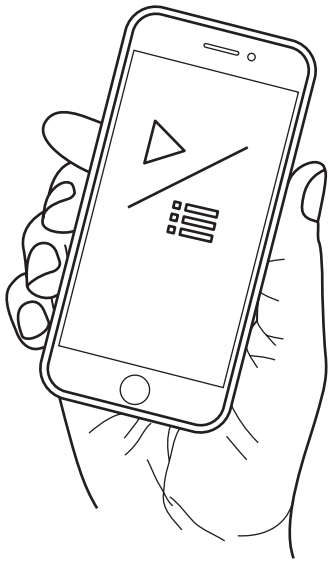


Figure 30: use the companion app to trigger effects and make shows

13.1 Live

The controller has a powerful built-in effects engine. Effects produce rich and colorful sequences that play on all connected bulbs. Each effect has up to 3 settable colors, a speed setting and a direction.

When the selected bulb type is RGB+White, the engine will balance the chosen colors over all leds to give the best representation of the desired color.
When the bulb type is RGB+Filament, the user can choose to let the Filament follow the RGB colors, set it to a fixed value between 0 and 255 or play effects in parallel, independent from the RGB engine.

The standalone engine, once activated, will run continuously until the operation mode of the controller is changed.

13.2 Favorites

The controller allows up to 3 effects to be defined. A favorite stores an effect and all its defined colors, speed and direction. Favorites are stored in the controller between power cycles.

Favorites can only be set using the companion app and the website.
Favorites can be triggered using the companion app, website and built-in LCD and display.

13.3 Shows

A show is a collection of effects that is triggered to play on a given schedule. A show can play on one or more weekdays and has a start time and end time. For example, a show can be defined to play on all Mondays and Wednesdays between 10am and 8pm. Each effect that is programmed inside a show has a duration. A show will loop through all its effects and display
them for their programmed duration.

The controller allows up to 6 shows, each with 8 effects, to be defined. Shows are stored in the controller between power cycles.

When the shows mode is activated, the controller will check if a certain show has to play for the current weekday and time. If a show should be played and isn't playing yet, the controller will start that show.

A show will continue looping over all its effects, playing each effect for the duration it is programmed to, as long as the current time doesn't exceed the end time of the show. When the current time exceeds the end time of that show, the show will stop. The controller will continue to check whether another show should be played. When there is no show found, the controller will display black.

Shows can only be edited using the companion app.
Show mode can be activated using the companion app, website and built-in LCD and display.

Make sure the correct Day & Time are set before enabling shows mode. Please refer to section 10.4 for more information.

13.4 Blackout

The blackout action enables you to trigger a black out, effectively dimming all connected bulbs.
To disable blackout mode, start a live effect or choose a favorite through the built-in LCD, companion app or website.

LCD :

1. Activate the TOP menu by pressing ENTER
2. Go to Actions
3. Navigate to Blackout
4. Tap ENTER to trigger a black out

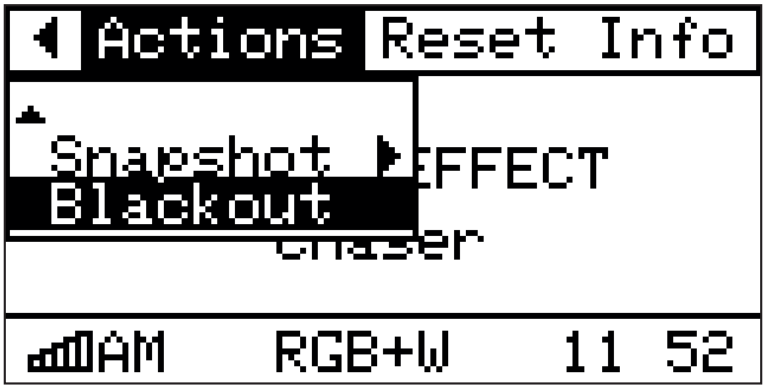


Figure 30: Triggering a blackout

13.5 Manual Color

The manual color action gives the user fine-grained control over each color channel for testing purposes. The color constructed using the built-in buttons will be displayed on all connected bulbs.

LCD :

1. Activate the TOP menu by pressing ENTER
2. Go to Actions
3. Navigate to Manual Color
4. Use the LEFT and RIGHT buttons to switch between color channels
5. Use the UP and DOWN buttons to change the value for the selected color channel
6. Pressing ENTER will resume the previous mode

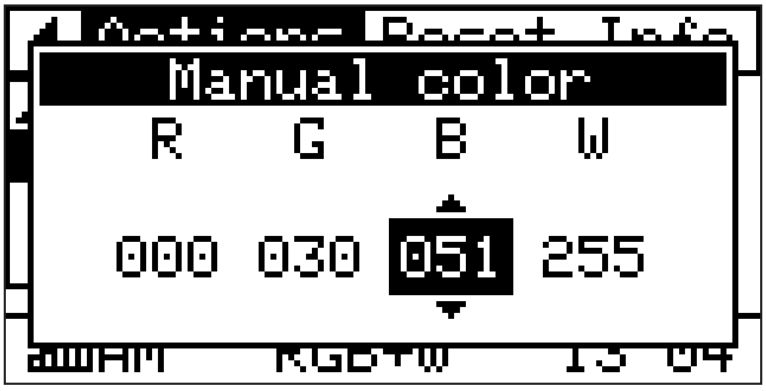


Figure 30: Triggering a manual color

14 DMX BRIDGE

In standalone mode, the Vinci controller plays effects or shows, which can be edited in real- time through the companion app or the internal webpage. The controller calculates colors for all bulbs and sends them over the powerline to the connected guirlande(s).

A Vinci system can be extended to receive data from external input so that the colors of each connected bulb can be controlled with external hardware. The controller supports receiving wired DMX and wireless DMX.

