

DLG SHARPY



CHANNEL FUNCTION

DLG SHARPY 7R OSRAM BEAM

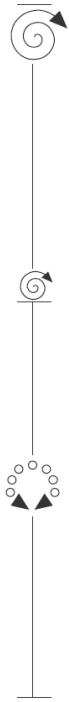
NB: To prevent accidental breakage of the effects, which could collide with each other during transport, before switching the projector OFF check that all the projector Channels have been excluded (DMX level = 0%).

CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
1	COLOUR WHEEL	COLOUR WHEEL
2	STOP / STROBE	STOP / STROBE
3	DIMMER	DIMMER
4	STATIC GOBO CHANGE	STATIC GOBO CHANGE
5	PRISM INSERTION	PRISM INSERTION
6	PRISM ROTATION	PRISM ROTATION
7	EFFECTS MOVEMENT	EFFECTS MOVEMENT
8	FROST	FROST
9	FOCUS	FOCUS
10	PAN	PAN
11	PAN FINE	PAN FINE
12	TILT	TILT
13	TILT FINE	TILT FINE
14	FUNCTION	FUNCTION
15	RESET	RESET
16	LAMP CONTROL (with Option "Lamp Dmx" ON)	LAMP CONTROL (with Option "Lamp Dmx" ON)
17		PAN - TILT TIME
18		COLOUR TIME
19		BEAM TIME
20		GOBO TIME

DLG SHARPY 7R OSRAM BEAM

NOTE: On conclusion of resetting in case of absence of DMX signal, Pan & Tilt move to the "Home" position (Pan 50% - Tilt 50%) all the others channels stay at 0%.

• COLOUR WHEEL - channel 1



BIT	EFFECT
255	FAST ROTATION (160 rpm)
.....
128	SLOW ROTATION (0.2 rpm)
124	BLUE + WHITE
120	BLUE
116	CTB 8000 + BLUE
111	CTB 8000
107	CTO 190 + CTB 8000
103	CTO 190
99	CTO 260 + CTO 190
94	CTO 260
90	CYAN + CTO 260
86	CYAN
82	MAGENTA + CYAN
77	MAGENTA
73	YELLOW + MAGENTA
69	YELLOW
64	PINK + YELLOW
60	PINK
56	LAVENDER + PINK
52	LAVENDER
47	LIGHT GREEN + LAVENDER
43	LIGHT GREEN
39	GREEN + LIGHT GREEN
35	GREEN
30	AQUAMARINE + GREEN
26	AQUAMARINE
22	ORANGE + AQUAMARINE
18	ORANGE
13	RED + ORANGE
9	RED
5	WHITE + RED
0	WHITE

• STOP / STROBE - channel 2



BIT	EFFECT
252 - 255	OPEN
239 - 251	RANDOM FAST STROBE
226 - 238	RANDOM MEDIUM STROBE
213 - 225	RANDOM SLOW STROBE
208 - 212	OPEN
207	FAST PULSATION (360 bpm)
.....
108	SLOW PULSATION (30 bpm)
104 - 107	OPEN
103	FAST STROBE (12 flash/sec)
.....
4	SLOW STROBE (1 flash/sec)
0-3	CLOSED

