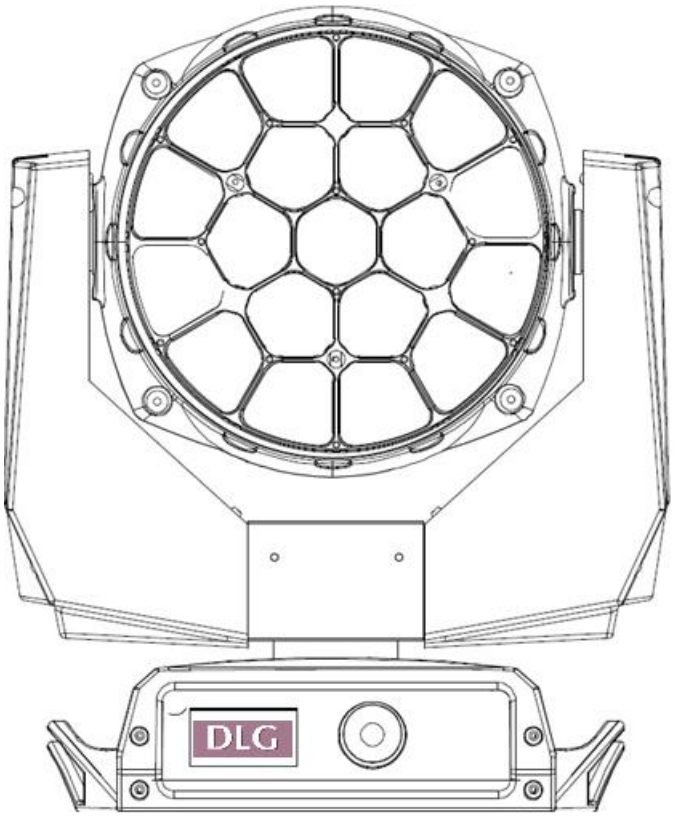
DLG

• PEARL VISION •



Q EYE Q10

KEEP THIS USER MANUAL FOR FUTURE NEEDS

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Thank you for your patronage!
We are confident that our excellent products and service can satisfy you.
For your own safety, please read this user manual carefully before installing the device.
In order to install, operate, and maintain the lighting safety correctly.
We suggest that the installation and operation should be done by the verified technician and follow the instruction strictly.

CAUTION!
Keep this device away from rain and moisture!

CAUTION!
Unplug mains lead before opening the housing!

Every person involved with the installation, operation and maintenance of this device has to:
-be qualified
-follow carefully the instructions of this manual

INTRODUCTION:

Thank you for having chosen this professional moving head.
You will see you have acquired a powerful and versatile device.
Unpack the device. Inside the carton box you should find:

1. One power in cable&power out connector
2. One 3Pin DMX cable
3. Two C omega clamps
4. One safety rope
5. One English user manual

（Flight case, Clamps are optional, please contact your dealer）

Please check carefully that there is no damage caused by transportation. Should there be any questions, please consult your dealer and don't install this device.

GENERAL GUIDELINES

This device is a lighting effect for a professional use on stages, TV, in discotheques, theaters, etc., The device was designed for indoor use only.

This fixture is only allowed to be operated with the max alternating current which stated in the technical specifications in 6th page of this manual.
Lighting effects are not designed for permanent operation. Consistent operation breaks may ensure that the device will serve you for a long time without defects.

Do not shake the device. Avoid brute force when installing or operating the device.
While choosing the installation-spot, please make sure that the device is not exposed to extreme heat, moisture or dust. Please don't project the beam onto combustible substances. The minimum distance between light-output from the projector and the illuminated surface must be more than 0,5 meter.
If you use the quick lock cam in hanging up the fixture, please make sure the quick lock fasteners

turned in the quick lock holes correctly.
Operate the device only after having familiarized with its functions. Do not permit operation by persons not qualified for operating the device. Most damages are the result of unprofessional operation.

Please use the original packaging if the device is to be transported.
For safety reasons, please be aware that all modifications on the device are forbidden. If this device will be operated in any way different to the one described in this manual, the product may suffer damages and the guarantee becomes void. Furthermore, any other operation may lead to short-circuit, burns, electric shock, crash, etc.

SAFETY INSTRUCTIONS

CAUTION!

Be careful with your operations. With a dangerous voltage you can suffer a dangerous electric shock when touching wires!

This device has left the factory in perfect condition. In order to maintain this condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this user manual.
1. In order to guarantee the product's life, please don't put it in the damp places or even the environment over 60degress.
2. Always mount this unit in safe and stable matter.
The qualified professionals are allowed to carry out the lamp installation, operation and maintenance, but they must guarantee to operate in strict accordance with the instructions referred to.

▲ **Important:**
Damages caused by the disregard of this user manual are not subject to warranty.
The dealer will not accept liability for any resulting defects or problems.

If the device has been exposed to temperature changes due to environmental changes, do not switch it on immediately. The arising condensation could damage the device. Leave the device switched off until it has reached room temperatures.
This device falls under protection-class Ⅰ. Therefore it is essential that the device be earthed.
The electric connection must carry out by qualified person.

Make sure the power cord is never crimped or damaged by sharp edges. If this would be the case, replacement of the cable must be done by an authorized dealer.

Always disconnect from the mains, when the device is not in use or before cleaning it. Only handle the power cord by the plug. Never pull out the plug by tugging the power cord.
During initial start-up some smoke or smell may arise. This is a normal process and does not necessarily mean that the device is defective, it should decrease gradually.
Please don't project the beam onto combustible substances.
If the external flexible cable or cord of this luminaire is damaged, it shall be exclusively replaced by the manufacturer or his service agent or a similar qualified person in order to avoid a hazard.

CAUTION!

Never touch the device during operation!
The housing may heat up!

CAUTION!

Never look directly into the light source,
As sensitive persons may suffer an epileptic shock.

Please be aware that damages caused by manual modifications to be the device are not subject to warranty. Keep away from children and non-professionals.

CLEANING AND MAINTENANCE

1. To reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.
2. Do not spill water or other liquids into or on to your unit.
3. During long periods of non-use, disconnect the unit's main power.
4. It should be installed in a well-ventilated place, at a distance of 50 centimeters or more with the walls. At the same time, please check if the fan and ventilation holes are unobstructed.

The following points have to be considered during the inspection

1) All screws for installing the devices or parts of the device have to be tightly connected and must not be corroded.
2) There must not be any deformations on the housing. Fixations and installations spots(ceiling, suspension, trussing).
3) Mechanically moved parts must not show any traces of wearing and must not rotate with unbalances.
4) The electric power supply cables must not show any damage, material fatigue or sediments. Further instructions depending on the installation spot and usage have to be adhered by a skilled installer and any safety problems have to be removed.

CAUTION!

Disconnect from mains before starting maintenance operation!

In order to make the lights in good condition and extend the life time, we suggest a regular cleaning to the lights.

1) Clean the inside and outside lens each week to avoid the weakness of the lights due to accumulation of dust.
2) Clean the fan each week.
3) A detailed electric check by approved electrical engineer each three month, make sure that the circuit contacts are in good condition, prevent the poor contact of circuit from overheating.