14.1 Wired DMX

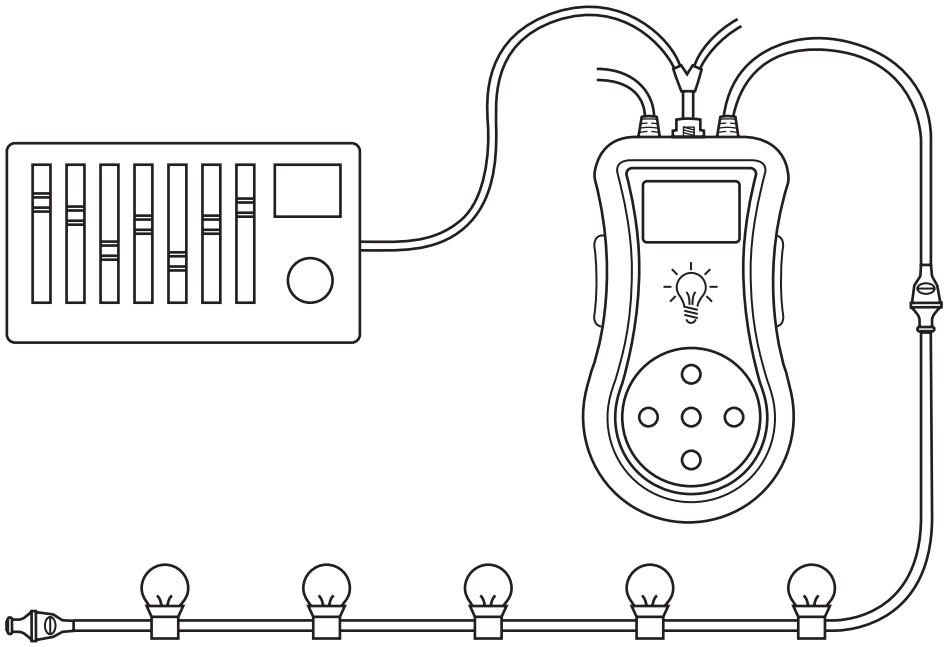


Figure 31: DMX controlled Vinci system

The Vinci Controller supports receiving standard USITT DMX512-A input from lighting desks, USB-DMX converters, ... through the DMX thru cable. This thru cable has one input to connect to the DMX transmitting hardware and one output to daisy-chain the received DMX to other DMX receivers. Please connect the thru cable to the controller and make sure the input is connected to a compatible DMX source. It is advised to use proper DMX termination at the end of the chain.

To enable wired DMX control, the controller has to be put in wired DMX mode through the controller's UI menu.

LCD :

1. Activate the TOP menu by pressing ENTER
2. Go to Modes
3. Navigate to Wired DMX
4. Tap ENTER to start the mode

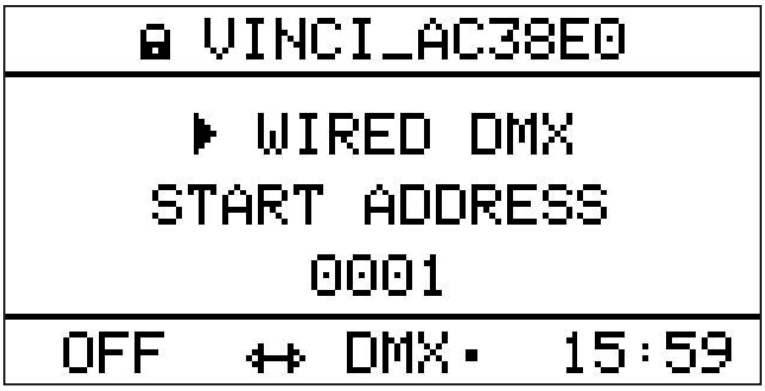


Figure 32: Controller configured in Wired DMX mode

When valid DMX is being received, there will be a small blinking sign in the bottom status bar of the screen.

14.2 Wireless DMX

The Vinci Controller supports wireless reception of standard DMX512 input through its built-in Wireless Solution Sweden AB transceiver. In order to use this functionality, a compatible Wireless Solution Sweden AB DMX transmitter needs to be used.

To enable wireless DMX control, the controller has to be put in wireless DMX mode through the controller's UI menu.

LCD :

1. Activate the TOP menu by pressing
2. Go to Modes
3. Navigate to Wireless DMX
4. Tap ENTER to start the mode

The controller is equipped with a Wireless Solution Sweden AB W-DMX transceiver, allowing it to receive DMX transmitted wirelessly using one of Wireless Solution Sweden AB compatible systems.

The controller is equipped with a Wireless Solution Sweden AB transceiver module. However, it only transmits DMX data over this link in Wireless Sync mode (See section 13 for more info). The controller can't forward DMX that was received through its DMX thru cable over the wireless link.

In order to receive DMX from a Wireless Solution compatible transmitter, both need to follow a pairing procedure.

To connect a Vinci controller to a new Wireless Solution Sweden AB transmitter, make sure to follow these steps:

Before following these steps, make sure the controller is set into Wireless DMX operation mode.

LCD :

1. Make sure the Vinci Controller is free to pair to a new transmitter.

1.1 Activate the TOP menu by pressing ENTER

1.2 Go to Actions

1.3 Navigate to W-DMX Pairing

1.4 Tap to unlink your controller Confirm

1.5 The Vinci controller should display NO LINK in the status bar

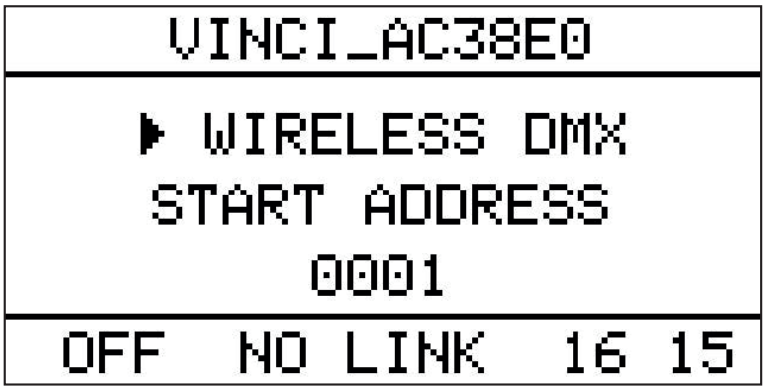


Figure 33: W-DMX unlinked

2. Press the red function button of the transmitter momentarily (1 second)
3. The transmitter scans for all unlinked receivers for a period of about 5 seconds. The LINK LED on the Wireless Solution Sweden AB capable device will flash rapidly.
4. If the connection is successful, the status bar of the Vinci controller should display LINK with an indication of the strength and quality of the signal.
5. If the connection fails, check the position and distance of both transmitter and receiver. Also make sure that the Vinci controller was unlinked prior before following these steps.