• DIMMER - channel 3



BIT	EFFECT
255	
.....
0%	0.02 sec
.....
0	

• STATIC GOBO CHANGE - channel 4



BIT	EFFECT
255	GOBO 16 SHAKE FAST SPEED (600 bpm)
250	GOBO 16 SHAKE, SLOW SPEED (24 bpm)
249	GOBO 15 SHAKE FAST SPEED
244	GOBO 15 SHAKE, SLOW SPEED
243	GOBO 14 SHAKE FAST SPEED
237	GOBO 14 SHAKE, SLOW SPEED
236	GOBO 13 SHAKE FAST SPEED
231	GOBO 13 SHAKE, SLOW SPEED
230	GOBO 12 SHAKE FAST SPEED
224	GOBO 12 SHAKE, SLOW SPEED
223	GOBO 11 SHAKE FAST SPEED
218	GOBO 11 SHAKE, SLOW SPEED
217	GOBO 10 SHAKE FAST SPEED
212	GOBO 10 SHAKE, SLOW SPEED
211	GOBO 9 SHAKE FAST SPEED
205	GOBO 9 SHAKE, SLOW SPEED
204	GOBO 8 SHAKE FAST SPEED
199	GOBO 8 SHAKE, SLOW SPEED
198	GOBO 7 SHAKE FAST SPEED
192	GOBO 7 SHAKE, SLOW SPEED
191	GOBO 6 SHAKE FAST SPEED
186	GOBO 6 SHAKE, SLOW SPEED
185	GOBO 5 SHAKE FAST SPEED
180	GOBO 5 SHAKE, SLOW SPEED
179	GOBO 4 SHAKE FAST SPEED
173	GOBO 4 SHAKE, SLOW SPEED
172	GOBO 3 SHAKE FAST SPEED
167	GOBO 3 SHAKE, SLOW SPEED
166	GOBO 2 SHAKE FAST SPEED
160	GOBO 2 SHAKE, SLOW SPEED
.....
159	FAST ROTATION (60 rpm)
.....
118	SLOW ROTATION (5 rpm)
114-117	STOP
113	SLOW ROTATION (5 rpm)
.....
72	FAST ROTATION (60 rpm)
69-71	GOBO 17
64-67	GOBO 16
60-63	GOBO 15
56-59	GOBO 14
52-55	GOBO 13
48-51	GOBO 12
44-47	GOBO 11
40-43	GOBO 10
36-39	GOBO 9
32-35	GOBO 8
28-31	GOBO 7
24-27	GOBO 6
20-23	GOBO 5
16-19	GOBO 4
12-15	GOBO 3
8-11	GOBO 2
4-7	GOBO 1
0-3	WHITE

• PRISM INSERTION - channel 5

BIT	EFFECT
255	
.....
	PRISM INSERTED
	0%→100%: 0.36 sec
128	
127	
.....
	PRISM EXCLUDED
0	

• PRISM ROTATION - channel 6



BIT	EFFECT
255	FAST ROTATION (43 rpm)
.....
193	SLOW ROTATION (1.1 rph)
191 - 192	STOP
190	SLOW ROTATION (1.1 rph)
.....
128	FAST ROTATION (43 rpm)
127	POSITION 540°
105	POSITION 450°
84	POSITION 360°
63	POSITION 270°
42	POSITION 180°
21	POSITION 90°
0	POSITION 0°

• EFFECTS MOVEMENT - channel 7

BIT	EFFECT
255	0%~100%: 0.33 sec
0	

• FROST - channel 8



BIT	EFFECT
255	FROST INSERTED
0	FROST EXCLUDED

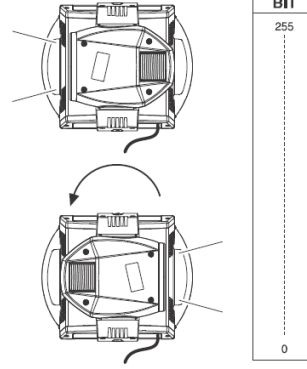
• FOCUS - channel 9



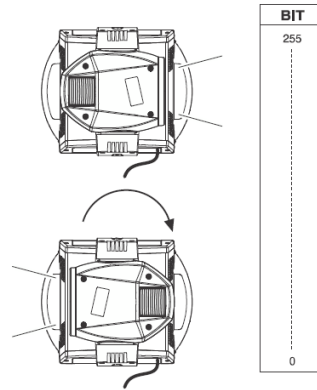
BIT	EFFECT
255	NEAR
0	DISTANT

• PAN - channel 10

Operation with option *InvertPan* \diamond Off
 (Tilt conventionally represented at 14% and option *Invert Tilt* \diamond Off)

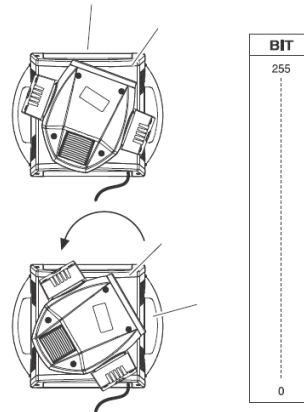


Operation with option *InvertPan* \diamond On
 (Tilt conventionally represented at 14% and option *Invert Tilt* \diamond Off)

