ChamSys

MagicQ Software Quick Start Manual

Quick Start Guide to MagicQ Software

Introduction

This document is intended to enable you to get up and running with MagicQ Software under Window, Linux or Mac OSX. It is designed to introduce the layout of the MagicQ PC software along with the key functions. It then runs through patching a show, recording Cues and Cue Stacks and show playback.

This guide is not a substitute for the MagicQ manual. The manual provides detailed information on all the standard and advanced features of MagicQ PC. The manual is available in the software installation and also from the ChamSys website at www.chamsys.co.uk.

MagicQ Installation

Download and install the software from the MagicQ web site www.chamsys.co.uk/download. There are versions for Windows, Linux and Mac. There are "stable" versions and also "beta" versions with the latest features, but which have not had as much testing as the "stable" versions.

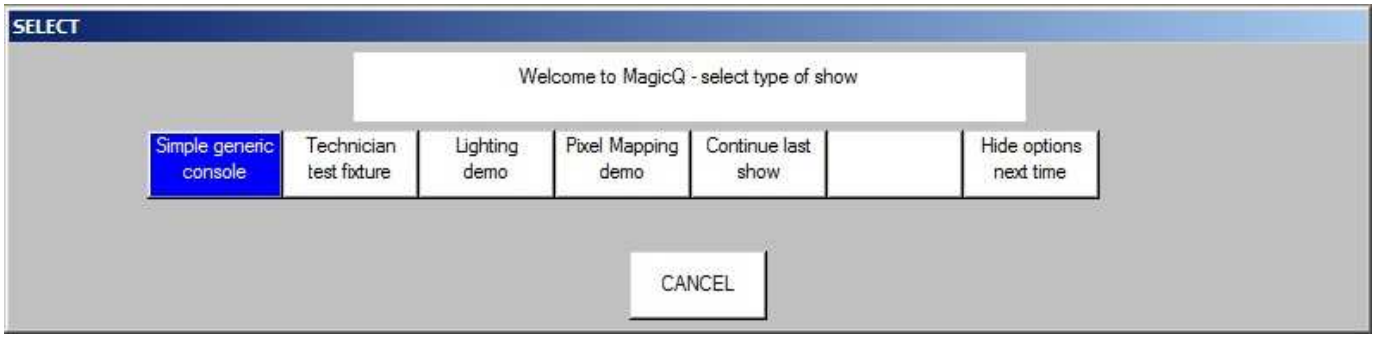
On Windows you will find MagicQ under Programs, ChamSys MagicQ PC, MagicQ PC.

On Mac you will find MagicQ in Applications, MagicQ.

On Linux unzip and unarchive the .tar file to a convenient folder, then run the MagicQ executable. If this doesn't run, make sure that the file has the executable bit set

Starting up MagicQ software after installation

When you start MagicQ software for the first time after you have installed the software, MagicQ will give you several different start up options.



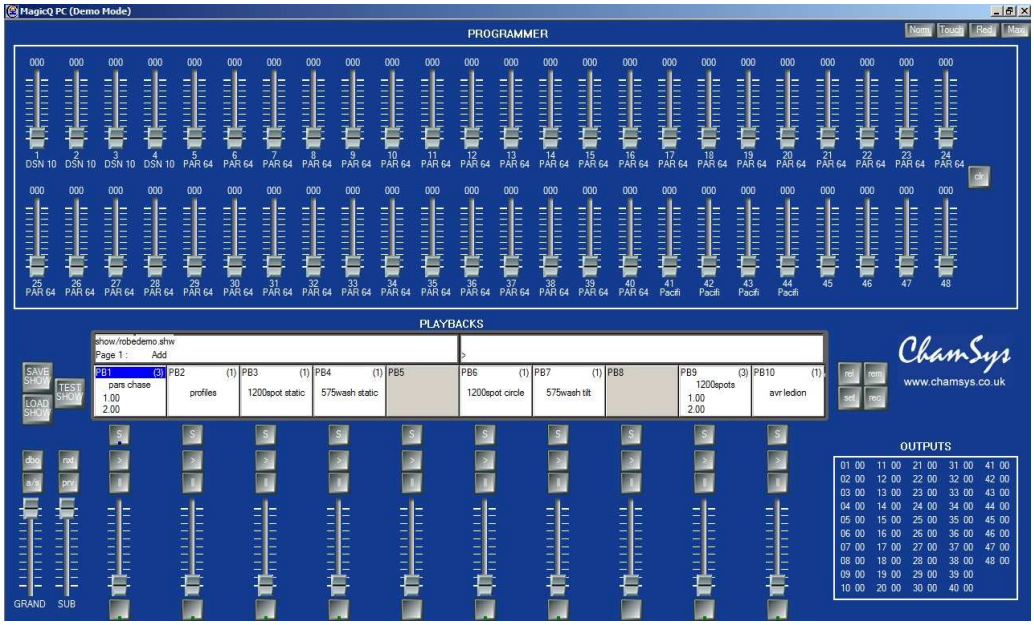
These options allow you to load different demo shows and also gives direct access to the Simple Generic Console or the Technician test fixture modes.