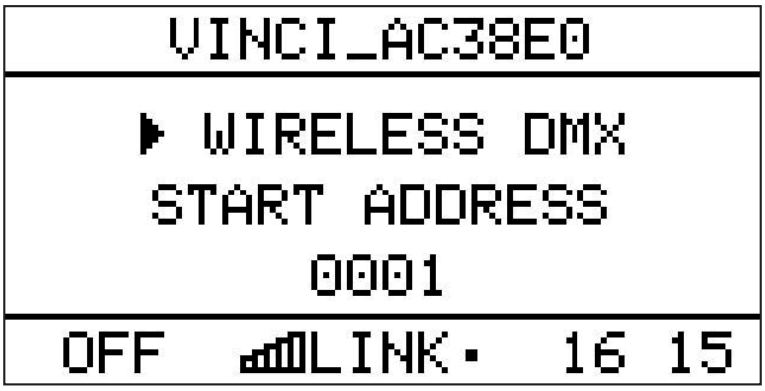


Figure 34: W-DMX linked and DMX data flowing

When valid DMX is being received, there will be a small blinking sign in the bottom status bar of the screen.

14.3 DMX Start Address

As is usual with DMX hardware, a DMX start address can be set using the DMX Start address sub menu. This allows offsetting which DMX channels map to bulb IDs. Please refer to tables 1 and 2 for a more detailed example.

LCD :

1. Activate the TOP menu by pressing ENTER
2. Go to Settings
3. Navigate to DMX start address
4. Tap ENTER to open the selection window
5. Use the UP and DOWN buttons to change the DMX start address
6. Press ENTER to confirm the selection and close the window

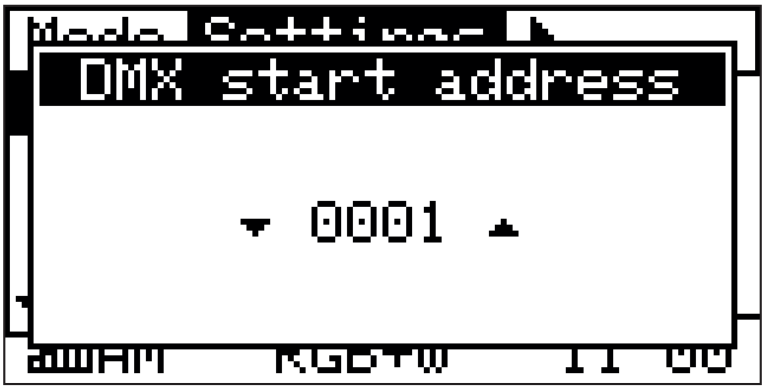


Figure 35: Setting the DMX Start address

Each DMX channel maps to one color a bulb. The following table shows some examples on how DMX channels map to different types of bulbs.

When DMX start address is 1 the following table applies:

Table 1: Mapping of DMX channels to Vinci bulb colors with DMX start address 1

DMX Channel (DMX Start = 1)	RGB + White (=4ch per bulb)	RGB + Filament (=4ch per bulb)
1	RED OF ID 1	RED OF ID 1
2	GREEN OF ID 1	GREEN OF ID 1
3	BLUE OF ID 1	BLUE OF ID 1
4	WHITE OF ID 1	FILAMENT OF ID 1
29	RED OF ID 8	RED OF ID 8
384	WHITE OF ID 96	FILAMENT OF ID 96
512	WHITE OF ID 128 (=MAX)	FILAMENT OF ID 128 (=MAX)

When, for example, the DMX start address is set to 149, the following table applies:

Table 2: Mapping of DMX channels to Vinci bulb colors with DMX start address 149

DMX Channel (DMX Start = 149)	RGB + White (=4ch per bulb)	RGB + Filament (=4ch per bulb)
1	-	-
140	-	-
149	RED OF ID 1	RED OF ID 1
150	GREEN OF ID 1	GREEN OF ID 1
151	BLUE OF ID 1	BLUE OF ID 1
152	WHITE OF ID 1	FILAMENT OF ID 1
382	GREEN OF ID 59	GREEN OF ID 59
477	RED OF ID 83	RED OF ID 83
512	WHITE OF ID 91 (=MAX)	FILAMENT OF ID 91 (=MAX)

Vinci Wireless Sync allows synchronizing multiple slave controllers to one master controller. All effects and shows that are triggered on the master controller by for example the companion app will also play on all slaved controllers.

Vinci controllers use W-DMX technology providing a reliable wireless link between one master and many controllers, in a Point-to-Multipoint fashion.

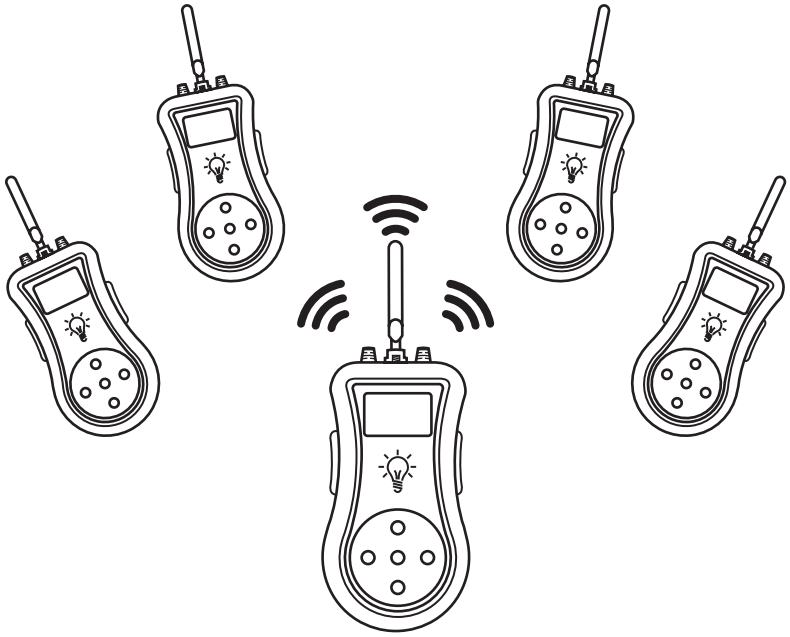


Figure 36: Vinci Wireless Sync with one Sync master controlling multiple Sync slaves

15.1 Choosing between Sync modes

To enable Vinci Sync, one controller has to be set in Sync Master mode. Any other controller that will be used as slave has to be set in Vinci Sync Slave mode. The Sync Master will play live effects, favorites or shows just as it would do in Standalone mode, but will now also a synchronization signal to connected Sync Slaves.

There can be only one Sync Master in a Vinci Sync system.
The amount of Sync Slaves is unlimited.

Multiple Sync systems can co-exist.