We recommend a frequent cleaning of the device. Please use a moist, lint-free cloth. Never use alcohol or solvents.

TECHNICAL PARAMETERS

POWER SUPPLY

Voltage:110-240V 50/60 Hz

LIGHT SOURCE

19x15w RGBW 4in1 Osram Ostar Leds

Dedicated channel for color temperature setting: 2500K-8000K adjustable

Average life: 50,000 h

OPTICS

Special Pods: 5cm x19pcs, convey the light output of each led to the quadrangle lens, internal light dissipation is decreased, color mixing and the light output are enhanced.

19pcs in total with 4 different shapes:

1 sexangle,6 pentagons 6 quadrangles and 6 opposite quadrangles.

Zoom angle:4-60°

0-100% linear electronic dimmer

Adjustable speed stop/strobe effect, with instantaneous blackout

Dedicated channel for color temperature setting.

EFFECTS SECTION

Uniform wash: no dark spot in the middle benefit from its perfect optic and Invisible front grid.

Mid-air parallel beam, when the beam is zoomed down to 4°,the wash light turns into a “beam” fixture.

Spectacular graphic effects, Rotation version brings a new never-seen bore feature, the front lens may be rotated with “vortex”and “kaleidoscope” effects.

Variable Built-in Dynamic effects: Each leds can be controlled individually, shape speed,shape offset, shape fade and background select are available.

CONTROL AND PROGRAMMING

5 channel models

Display: LCD display with 5 operating buttons

Pan/Tilt Resolution: 16 bit

DMX signal connection: 3pin and 5pin in&out

Power connection: Powercon in&out

Cooling:High efficiency die-cast aluminium, forced ventilation

MOVING BODY

6 stepper motors,1 for rotation, 3 for zooming, and 2 for XY,

operating with microsteps, totally microprocessor controlle

Movement by means of 3 phase stepper motors, controlled by microprocessor.

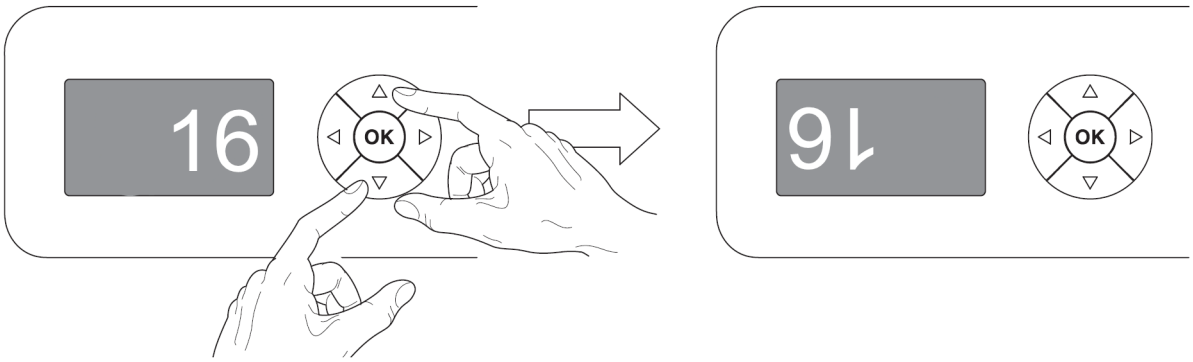
Automatic re-position of pan and tilt after accidental movement not controlled by control unit.

Travel: PAN = 540° ,TILT = 210°

WEIGHT

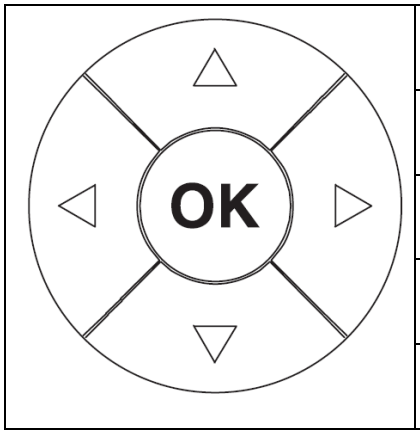
15KG

FUNCTIONS OF BUTTONS



Reversal of the display

To activate this function, press UP and DOWN keys simultaneously while the display is in the rest mode.This status will be memorised and maintained even for the next time it will be switched on. To return to the initial state, repeat the operation all over again.



OK	Confirms the displayed value, or activates the displayed function, or enters the successive menu.
DOWN	Decreases the value displayed (with auto-repetitions) or passes to the next item in the menu.
UP	Increases the value displayed (with auto-repetitions) or passes to the previous item in a menu.
LEFT	Return to the top level.
RIGHT	Commute from units, tens, hundreds, in the "Address", "Fixture ID" and "Calibration" menu.

USING THE MENU:

1) Press “OK” once – “Main Menu” appears on the display.

2) Use the UP and DOWN keys to select the menu to be used:

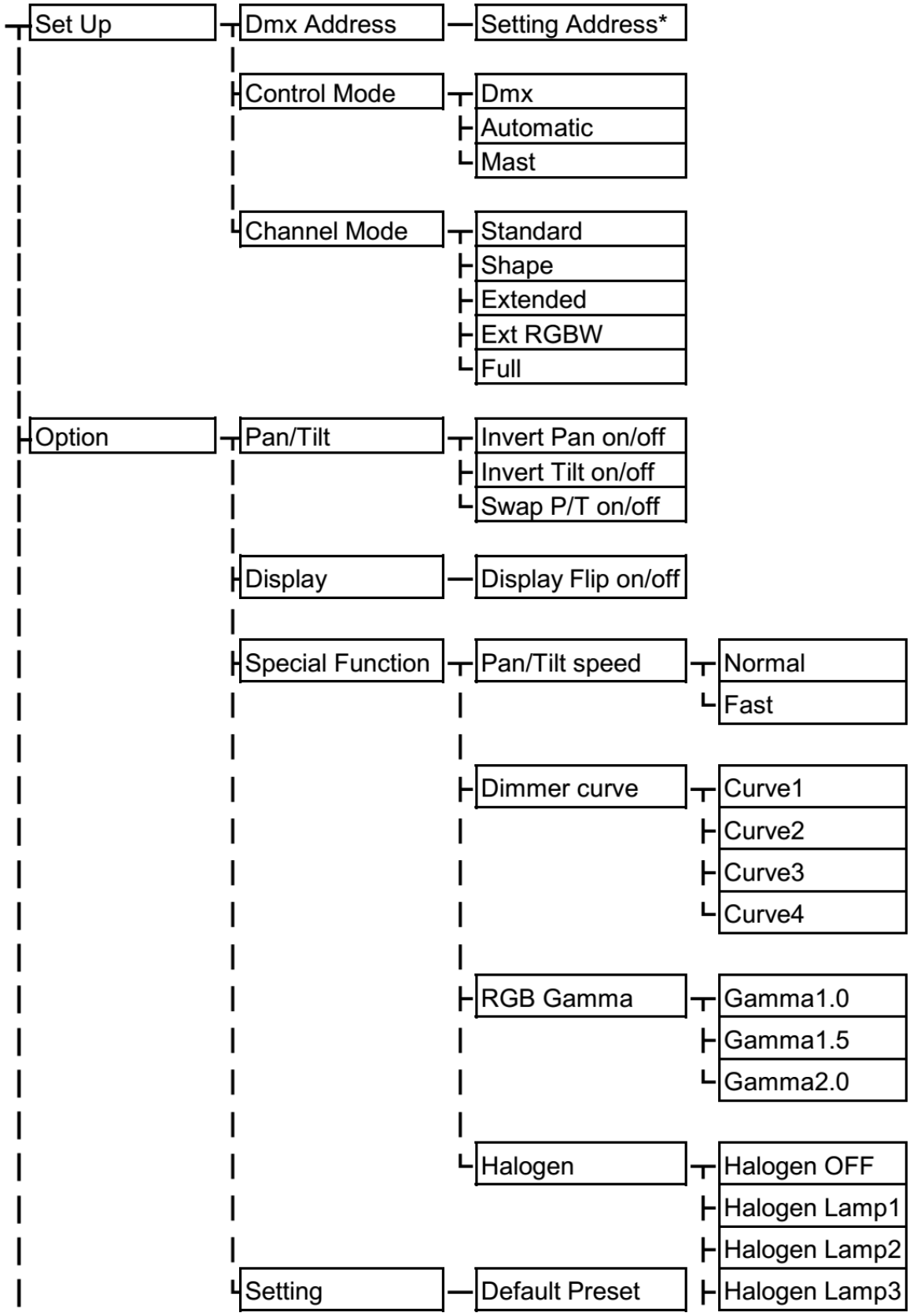
- Setup (Setup Menu): To set the setting options.
- Option (Option Menu): To set the operating options
- Informations (Informations Menu): To read the counters, software version and other information.
- Manual Control (Manual control Menu): To trigger the test and manual control functions.
- Test (Test Menu): To check the proper functionning of effects
- Advanced (Advanced Menu): Access to the "Advanced menu" is recommended for a trained technical personnel.