It is possible to hide the options on subsequent start up by pressing the "Hide options next time" button. This will continue the last show and will stop the options being shown on the next start up.

Simple Generic Console / Test Technician

"Simple mode" provides a simple interface for controlling generic dimmers or for testing a single intelligent fixture. It hides the complexity of programming moving lights. MagicQ is still fully running – just the window view is much simpler. It is possible to change between the two modes at any time by pressing the Simple / Norm buttons in the top right corner.

Simple mode shows 48 faders (dmx channels 1 to 48) and the 10 playback faders.



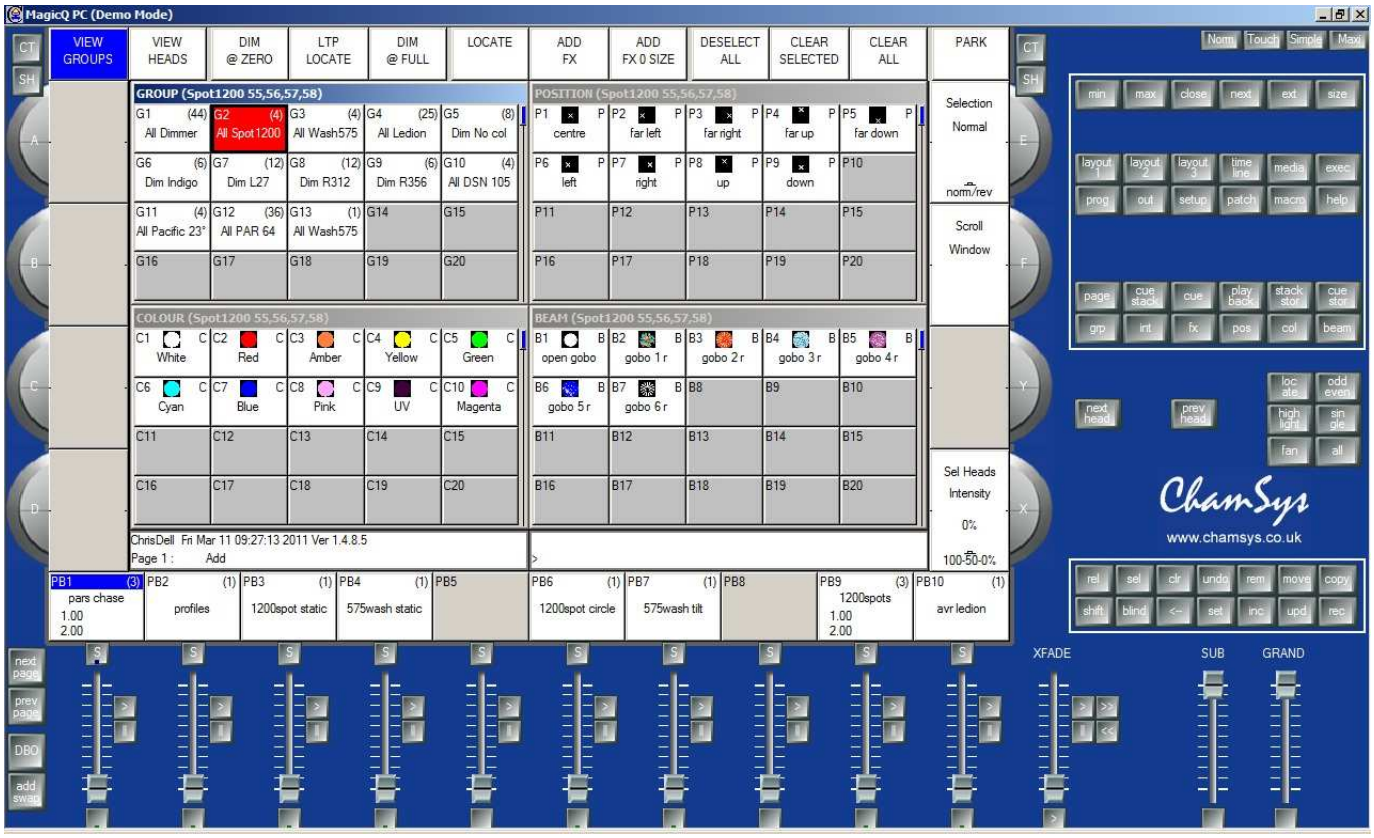
Simple Mode (also Test Technician)