15.1.1 Enabling Sync Master

LCD :

1. Activate the TOP menu by pressing ENTER
2. Go to Mode
3. Navigate to Sync Master
4. Tap ENTER to open the supmenu
5. Use the UP and DOWN buttons to choose between start Live effects, Shows or pick a favorite
6. Press ENTER to confirm the selection and close the window

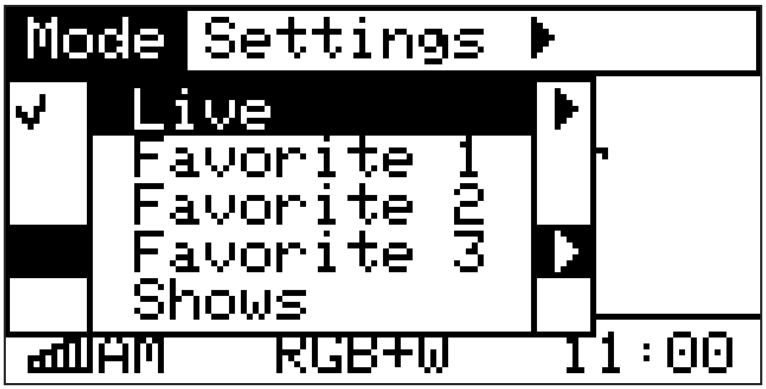


Figure 37: Setting a Sync Master to distribute a Live effect

There will be a blinking sign in the bottom status bar, when a Sync Master is successfully synchronizing slaved controllers,

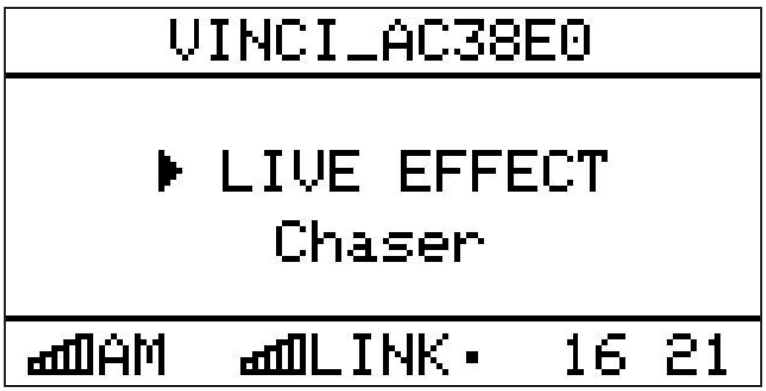


Figure 38: Sync Master sending synchronization data

15.1.2 Enabling Sync Slave

LCD :

1. Activate the TOP menu by pressing ENTER
2. Go to Mode
3. Navigate to Sync Slave
4. Press ENTER to confirm the selection and close the window

15.2 Pairing Sync Slaves to a Sync Master

A Sync slave will have to be linked to the Sync Master in order for data to flow between all controllers.
The following steps will make sure a Sync Slave is free and will link to a Sync Master. Repeat this step for each controller you want to link to the Sync Master.

15.2.1 Freeing a Sync Slave

Follow this procedure to free a **Sync Slave** so it's able to later on link to a Sync Master.

LCD :

1. Activate the TOP menu by pressing ENTER
2. Go to Actions
3. Navigate to W-DMX Pairing
4. A submenu titled W-DMX **Unlink** should popup
5. Tab Confirm to unlink your controller
6. The Vinci controller should display NO LINK in the status bar

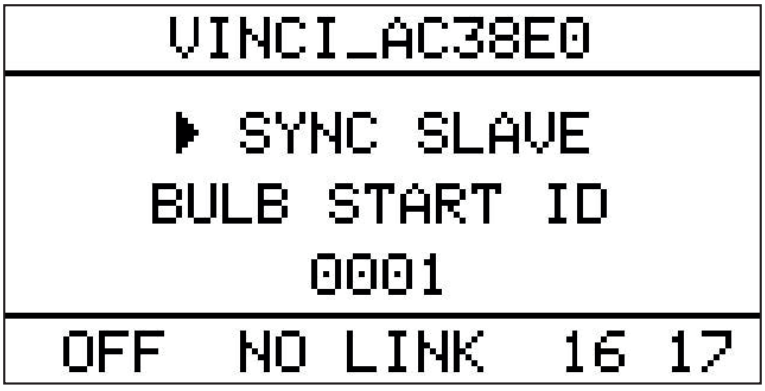


Figure 39: Unlinked Sync Slave

15.2.2 Pairing free Sync Slaves to a Sync Master

Follow this procedure to free a **Sync Master** to link all free slaves.

LCD :

1. Activate the TOP menu by pressing ENTER
2. Go to Actions
3. Navigate to W-DMX Pairing
4. A submenu titled W-DMX **link** should popup
5. Tab Confirm to link all free Sync slaves to this controller

This procedure can take up to 5 seconds. After a successful pairing procedure, both the Sync Master and all Sync Slaves should display the LINK symbol in the status bar.

Figure 40: Successfully linked Sync Slave

When valid sync data is being received, there will be a small blinking sign in the bottom status bar of the screen.

When all controllers are linked, continue with setting the right parameters for your specific use case. There are two types of synchronization possible: **mirroring** and **extending**. These are discussed in the following section.

15.3 Sync Types

15.3.1 Mirroring

When using a mirrored setup, the colors for identical Bulb IDs will be the same everywhere, both on Sync Master and on Sync Slaves.

The Bulb start ID needs to be exactly the same on all controllers, both Sync Master and Sync Slaves. Please refer to section 10.3 on how to setup the Bulb start ID.

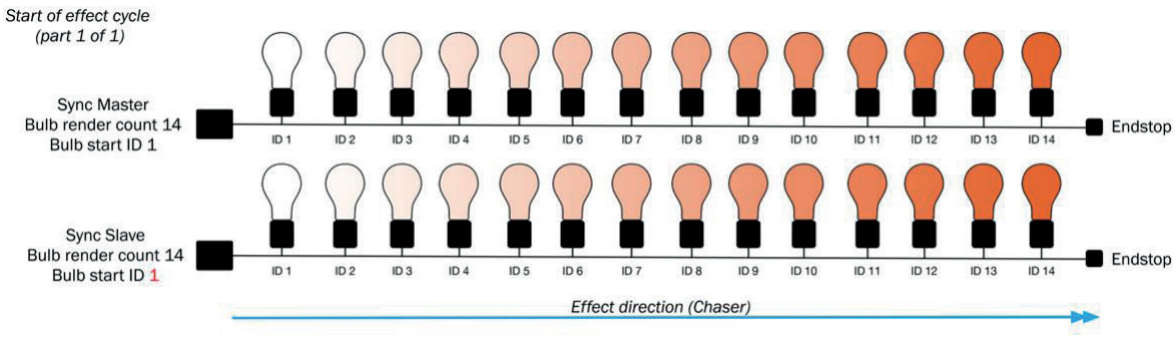


Figure 41: The colors on Sync Master and Slave are exactly the same

The Bulb render count will be automatically synchronized from a Sync Master to all linked Sync Slaves, so it only has to be set on the Sync Master.