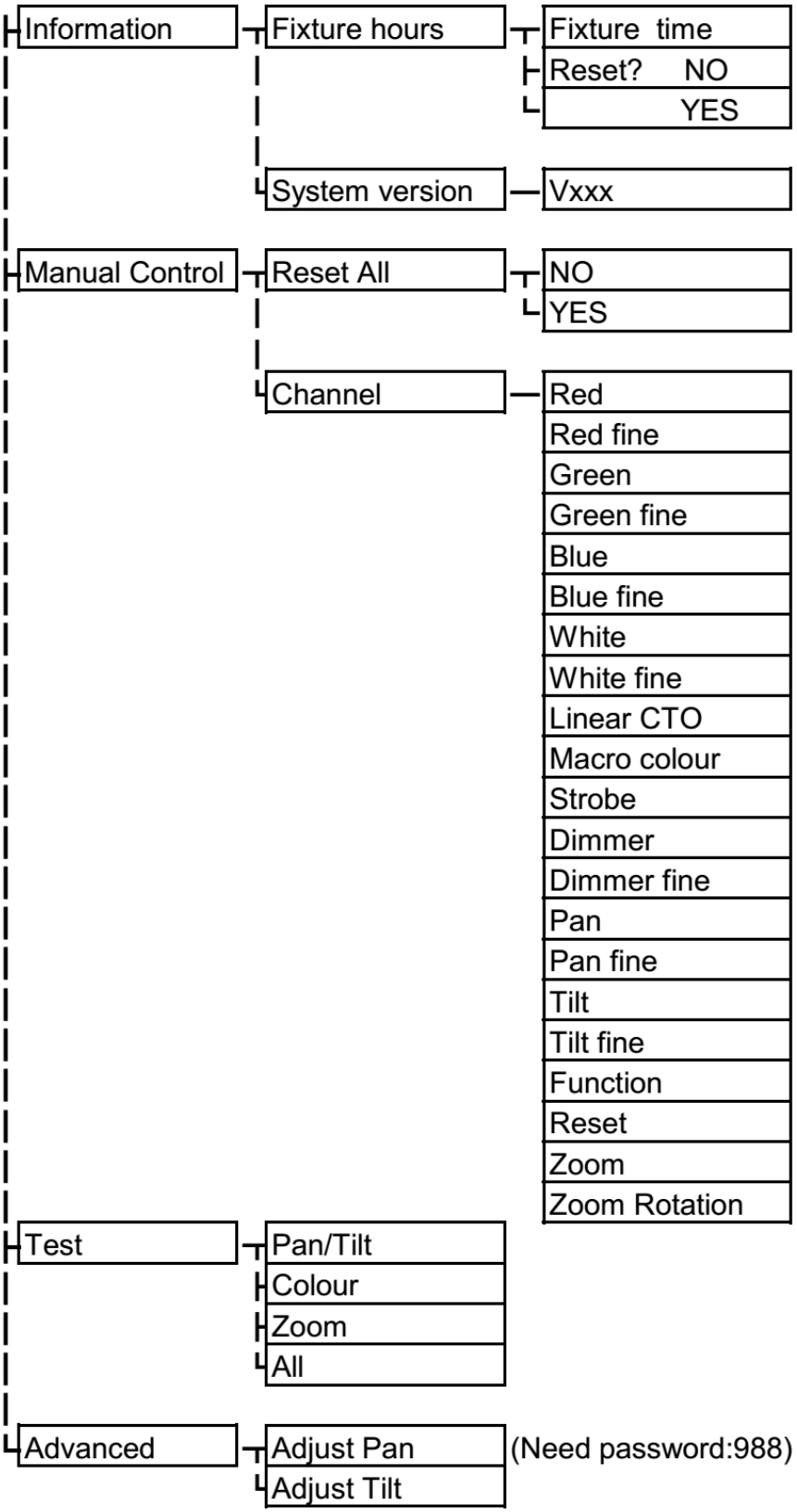
"Advanced" password:988

3) Press “OK” to display the first item in the selected menu.

4) Use the UP and DOWN keys to select the MENU items.

MENU FUNCTION




Information
Fixture hours
Fixture time
Reset? NO
YES
System version
Vxxx
Manual Control
Reset All
NO
YES
Channel
Red
Red fine
Green
Green fine
Blue
Blue fine
White
White fine
Linear CTO
Macro colour
Strobe
Dimmer
Dimmer fine
Pan
Pan fine
Tilt
Tilt fine
Function
Reset
Zoom
Zoom Rotation
Test
Pan/Tilt
Colour
Zoom
All
Advanced
Adjust Pan
Adjust Tilt
(Need password:988)