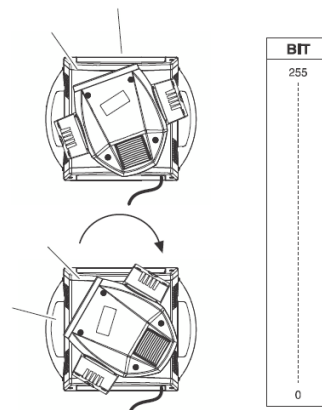


• PAN FINE - channel 11

Operation with option *InvertPan* \diamond Off
 (Tilt conventionally represented at 14% and option *Invert Tilt* \diamond Off)

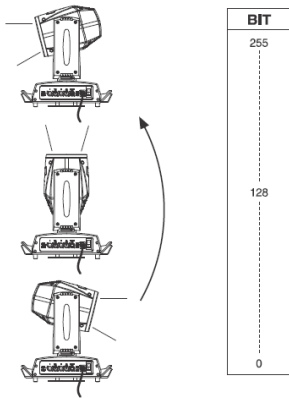


Operation with option *InvertPan* \diamond On
 (Tilt conventionally represented at 14% and option *Invert Tilt* \diamond Off)

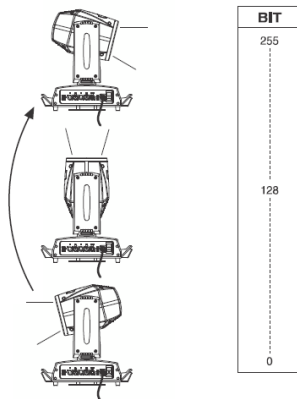


• **TILT - channel 12**

Operation with option Invert Tilt \diamond Off
 (Pan conventionally represented at 0% and option Invert Pan \diamond Off)

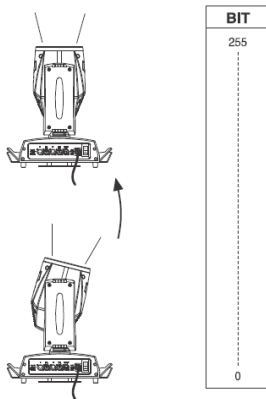


Operation with option Invert Tilt \diamond On
 (Pan conventionally represented at 0% and option Invert Pan \diamond Off)

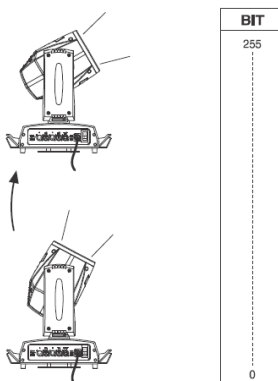


• **TILT FINE - channel 13**

Operation with option Invert Tilt \diamond Off
 (Pan conventionally represented at 0% and option Invert Pan \diamond Off)



Operation with option Invert Tilt \diamond On
 (Pan conventionally represented at 0% and option Invert Pan \diamond Off)



• **FUNCTION - channel: 14**

BIT	EFFECT	
255	UNUSED RANGE	
63		
51-62		DIMMER CURVE FUNCTION
38-50		
25-37		PAN-TILT FUNCTION
12-24		
0-11	UNUSED RANGE	

The functions are activated passing through the unused range and staying 5 seconds in necessary level.

• **RESET - channel: 15**

BIT	EFFECT
255	COMPLETE RESET
	Complete reset is activated passing through the unused range and staying 5 seconds in complete reset levels.
128	COMPLETE RESET
127	PAN / TILT RESET
	Pan / Tilt reset is activated passing through the unused range and staying 5 seconds in Pan / Tilt reset levels.
77	PAN / TILT RESET
76	EFFECTS RESET
	Effects reset is activated passing through the unused range and staying 5 seconds in Effects reset levels.
26	EFFECTS RESET
25	UNUSED RANGE
0	UNUSED RANGE

The functions are activated passing through the unused range and staying 5 seconds in necessary level.