15.3.2 Extending

When using an extended setup, the colors for identical Bulb IDs will NOT be the same everywhere. Sync slaves will display a different portion of the total bulb render count. By carefully selecting the Bulb start ID a virtual extended string can be built that can span up to 1280 bulbs (= 10 controllers, each with 128 bulbs). This also means that the Bulb ID on themselves don't need to be changed. Only the Bulb start ID needs to be changed to extend different systems. By being able to keep the Bulb IDs the same, it is easy to switch between a Mirrored or an Extended setup.

The chosen effects will then run over this virtual string, as can be seen in the following figure 26. One total cycle of an effect loop is displayed over three figures.

Please note that in the below figures,
Bulb IDs still start at ID 1,
both on the Sync Master and on the Sync Slave.

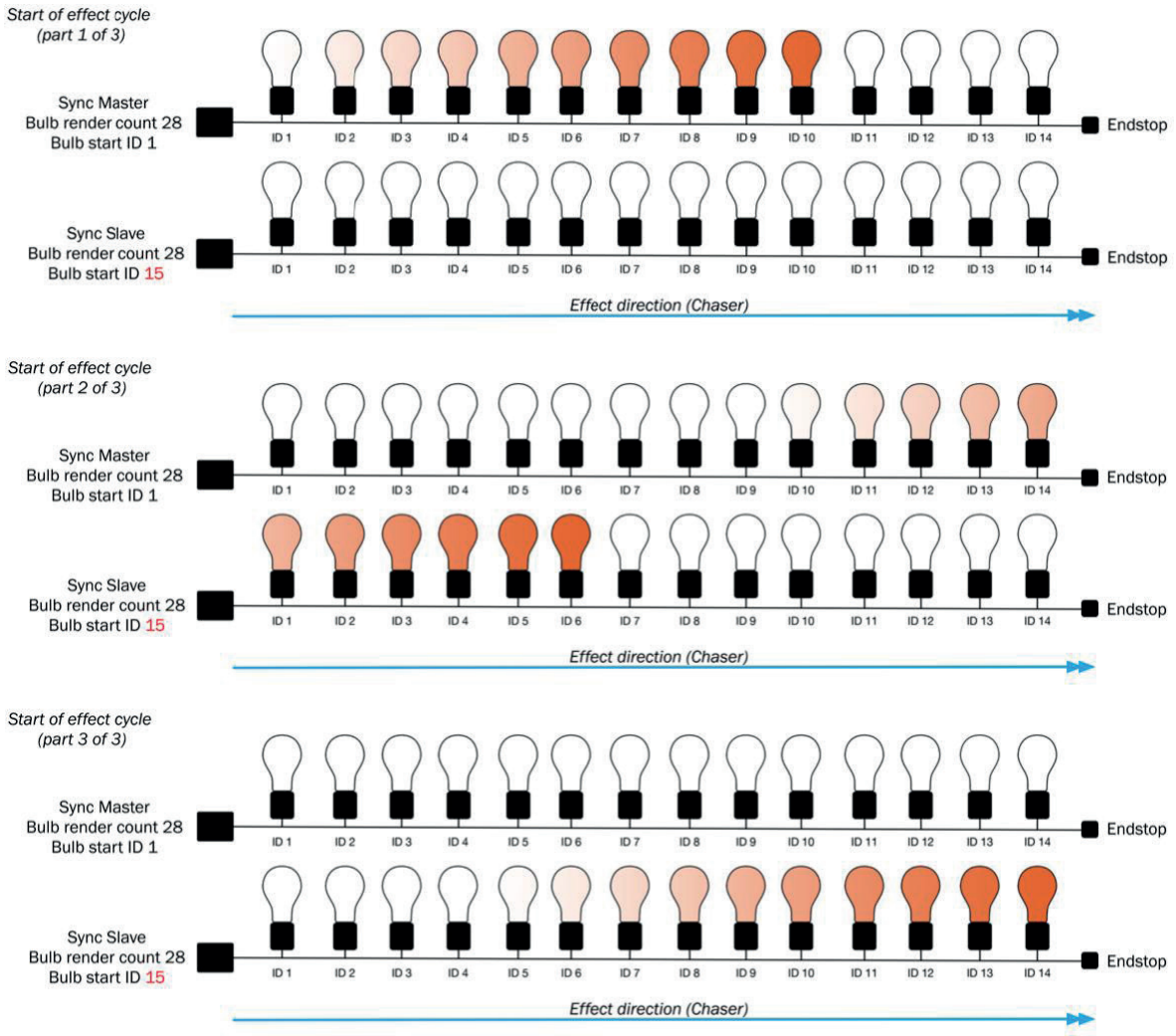


Figure 42: The colors on Sync Master and Slave are exactly the same

In the first figure the effect starts on the Sync Master. It hasn't yet reached the bulbs on the slave string.
In the second figure the effect runs on both Sync Master and Sync Slave. The overlap is gapless.
In the third figure the effect has passed the bulbs on the Sync Master and runs only on the Sync Slave. When the effect has played on the last bulbs on the Sync Slave, it will restart on the Sync Master.

The system in figure 40 is configured for 28 bulbs in total, since the effect needs to render for 28 individual bulbs. This is achieved by setting the Bulb render count parameter to 28.
The Sync Slaves Bulb start ID is set to 15 in order to display the second part of the effect on its connected bulbs. The Bulb IDs of each separate bulb however haven't changed.

The Bulb render count will be automatically synchronized from a Sync Master to all linked Sync Slaves, so it only has to be set on the Sync Master.

The controller can be controlled via an internal webpage. This webpage allows changing effect parameters and set controller parameters.