DLG Q-EYE Q10 EASY CHANNEL LIST

STANDARD		SHAPE		EXTENDED		EXTENDED RGBW		FULL	
CH	**Channel Mode**	**Ch**	**Channel Mode**	**Ch**	**Channel Mode**	**Ch**	**Channel Mode**	**Ch**	**Channel Mode**
1	**Red**	1	**Red**	1	**Red**	1	**Red**	1	**Red**
2	**Red fine**	2	**Red fine**	2	**Red fine**	2	**Red fine**	2	**Red fine**
3	**Green**	3	**Green**	3	**Green**	3	**Green**	3	**Green**
4	**Green fine**	4	**Green fine**	4	**Green fine**	4	**Green fine**	4	**Green fine**
5	**Blue**	5	**Blue**	5	**Blue**	5	**Blue**	5	**Blue**
6	**Blue fine**	6	**Blue fine**	6	**Blue fine**	6	**Blue fine**	6	**Blue fine**
7	**White**	7	**White**	7	**White**	7	**White**	7	**White**
8	**White fine**	8	**White fine**	8	**White fine**	8	**White fine**	8	**White fine**
9	**Linear CTO**	9	**Linear CTO**	9	**Linear CTO**	9	**Linear CTO**	9	**Linear CTO**
10	**Macro color**	10	**Macro color**	10	**Macro color**	10	**Macro color**	10	**Macro color**
11	**Strobe**	11	**Strobe**	11	**Strobe**	11	**Strobe**	11	**Strobe**
12	**Dimmer**	12	**Dimmer**	12	**Dimmer**	12	**Dimmer**	12	**Dimmer**
13	**Dimmer fine**	13	**Dimmer fine**	13	**Dimmer fine**	13	**Dimmer fine**	13	**Dimmer fine**
14	**Pan**	14	**Pan**	14	**Pan**	14	**Pan**	14	**Pan**
15	**Pan fine**	15	**Pan fine**	15	**Pan fine**	15	**Pan fine**	15	**Pan fine**
16	**Tilt**	16	**Tilt**	16	**Tilt**	16	**Tilt**	16	**Tilt**
17	**Tilt fine**	17	**Tilt fine**	17	**Tilt fine**	17	**Tilt fine**	17	**Tilt fine**
18	**Function**	18	**Function**	18	**Function**	18	**Function**	18	**Function**
19	**Reset**	19	**Reset**	19	**Reset**	19	**Reset**	19	**Reset**
20	**Zoom**	20	**Zoom**	20	**Zoom**	20	**Zoom**	20	**Zoom**
		21	**Shape selection**	21	**Red Led 1**	21	**Red Led 1**	21	**Shape selection**
		22	**Shape speed**	22	**Green Led 1**	22	**Green Led 1**	22	**Shape speed**
		23	**Shape fade**	23	**Blue Led 1**	23	**Blue Led 1**	23	**Shape fade**
		24	**Shape R**	.....	**Red Led...**	24	**White Led 1**	24	**Shape R**
		25	**Shape G**	75	**Red Led 19**	25	**Red Led 2**	25	**Shape G**
		26	**Shape B**	76	**Green Led 19**	26	**Green Led 2**	26	**Shape B**
		27	**Shape W**	77	**Blue Led 19**	27	**Blue Led 2**	27	**Shape W**
		28	**Shape Dimmer**			28	**White Led 2**	28	**Shape Dimmer**
		29	**Background Dimmer**			…	**Red Led…**	29	**Background Dimmer**
		30	**Shape transition**			…	**Green Led….**	30	**Shape transition**
		31	**Shape offset**			….	**Blue Led….**	31	**Shape offset**
		32	**Foreground strobe**			….	**White Led….**	32	**Foreground strobe**
		33	**Background strobe**			93	**Red Led 19**	33	**Background strobe**
		34	**Background select**			94	**Green Led 19**	34	**Background select**
						95	**Blue Led 19**	…	**Red Led 1**
						96	**White Led 19**	…	**Green Led 1**
								….	**Blue Led 1**
								89	**Red Led 19**
								90	**Green Led 19**
								91	**Blue Led 19**

DLG Q-EYE Q10 CHANNEL LIST

STANDARD		SHAPE		EXTENDED		EXTENDED RGBW		FULL	
Ch	**Channel Mode**	**Ch**	**Channel Mode**	**Ch**	**Channel Mode**	**Ch**	**Channel Mode**	**Ch**	**Channel Mode**
1	**Red**	1	**Red**	1	**Red**	1	**Red**	1	**Red**
2	**Red fine**	2	**Red fine**	2	**Red fine**	2	**Red fine**	2	**Red fine**
3	**Green**	3	**Green**	3	**Green**	3	**Green**	3	**Green**
4	**Green fine**	4	**Green fine**	4	**Green fine**	4	**Green fine**	4	**Green fine**
5	**Blue**	5	**Blue**	5	**Blue**	5	**Blue**	5	**Blue**
6	**Blue fine**	6	**Blue fine**	6	**Blue fine**	6	**Blue fine**	6	**Blue fine**
7	**White**	7	**White**	7	**White**	7	**White**	7	**White**
8	**White fine**	8	**White fine**	8	**White fine**	8	**White fine**	8	**White fine**
9	**Linear CTO**	9	**Linear CTO**	9	**Linear CTO**	9	**Linear CTO**	9	**Linear CTO**
10	**Macro color**	10	**Macro color**	10	**Macro color**	10	**Macro color**	10	**Macro color**
11	**Strobe**	11	**Strobe**	11	**Strobe**	11	**Strobe**	11	**Strobe**
12	**Dimmer**	12	**Dimmer**	12	**Dimmer**	12	**Dimmer**	12	**Dimmer**
13	**Dimmer fine**	13	**Dimmer fine**	13	**Dimmer fine**	13	**Dimmer fine**	13	**Dimmer fine**
14	**Pan**	14	**Pan**	14	**Pan**	14	**Pan**	14	**Pan**
15	**Pan fine**	15	**Pan fine**	15	**Pan fine**	15	**Pan fine**	15	**Pan fine**
16	**Tilt**	16	**Tilt**	16	**Tilt**	16	**Tilt**	16	**Tilt**
17	**Tilt fine**	17	**Tilt fine**	17	**Tilt fine**	17	**Tilt fine**	17	**Tilt fine**
18	**Function**	18	**Function**	18	**Function**	18	**Function**	18	**Function**
19	**Reset**	19	**Reset**	19	**Reset**	19	**Reset**	19	**Reset**
20	**Zoom**	20	**Zoom**	20	**Zoom**	20	**Zoom**	20	**Zoom**
21	**Zoom Rotation**	21	**Zoom Rotation**	21	**Zoom Rotation**	21	**Zoom Rotation**	21	**Zoom Rotation**
		22	**Shape selection**	22	**Red Led 1**	22	**Red Led 1**	22	**Shape selection**
		23	**Shape speed**	23	**Green Led 1**	23	**Green Led 1**	23	**Shape speed**
		24	**Shape fade**	24	**Blue Led 1**	24	**Blue Led 1**	24	**Shape fade**
		25	**Shape R**	.....	**Red Led...**	25	**White Led 1**	25	**Shape R**
		26	**Shape G**	76	**Red Led 19**	....	**Red Led...**	26	**Shape G**
		27	**Shape B**	77	**Green Led 19**	....	**Green Led....**	27	**Shape B**
		28	**Shape W**	78	**Blue Led 19**	....	**Blue Led....**	28	**Shape W**
		29	**Shape Dimmer**			....	**White Led....**	29	**Shape Dimmer**
		30	**Background Dimmer**			90	**Red Led 18**	30	**Background Dimmer**
		31	**Shape transition**			91	**Green Led 18**	31	**Shape transition**
		32	**Shape offset**			92	**Blue Led 18**	32	**Shape offset**
		33	**Foreground strobe**			93	**White Led 18**	33	**Foreground strobe**
		34	**Background strobe**			94	**Red Led 19**	34	**Background strobe**
		35	**Background select**			95	**Green Led 19**	35	**Background select**
						96	**Blue Led 19**	....	**Red Led 1**
						97	**White Led 19**	….	**Green Led 1**
								....	**Blue Led 1**
								90	**Red Led 1**
								91	**Green Led 19**
								92	**Blue Led 19**

NOTE: On conclusion of resetting in case of absence of DMX signal, Pan & Tilt move to the "Home" position (Pan 128 bit - Tilt 128 bit) all the others channels stay at 0 bit.