• **LAMP CONTROL (only with option LAMP DMX On) - channel: 16**

IMPORTANT: SHARPY is not provided with hot restrrike ignition

BIT	EFFECT
255	LAMP ON
	Lamp switch-on passing through the unused range and staying 5 sec in Lamp ON levels.
101	LAMP ON
100	LAMP OFF
	Lamp switch off passing through the unused range and staying 5 s in Lamp OFF levels.
26	LAMP OFF
25	UNUSED RANGE
0	UNUSED RANGE



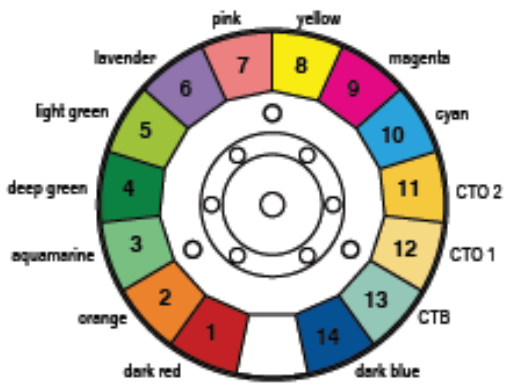
The functions are activated passing through the unused range and staying 5 seconds in necessary level.

TIMING CHANNELS

	Timing Channel	Channel function
17	Pan - Tilt time	Pan - Tilt - (Pan fine - Tilt fine)
18	Colour time	Colour wheel
19	Beam time	Dimmer - Frost - Prism
20	Gobo time	Static Gobo

TIME TABLE

BIT	Seconds	BIT	Seconds	BIT	Seconds	BIT	Seconds	BIT	Seconds	BIT	Seconds
0	Full	43	8.6	86	24	129		172		216	
1	0.2	44	8.8	87		130	41	173	58	217	170
2	0.4	45	9	88		131		174		218	
3	0.6	46	9.2	89	25	132	42	175	59	219	180
4	0.8	47	9.4	90		133		176		220	
5	1	48	9.6	91	26	134	43	177	60	221	190
6	1.2	49	9.8	92		135		178	60	222	
7	1.4	50	10	93	27	136	44	179	65	223	200
8	1.6	51	10.2	94		137		180	65	224	
9	1.8	52	10.4	95	28	138	44	181	65	225	200
10	2	53	10.6	96		139		182	65	226	
11	2.2	54	11	97	28	140	45	183	70	227	210
12	2.4	55		98		141		184	70	228	
13	2.6	56	12	99	29	142	46	185	75	229	220
14	2.8	57		100		143		186	75	230	
15	3	58	13	101	30	144	47	187	75	231	230
16	3.2	59		102		145		188	80	232	230
17	3.4	60	14	103	31	146	47	189	80	233	
18	3.6	61		104		147		190	85	234	240
19	3.8	62	15	105	31	148	48	191	85	235	240
20	4	63		106		149		192	85	236	
21	4.2	64	15	107	32	150	49	193	90	237	250
22	4.4	65		108		151		194	90	238	
23	4.6	66	16	109	33	152	50	195	95	239	260
24	4.8	67		110		153		196	95	240	
25	5	68	17	111	34	154	50	197	95	241	270
26	5.2	69		112		155		198	100	242	
27	5.4	70	18	113	34	156	51	199	100	243	270
28	5.6	71		114		157		200	110	244	
29	5.8	72	18	115	35	158	52	201	110	245	280
30	6	73		116		159		202	110	246	
31	6.2	74	19	117	36	160	53	203	120	247	290
32	6.4	75		118		161		204	120	248	
33	6.6	76	20	119	37	162	54	205	130	249	300
34	6.8	77		120		163		206	130	250	
35	7	78	21	121	38	164	54	207	130	251	310
36	7.2	79		122		165		208	140	252	
37	7.4	80	21	123	38	166	55	209	140	253	310
38	7.6	81		124		167		210	140	254	
39	7.8	82	22	125	39	168	56	211	150	255	Follow cue Data
40	8	83		126		169		212	150		
41	8.2	84	23	127	40	170	57	213	160		
42	8.4	85		128		171		214	160		
								215	160		



A masterpiece of mechanical miniaturization