Using the built-in website requires controllers Wi-Fi to be switched ON

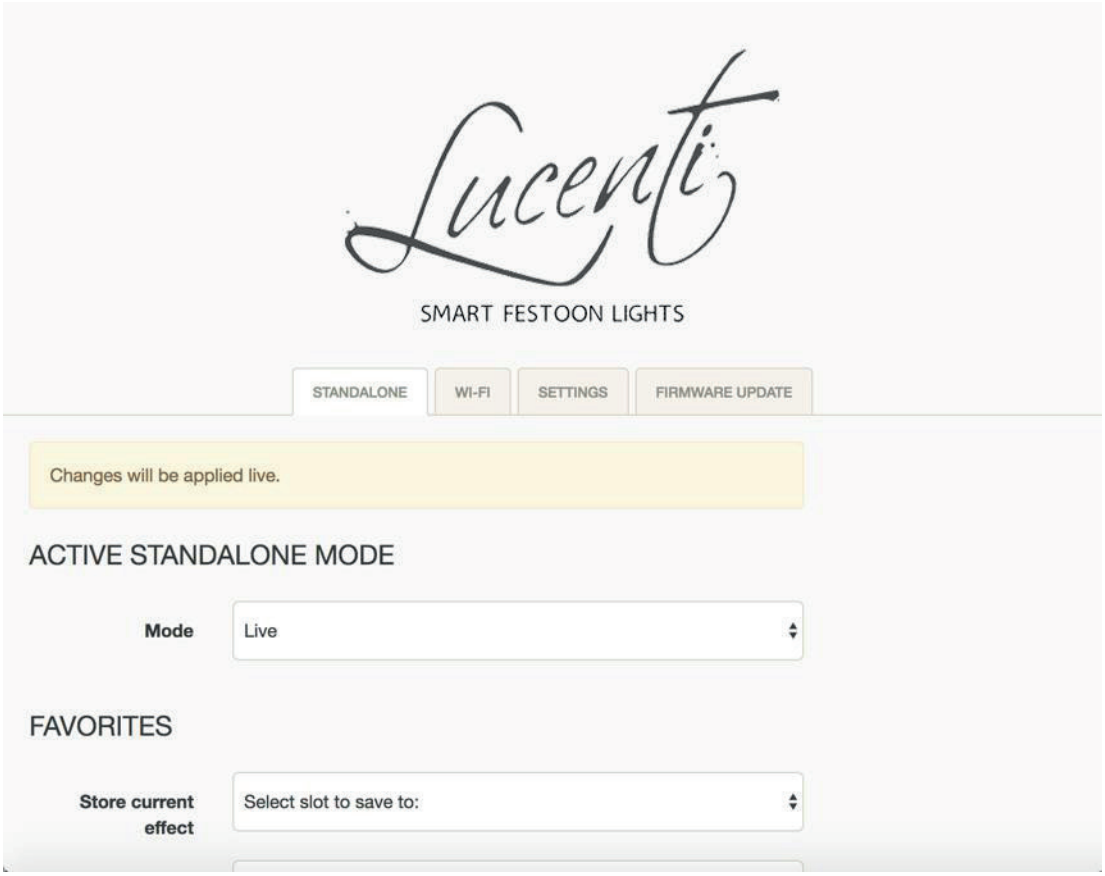


Figure 43: Main page of the built-in website

16.1 In Wi-Fi Ad-hoc mode (AM)

When the controller is in Wi-Fi AM mode, connect your Wi-Fi capable device, such as laptop, desktop computer, tablet, smartphone, ... to the Vinci Controllers Wi-Fi network. This will have the same name as displayed in the top bar of the main window on the LCD display. When connected, open a browser on your device and point it to **192.168.4.1.** The webpage should load and display the current state of the controller. Use the top menu to change settings.

16.2 In Wi-Fi Infrastructure mode (IM)

When the controller is in Wi-Fi IM mode, first note down the IP address from the controller by using the built-in LCD to go to the info menu item. Connect your Wi-Fi capable device, such as laptop, desktop computer, tablet, smartphone, ... to the same network the controller is connected to. Open a browser on your device and point it to previously noted IP address. The webpage should load and display the current state of the controller. Use the top menu to change settings.

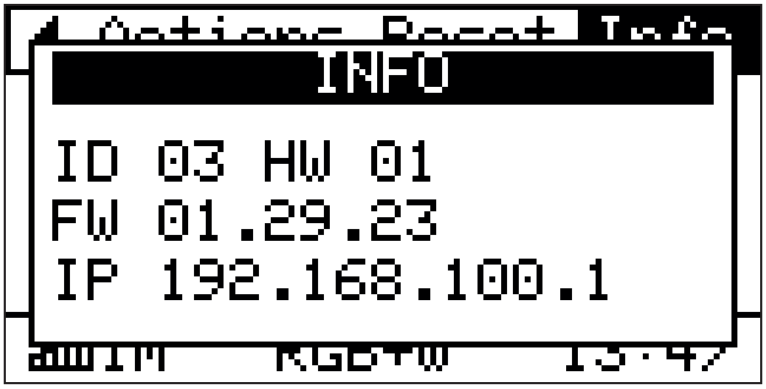


Figure 44: Info menu displaying current IP address 192.168.100.1

16.3 Backup/restore shows

The website provides the option to back up all the shows stored in a controller to a file that can be stored on the computer. This file can be used to restore shows to the same or different controllers later on. This option can be found in the **Settings** menu.

To return the controller to its factory default settings, use the following procedure.

Doing a factory reset will erase all stored shows and favorites, together with change the name of the controller to its default name, switching Wi-Fi to AM (Ad-Hoc mode) to create an open network with no password.

APP :

lucenti.lighting/vinci/t12

LCD :

7. Activate the TOP menu by pressing ENTER
8. Go to Reset
9. Navigate to Factory Reset
10. Tap ENTER to open the selection window
11. Navigate to Confirm and press ENTER again to reset the controller

Figure 45: Doing a factory reset using the built-in LCD

18 FIRMWARE UPDATE

The controller's firmware can be updated through the companion smartphone app. The app will automatically prompt the user to initiate the update upon connecting to a controller with outdated firmware.

For firmware updates to work, it is necessary to install companion app updates when available.

APP :

lucenti.lighting/vinci/t13

Why is it mandatory to use the end-stop?
The end-stop should be placed at the end of your bulb-setup. When not using and end-stop, the power-line communication to each bulb might be disturbed and flickering or black bulbs may occur.

Why do I have to program an ID in every bulb according to my setup?
Without addressing bulb IDs, the controller is unable to send specific colors to each one of the bulbs. That's why it is important to program bulb IDs incremental in the order of your setup.

Some bulbs stay black or flickering. What's happening?
First make sure the bulbs are seated correctly and firmly in their sockets. When this is the case, make sure the end stop is correctly placed at the of your specific wiring setup. If this is also the case, make sure you're following the wiring capacity guidelines regarding maximum amount of bulbs and maximum cable lengths as outlined in section 20, Technical Specifications.
If this doesn't solve the issue, contact our support team.