- **RED**
  GREEN
  BLUE
  WHITE

BIT	EFFECT
255	LED ON
0	LED OFF

- **RED FINE**
  GREEN FINE
  BLUE FINE
  WHITE FINE

BIT	EFFECT
255	UP
0	LOW

- **LINEAR CTO**

BIT	EFFECT
255	2500 K
...	...
224	3200 K
...	...
188	4000 K
...	...
144	5000 K
...	...
117	5600 K
...	...
99	6000 K
...	...
54	7000 K
...	...
10	8000 K
0-9	UNUSED RANGE

Note: If CTO channel is active, the WHITE channel is disabled.

- **MACRO COLOUR**

BIT	LEE REFERENCE	COLOUR	BIT VALUE			
			R	G	B	W
209-255	-	White	255	235	66	255
208	-	Dirty White	255	255	122	255
207	197	Alice Blue	128	255	143	0
191-206	181	Congo Blue	77	0	255	0
184-190	174	Dark Steel Blue	181	255	95	0
180-183	170	Deep lavender	255	168	64	0
179	169	Lilac Tint	255	199	49	0
175-178	165	Daylight Blue	82	214	90	0
174	164	Flame Red	255	46	2	0
172-173	162	Bastard Amber	255	181	28	0
168-171	158	Deep Orange	222	84	0	0
162-167	152	Pale Gold	253	171	26	0
157-161	147	Apricot	255	143	13	0
151-156	141	Bright Blue	0	255	87	0
149-150	139	Primary Green	77	255	0	0
147-148	137	Special lavender	219	197	79	0
146	136	Pale Lavender	255	197	61	0
145	135	Deep Golden Amber	255	58	0	0
142-144	132	Medium Blue	0	255	143	0
138-141	128	Bright Pink	255	53	36	0
136-137	126	Mauve	227	41	56	0
134-135	124	Dark Green	84	255	13	0
131-133	121	Leaf Green	206	255	0	0
129-130	119	Dark Blue	0	186	255	0
128	118	Light Blue	74	255	82	0
127	117	Steel Blue	206	255	56	0
126	116	Med Blu Green	206	255	56	0
125	115	Peacock Blue	51	255	51	0
123-124	113	Magenta	255	20	15	0
121-122	111	Dark Pink	255	109	33	0
120	110	Middle Rose	217	130	28	0
119	109	Light Salmon	255	138	31	0
118	108	English Rose	255	148	23	0
117	107	Light Rose	255	141	31	0
115-116	105	Orange	255	122	0	0
114	104	Deep Amber	255	166	0	0
113	103	Straw	230	160	0	69
112	102	Light Amber	237	163	0	0
110-111	100	Spring Yellow	245	202	0	0
100-109	90	Dark yellow green	41	219	0	0
89-99	79	Just Blue	0	194	130	0
78-88	68	Sky Blue	0	255	135	0
68-77	58	Lavender	243	117	133	199
62-67	52	Light Lavender	243	117	39	197
49-61	39	Pink Carnation	255	107	0	130
46-48	36	Medium Pink	255	87	0	107
45	35	Light Pink	255	112	0	141
35-44	25	Sunrise Red	255	83	2	0
32-34	22	Dark Amber	255	65	0	0
31	21	Gold Amber	255	100	0	0
30	20	Medium Amber	255	135	0	0
29	19	Fire	255	56	0	0
27-28	17	Surprise Peach	198	114	9	0
23-26	13	Straw Tint	152	115	9	0
20-22	10	Medium Yellow	156	126	0	0
19	-	Black	0	0	0	0
18	-	White 5000 K	255	137	0	193
17	-	White 3700 K	255	201	25	255
16	-	White 7000 K	216	237	61	255
15	-	Magenta	255	0	255	0
14	-	Yellow	255	255	0	0
13	-	Cyan	0	255	255	0
12	-	Blue	0	0	255	0
11	-	Green	0	255	0	0
10	-	Red	255	0	0	0
0-9	-	Macro color OFF	-	-	-	-

• STOP STROBE - FOREGROUND STROBE - BACKGROUND STROBE

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 (25 flash/sec)
108	SLOW PULSATION (0,5 flash/sec)
104 - 107	OPEN
103	FAST STROBE (25 flash/sec)
4	SLOW STROBE (1 flash/sec)
0 - 3	CLOSED

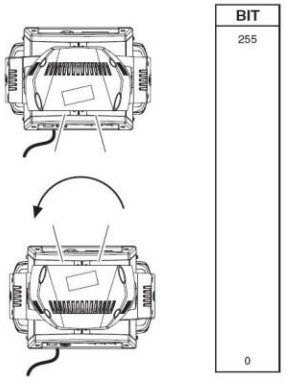
• DIMMER

BIT	EFFECT
255	FULL LIGHT
0	NO LIGHT

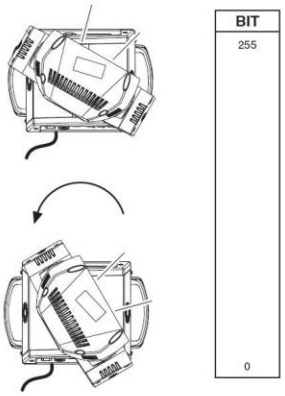
• DIMMER FINE

BIT	EFFECT
255	UP
0	LOW

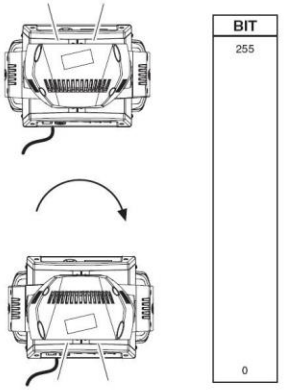
• PAN

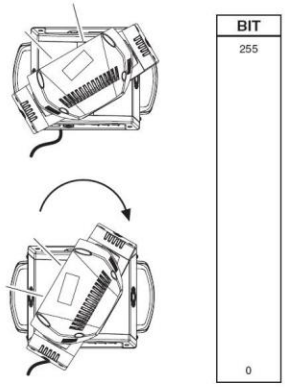


• PAN FINE



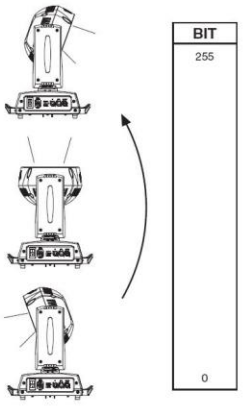
Operation with option InvertPan ⇕ Off
(Tilt conventionally represented at 35 bit and option Invert Tilt ⇕ Off)



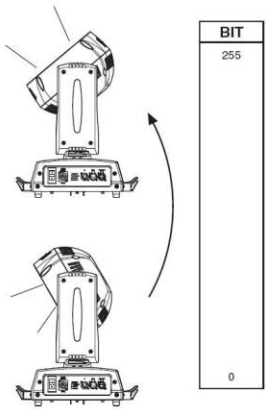


Operation with option InvertPan ⇕ On
(Tilt conventionally represented at 35 bit and option Invert Tilt ⇕ Off)

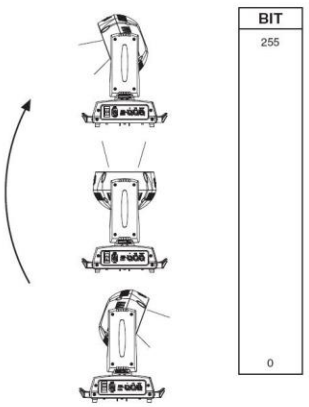
• TILT

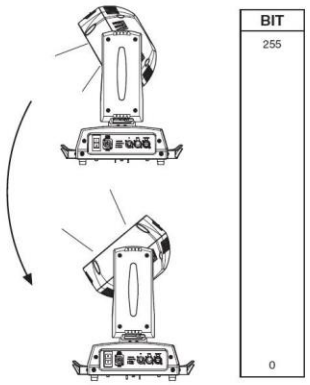


• TILT FINE



Operation with option InvertPan ⇕ Off
(Tilt conventionally represented at 35 bit and option Invert Tilt ⇕ Off)





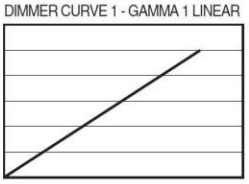
Operation with option InvertPan ⇕ On
(Tilt conventionally represented at 35 bit and option Invert Tilt ⇕ Off)

• FUNCTION

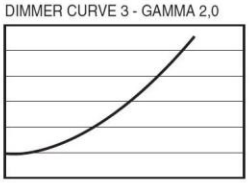
BIT	EFFECT	
103 – 255	Reserved	
98 – 102	Halogen Lamp Simulation, type 5 (2500 W)	Linear CTO @ 0 bit
93 – 97	Halogen Lamp Simulation, type 4 (2000 W)	Linear CTO @ 0 bit
88 – 92	Halogen Lamp Simulation, type 3 (1200 W)	Linear CTO @ 0 bit
83 – 87	Halogen Lamp Simulation, type 2 (1000 W)	Linear CTO @ 0 bit
78 – 82	Halogen Lamp Simulation, type 1 (750W)	Linear CTO @ 0 bit
73 – 77	Halogen Lamp Simulation OFF (Default)	
68 – 72	RGBW Gamma curve 3 – gamma = 2.0	
63 – 67	RGBW Gamma curve 2 – gamma = 1.5	
58 – 62	RGBW Gamma curve 1 – gamma = 1.0	
52 – 57	Dimmer Curve 4	
48 – 52	Dimmer Curve 3	
43 – 47	Dimmer Curve 2	
38 – 42	Dimmer Curve 1	
24 – 37	Pan Tilt Normal	
12 – 24	Pan Tilt Fast (Default)	
0 – 11	Function off – rearmed	

The functions are actived passing through the “unused range” and staying 5 seconds in necessary level.
Last selected function still active. Enable setting a new function.

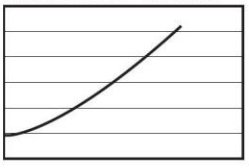
DIMMER CURVE 1 - GAMMA 1 LINEAR



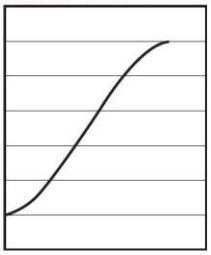
DIMMER CURVE 3 - GAMMA 2,0



DIMMER CURVE 2 - GAMMA 1,5



DIMMER CURVE 4 - S



• **RESET**

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

• **ZOOM**

BIT	EFFECT
255	WIDE BEAM
0	NARROW BEAM

• **ZOOM ROTATION**

BIT	EFFECT
255	FAST ROTATION
193	SLOW ROTATION
191 - 192	STOP
190	SLOW ROTATION
128	FAST ROTATION
127	
	LINEAR ROTATION
0	

• **ZOOM ROTATION (available on zoom channel from 0 bit to 42 bit)**

BIT	MACRO EFFECT
193-255	CCW Rotation, speed from 3 RPH to 10 RPM
191-192	Stop rotation
128-190	CW Rotation, speed from 10 RPM to 3 RPH
127	Indexed zone. Lens angle = 60.00
126	Indexed zone. Lens angle = 59.52
....	
3	Indexed zone. Lens angle = 1.42
2	Indexed zone. Lens angle = 0.94
1	Indexed zone. Lens angle = 0.47
0	Indexed zone. Lens angle = 0

• **ZOOM ROTATION (available on zoom channel at 255 bit only)**

BIT	MACRO EFFECT
128-255	Lens offset angle: 0.00 degree
127	Lens offset angle: +4.00 degree
126	Lens offset angle: +3.94 degree
125	Lens offset angle: +3.87 degree
...	
1	Lens offset angle: +0.06 degree
0	Lens offset angle: 0.00 degree

• **RED LED 1 to...**
GREEN LED 1 to...
BLUE LED 1 to...
WHITE LED 1 to...

BIT	EFFECT
255	LED ON
0	LED OFF

SHAPE MODE DESCRIPTION

CONCEPTS: FOREGROUND AND BACKGROUND
The powerful shapes engine embedded in the DLG Q-EYE Q10 and Q10 EASY allows the user to set all the possible parameters relating to the pixels of the light in an organic way, with a distinction between the pixels affected by a selected "image" and the ones that are not affected by that specific image (more properly called SHAPE from now on).

The macro called "ring 2" will, as an example, involve all the pixels that compose the ring of the unit, while the middle pixel and the 1 smaller ring will not be affected by the shape. The involved pixels will belong to the"Foreground" layer, while all the remaining pixels will belong to the "Background" layer.

Pixels on the foreground take the colour the user will select specifically for them using the dedicated channels, while the remaining pixels will all maintain the colours related to the washlight.

SHAPE PARAMETERS DESCRIPTION

SHAPE SELECTION	Allows to choose the kind of shape to be visualized amongst the 63 available ones. Each shape can be composed of a multitude of frames or be a single, static image.
SHAPE SPEED	Allows to set the speed at which the different frames of the selected shape are played by the unit.
SHAPE FADE	In case of shapes with multiple frames, it allows to select a snap or faded variation from frame to frame of the same shape.
SHAPE RGBW	Allows to select the colour of the pixels composing the selected shape, if all are left at 000 no shape will be visualized (unless the background dimmer and normal RGBW attributes of the unit are given a value, in which case a "negative" of the macro will be shown)
SHAPE DIMMER	Allows to select the overall brightness of the pixels involved in the selected shape.
BACKGROUND DIMMER	Allows to select the overall brightness of the pixels NOT involved by the selected shape. The relevant colour is set using the normal RGBW channels of the washlight.
SHAPE TRANSITION	Internal fade time between a shape and another one set via DMX. Using this "channel" when you change from a shape to a different one as if it was the console fade time will avoid the scrolling effect normally visible when having fades between eg. gobo changes is traditional lights. Fade time on the console should be set to 0.
SHAPE OFFSET	Depending on the selected shape the channel sets the "density" of the involved pixels (few random pixel, many random pixels) or enables an internal algorithm that will distribute the macro between a multitude of lights on a specific DMX line basing on their DMX starting address.
FOREGROUND STROBE	Allows to set a strobe rate for the pixels involved in a macro.
BACKGROUND STROBE	Allows to set a strobe rate for the pixels NOT involved in a macro.
BACKGROUND SELECT	Allows to reduce, if needed, the background to a lower amount of "rings". With selected macros this allows to mirror the image between the two halves of the fixture's head (in this case the RGBW channels of the washlight will set the colour of the mirrored half and the background will remain black.