I can't seem to connect using the app on my smart device to the controller?
Make sure that your smart device is connected to the same Wi-Fi network as the controller and that you are in range of that network. Refer to section 12 for more info. Also, make sure that when the controller is in IM mode, the Wi-Fi access point that it tries to connect to is active and in range of the controller.
Using the Wi-Fi reset option as outlined in section 12.3 does re-enable the controller own wireless network enabling you to search for the Wi-Fi network with the same name as the controller. This name is shown in the top bar of the LCD display.

What kind of wiring between bulbs is advised?
We advise Vinci specific cable wiring. Contact our support team for more information.

Where can I buy Vinci bulbs?
Check our website http://lucenti.lighting or contact our support team for more information on how to buy Vinci bulbs.

What's the difference between RGB+White and RGB+Filament bulbs?
RGB+White bulbs are smaller, incandescent like bulbs that carry one red, one green, one blue and one warm white LED.
RGB+Filament bulbs are larger, specialty bulbs carrying a ring of 8 red, 8 green and 8 blue LEDs. Furthermore, these bulbs have a flexible warm white LED filament mounted in the same housing. As such, both RGB+White and RGB+Filament bulbs have 4 dimmable channels each: red, green, blue and warm white. For the RGB+White bulb, the warm white channel corresponds to the warm-white LED. For the RGB+Filament bulb, each channel controls all LED of that colors and the warm white channel corresponds to the flexible LED filament.

Why is my bulb flickering blue at startup?
Please re-address this bulb with an appropriate ID.

What's the minimum and maximum of bulbs that I connect to a controller?
Please refer to section 20 for technical specifications for wiring and bulb capacities.

Why is it a good idea to connect my controller to my home/own Wi-Fi network?
This is a good idea for a number of reasons. First of all you increase the range of Wi-Fi connectivity between your Wi-Fi capable device and the controller. On top of that, you don't have to switch anymore between your home/own Wi-Fi network and the controllers Wi-Fi network. It also enables controlling multiple controllers from within the smartphone companion app, since your controllers are all reachable on the same network.

Are there special requirements for using a Vinci controller and bulbs?
No. Your Vinci controller and bulbs can be used on any power outlet that provides a clean and stable power supply.

Can I use Vinci bulbs and the controller outside?
Yes. Vinci controllers and bulbs are all IP65 certified and tested for outdoor use.

What does the standalone mode of the controller mean?
While in standalone mode, a controller uses its built-in effects engine to generate colors for all connected bulbs. Effects can be controlled live, through the companion app or through pre-stored favorites. Effects can also be sequenced in shows that will automatically play according to user-defined times and on user-defined days.

What does the Wired DMX mode of the controller mean?
When the controller is set to Wired DMX mode, the controller will receive standard USITT DMX512A through the supplied DMX Thru cable. Each bulb corresponds to 4 controllable DMX channels. Refer to section 14.1 for more information on how to use Wired DMX. Refer to section 14.3 for more information on how DMX channels map to colors on bulbs.

What does the Wireless DMX mode of the controller mean?
When the controller is set to Wireless DMX mode, the controller will receive standard USITT DMX512A through the built-in Wireless Solutions AB W-DMX module. Each bulb corresponds to 4 controllable DMX channels. Refer to section 14.2 for more information on how to use Wireless DMX. Refer to section 14.3 for more information on how DMX channels map to colors on bulbs.

What does syncing Vinci controllers mean?
Syncing controllers means that one Master controller synchronizes its standalone effects engine to one or multiple Slave controllers. This allows to mirror or extend effects over different controllers. Refer to section 15 for more information.

How do I reduce the total brightness on the bulbs?
There is no global brightness control. Instead, change the brightness of the colors when selecting them in the app in the RGB tab. You can also change the maximum brightness of the filament using the Fixed tab. Effects chosen in the Dynamic tab will also play using this maximum brightness.

What's the difference between a Wi-Fi and Factory reset?
A Wi-Fi reset will only reset the Wi-Fi settings of the controller, enabling you to easily recognize the network and connect directly to the device.
A Factory reset will also issue a Wi-Fi reset, but will also reset all settings to their factory defaults, delete all shows, give the controller a unique name and then reboot. After reboot, the controller will play a test pattern and will have three preset demo effects stored as favorites.

TECHNICAL SPECIFICATIONS 20

VINCI SYSTEM SPECIFICATIONS

VINCI SYSTEM

Basic system components	Controller - Bulbs - Wiring - Smartphone APP
Supported bulbs	Vinci bulbs
Coexistence with non-Vinci bulbs (tungsten, halogen, ...)	Not advised
Voltage	220-240Vac 50Hz (other version for 110-125Vac 60Hz)

VINCI INTELLIGENT BULBS

Independently addressable bulbs	Max 128 Vinci bulbs with a unique ID. More bulbs can be used but several bulbs will share the same ID. Vinci controller can control each individual bulb with specific colors
Setting ID of bulbs	Automatic procedure: bulbs receive a new ID when inserted into a socket. Bulbs store their ID in non-volatile memory
Color control	4 control channels per bulb (Red, Green, Blue, Filament or White)

DATA PROTOCOL

Communications speed	25 FPS for all bulbs (DMX compatible speed)
Communications dataprotocol from controller to bulbs	Proprietary Power-line Communications protocol

Dirty power (eg. Harmonic distortion, high frequency noise,..) can cause malfunction. We offer different filter solutions in response to possible issues.

WIRING AND MAX CAPACITY

Maximum effects engine capacity	Built-in effects engine can render individual colors for up to 128 bulbs per controller
Wiring	Use standard 2 wire socket wire and extension cables to connect the bulbs to the controller

WIRING TOPOLOGIES

The topologies and configurations are guidelines , other type of cable may affect the data transfer. We suggest to use the Lucenti wiring accessories.

Garland Wiring	Daisy chaining all sockets. Splitting cables might lead to data loss. Usage of a terminator at the end of a garland topology wiring system is mandatory.
Maximum garland capacity	For a full system of 128 bulbs, a maximum of 250m 2wire socket wire can be used, including the cable between the controller and the first bulb, including all cable parts between bulbs, until the last bulb.
variations	More bulbs than 128 can be used but then the total length of cable in the system has to be reduced. If you have more than 250m total cable length, the amount of bulbs has to be reduced.
Dropstyle Wiring	Star topology :all cables originate from one distribution point. It is mandatory to keep this distribution point as close as possible to the controller (never exceeding 3m). The usage of end stop is not mandatory.
Maximum dropstyle capacity	<= 50 bulbs: sum of all individual cables: max 150m > 50 bulbs: sum of all individual cables: max 100m
Other wiring topologies	To be tested
Vinci cables	For optimal operation, use Vinci cables and sockets

DATA TERMINATOR

Terminator	The data terminator (V-DT1-EU) is a schuko plug with built-in terminator circuit.