Note:
Foreground Shape Effect:
Shapes will be available while (***Dimmer*** CH12),(***Strobe*** CH11), (***Shape dimmer*** CH29), (***Foreground strobe*** CH33), (***Shape color*** CH25/26/27/28) turned on then selecting the Shapes on (***Shape Selection*** CH22) with different speed on (**Shape Speed** CH23).
Background Effect: Meanwhile the (***BG dimmer*** CH30), (***BG strobe*** CH34), (**Color RGBW** CH1/3/5/7) turned on.
(CH value mentioned above is based on SHAPE MODE L10Rotation)

Vortex effect: With ***Shape slot 3****(Ring 2 on Shape Selection Value 10)* and ***Zoom rotation*** turned on.

SHAPE SELECTION*SHAPE SPEED*SHAPE OFFSET*SHAPE FADE*BACKGROUND SELECT

Shape Selection	*Shape Slot*	*Shape Name*	*Random Colors *1*	*Shape Speed*	*Shape Offset*	*Shape Fade*	*Background Select(*3)(*4)*
0-7		Macro OFF	No	No	No	No	No
8	1	Pixel 1	No	No	No	0=snap effect 1-255=Fade effect	0-7=Wash 8-15=Bgrings 16-255 wash
9	2	Ring 1					
10	3	Ring 2					
11	4	Reserved					
12	5	Pixel 1+ring1					
13	6	Pixel 1+ring2					
14	7	Reserved					
15	8	Single ring (Ramp -/+)	Yes	0-63 = Radius size, static 64-158 = max to min speed,Closing effect 159-160 = STOP 161-255 = min to max speed, Opening effect	0-9 → continuous 10-255→ random Distribution of flash From 2 to 20 fixtures	0=snap effect 1-255=Fade effect	0-7=Wash 8-15=Bgrings 16-255 wash
16	9	Filled ring (Ramp -/+)	Yes				
17	10	Open/Close 1	Yes				
18	11	Open/Close 2	Yes				
19	12	Random pixels 1	Yes	0-63 = STOP 64-158 = max to min speed, Instant-on + fadeout. 159-160 = STOP. 161-255 = min to max speed, FadeIn + FadeOut.	0-255→ select random distribution from 2 up to 20 fixtures	0=snap effect 1-255=Fade effect	0-7=Wash 8-15=Bgrings 16-255 wash All fixtures: 255=Mirror effect
20	13	Random pixels 2	Yes		0-255 Select pixel density		
21	14	Rainbow 1 (Variable speed)	N0	0-63 = Angle 0-360°, static. 64-158 = max to min speed, c.cw rotation 159-160=STOP 161-255 =min to max speed, Cw rotation	0-255 angle offest from 0 to 360°	0=snap effect 1-255=Fade effect	0-7=Wash 8-15=Bgrings 16-255 wash
22	15	Rainbow 2 (Fixed speed with variable color offset)	N0	0-63 = STOP 64-158 = c.cw rotation 159-160 = STOP 161-255 = cw rotation The value 64-158 or 161-255 change the rainbow angle offset (the orange starting angle).	N0	0=snap effect 1-255=Fade effect	0-7=Wash 8-15=Bgrings 16-255=wash
23	16	Fan	N0	0-63 = Angle 0-360°, static. 64-158 = max to min speed, c.cw rotation 159-160=STOP 161-255 =min to max speed, Cw rotation	0-255 → angle offset from 0 to 360°	0=snap effect 1-255=Fade effect	0-7=Wash 8-15=Bgrings 16-255 wash For all fixtures: Marco 25 26 255=Mirror Effect with bkgnd color Macro 27 28 29 255= Show Alternative Color
24	17	Bar 1					
25	18	Half moon					
26	19	Triangle					
27	20	Segment 1					
28	21	Arc 1					
29	22	Arc 2					

Shape Selection	*Shape Slot*	*Shape Name*	*Random Colors *1*	*Shape Speed*	*Shape Offset*	*Shape Fade*	*Background Select (*3)(*4)*
30	23	Bar 2 (Variable size)	N0	0-63 = STOP, indexed speed 64-158 = max to min speed, c.cw rotation. 159-160 =STOP. 161-255 = min to max speed cc rotation.	0-255 → select shape width	0 = Snap effect 1-255 = Fade effect	0-7 = wash 8-15 = Bkgnd rings selection 16-254 = wash 255 =Mirror effet with bkgnd color Note: Mirror effect unavailable for macro 31. Macro 67,68,69:the mirror effect is available only for options 1,3,9
31	24	Rando explosion	Yes		0-255 → select Random distribution	0=Snap effect 1-255=select the wake of the faded macro	
32	25	Segment 2	N0		0-255 → select shape width		
33	26	Reserved			0-255 → select macro offset	0=Snap effect	
34	27	Reserved					
35	28	Bumping Selection					
36	29	Ramp by 6			0-255 → select shape width	0=Snap effect 1-255=select the wake of the faded macro	
37	30	Ramp by 4					
38	31	Left/Right scrolling bar					
39	32	Up/Down scrolling bar					
40	33	Bar 3			0-255 → select macro offset	0 = Snap effect 1-255 = Fade effect	
41	34	Reserved					
42	35	Vertical arc 2					
43	36	Reserved					
44	37	Horizontal arc 2					
45	38	Mirrored pixel			0-255 → select shape width	0=Snap effect 1-255=select the wake of the faded macro	
46	39	Pixel animation 1					
47	40	Pixel animation 2					
48	41	Pixel animation 3					
49	42	Pixel animation 4					
50	43	Pixel animation 5					
51	44	Semi arc (Ramp -/+)					
52	45	Bumping arc section			0-255 → select shape offset	0 = Snap effect 1-255 = Fade effect	
53	46	Pixel animation 6					
54	47	Vertical ramp by 2			0-255 → select shape width	0=Snap effect 1-255=select the wake of the faded macro	
55	48	Following pixel by2					
56	49	Syncopation			0-255 → select macro offset	0 = Snap effect 1-255 = Fade effect	
57	50	Bumping 1					
58	51	Bumping 2					
59	52	Bumping 3					
60	53	Vertical pixel scrolling			0-255 → select macro width	0=Snap effect 1-255=select the wake of the faded macro	
61	54	Vertical pixel scrolling			0-255 → select random distribution	0 = Snap effect 1-255 = Fade effect	
62	55	Random centra section	Yes				
63	56	Random ring 2					
64	57	Reserved					
65	58	Random ring 1+2					
66	59	Random ring 2					
67	60	Single pixel ring 1	NO		0-255→select the NO.of led:1,2,3,6,9 this NO. depends on the ring size	0=Snap effect 1-255=select the wake of the faded macro	
68	61	Single pixel ring 2					
69	62	Reserved					
70	63	Spiral			0-255 → select macro width		