TECHNICAL SPECIFICATIONS 20

VINCI CONTROLLER SPECIFICATIONS

BASICS

Install controller between power outlet and wiring to Vinci bulbs to control the bulbs

ADDRESSING / ADDING BULBS

Easy automatic addressing of bulbs
Locate broken bulbs function

DEVICE MODES

Stand Alone mode	Built-in effects generator with customizable colors and parameters
- Live	Control effects live through smartphone companion app
- Favorites (up to 3)	Up to three effects can be stored as a favorite and recalled later
- Shows	Program and schedule shows by sequencing effects
Wired DMX mode	Control connected bulbs in realtime with DMX
Wireless DMX mode	Control connected bulbs in realtime with Wireless DMX through the controllers built-in “Wireless Solutions Sweden AB” module
Sync Master mode	Accurate frame sync of lights effects on multiple controllers through proprietary wireless synchronisation protocol using “Wireless Solutions Sweden AB” module.
Sync Slave mode	Display colors in mirrored way (same as on Sync Master) or extended way (effect continues after Sync Master on Sync Slave)

DATA PROTOCOL

Communications speed	25 FPS for all bulbs (DMX compatible speed)
Communications dataprotocol to bulbs	Proprietary Power-line Communications protocol

CONNECTIVITY/ELECTRICAL

Built-in Wi-Fi	IEEE 802.11 B/G/N 2.4GHz Wi-Fi - Can connect to external router (infrastructure mode) or create own wireless network (ad-hoc mode)
Built-in Wireless DMX	Wireless DMX module from “Wireless Solutions Sweden AB”
DMX input	5pin Male XLR (through adapter cable)
Power Input	110-240 VAC, max 10A
Power+DATA Output	Connection to socket wire, max 10A
Power Consumption	7,5W
Max. current througput	10A

CONTROLS

Smartphone companion app	Through Vinci smartphone companion APP (iOS/ Android), connected to controller via Wi-Fi network
Built-in LCD display and buttons	Navigate through device menu using the buttons to change system parameters and control device mode
Built-in website	Built-in website accessable through modern desktop or mobile browser

RESET

Wi-Fi reset	Reset Wi-Fi to default settings: Ad-Hoc mode, no password
Factory reset	Reset Wi-Fi and reset controller to factory state

MECHANICAL

Mounting	Separate plastic wall/ceiling mounting bracket
IP Rating	IP65 - Outdoor Use
Dimensions	246x129x65mm (LxWxH)
Weight	900gr / 1,985lbs

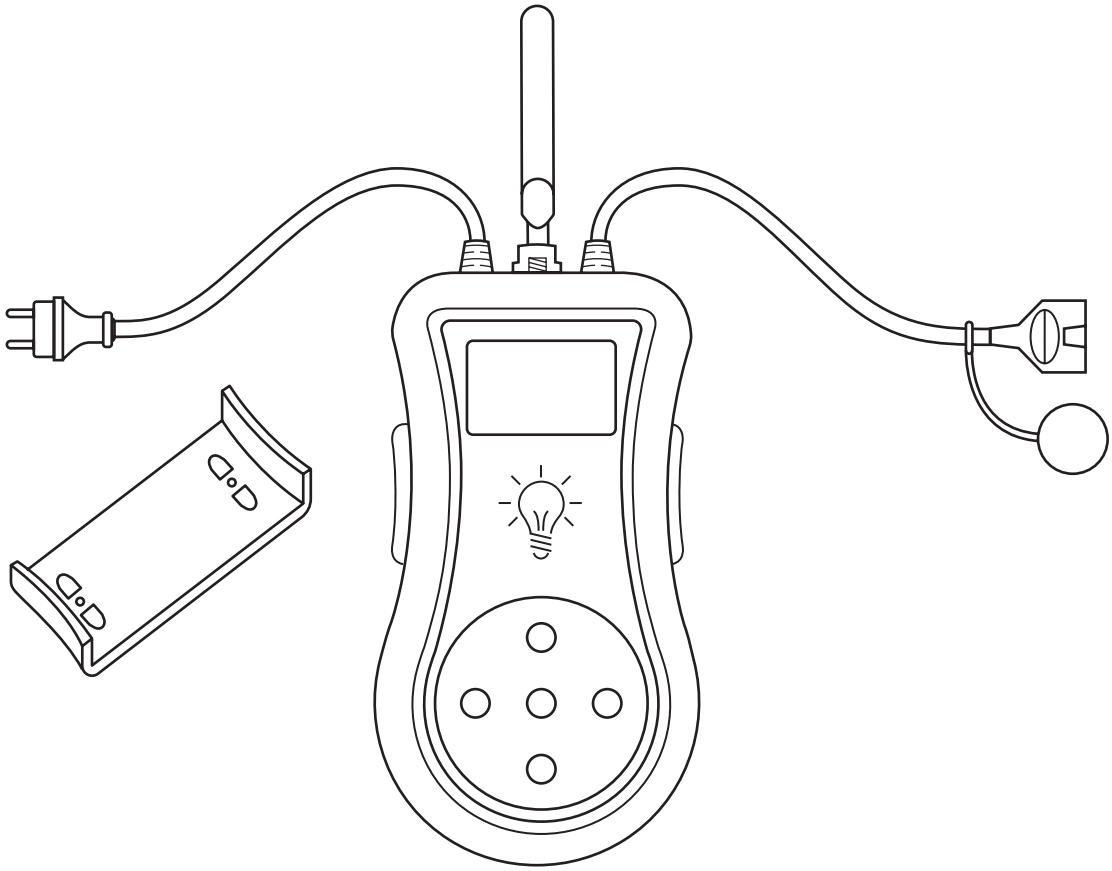
PACKAGE CONTENTS

Controller, mounting bracket, Wireless DMX antenna, manual, DMX thru breakout cable, end stop terminator

PRODUCT AVAILABILITY

(AVAILABLE)

Pricing	at request
Samples Available	yes
Partnumber	V-C1-EU



21 APPENDICES

LUCENTI LIGHTING
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