• **SHAPE FADE**

BIT	EFFECT
246-255	Smooth, fading curve with automatic gamma *
245	Smooth, fading curve gamma 2
243	Smooth, fading curve gamma 1,986
244	Smooth, fading curve gamma 1,993
⋮	⋮
18	Smooth, fading curve gamma 0,513
17	Smooth, fading curve gamma 0,506
16	Smooth, fading curve gamma 0,5
0-15	Snap

• **SHAPE TRANSITION**

BIT	EFFECT
255	4 sec
⋮	⋮
216	3 sec
⋮	⋮
171	2 sec
⋮	⋮
113	1 sec
⋮	⋮
73	0,5 sec
⋮	⋮
5	100 ms
0-4	No fade

• **SHAPE RGBW**
SHAPE DIMMER
BACKGROUND DIMMER

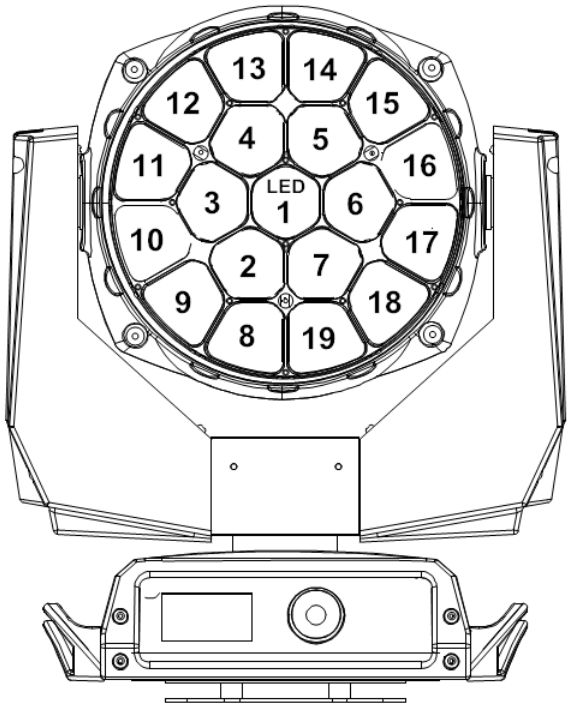
BIT	EFFECT
255	LED ON
⋮	⋮
0	LED OFF

• **BACKGROUND SELECT**

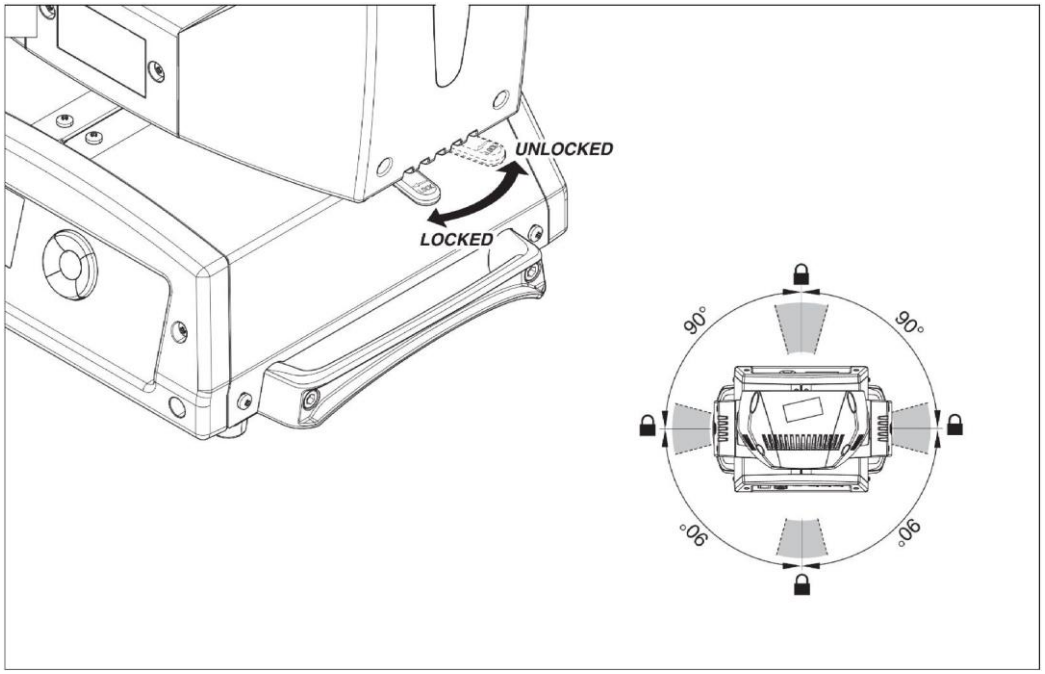
BIT	EFFECT
16-255	No selection
⋮	⋮
15	Ring 2 + Ring 3
14	Pixel 1 + Ring 2 + Ring 3
13	Pixel 1 + Ring 2
12	Pixel 1 + Ring 3
11	Ring 3
10	Ring 2
9	Pixel 1
8	No selection

DLG Q-EYE Q10 & EASY

LED reference number for pixel mapping
TILT: channel 16 @ 200 bit

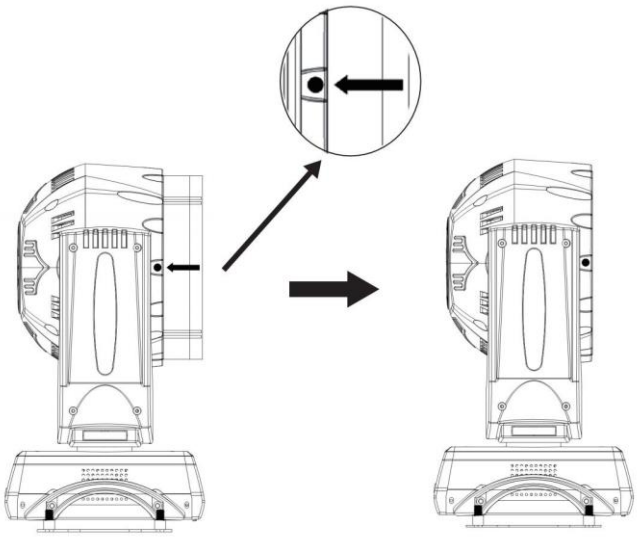


PACKING CONTENTS



CAUTION!

Before packing, please get the zoom lens back inside.(Please match the ARROWS with the DOT)



Without this operation, there will be damage of the fixture!

REMARK

The product has perfect performance and intergrity packing. All users should be strictly comply with the warning and operating instructions as stated. Or we aren't in charge of any result by misusing.

Any damage resulting by misuse is not within the Company's warranty.

Any fault or problem caused by neglecting the manual is also not in the charge of dealers.

Errors and omissions for every information given in this manual excepted.

All information is subject to change without prior notice.