Simple mode is also used for Test Technicians. Pressing the TEST SHOW button allows the user to choose a fixture to test. MagicQ then creates a show with this fixture patched at DMX address channel 1. Test cues are automatically recorded onto the first 10 playbacks – these include lamp on/off, locate, position test, colour test, CMY test and more.

The individual attributes of the fixture can be tested using the 48 channel faders. The Outputs section shows the values being output.

Normal Mode

The MagicQ Normal Mode is designed to be as similar to the MagicQ console layout as possible to make it easy for users to transfer between the two. The central windows are exactly the same on MagicQ PC as on the consoles; the only difference is the emulation of the encoders, faders and buttons.

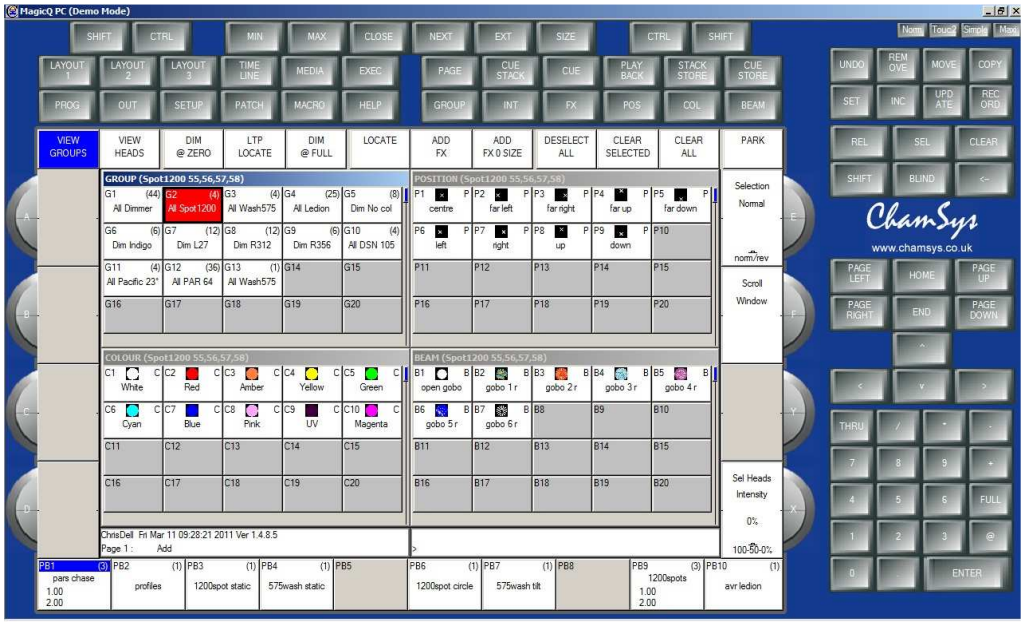


Normal Mode

There are additional modes which can be selected in the top right of the screen. The picture above shows “Normal Mode” which contains an emulation of the faders and encoders from a MagicQ console.

“Touch mode” is designed for use with touch screens when you have a MagicQ Wing connected. In this mode the buttons are large so that they are easy to use with a touch screen.

“Maxi mode” is designed for use with the MagicQ MaxiWing. In this mode the button, faders and encoders are provided by the MaxiWing and the screen shows only the MagicQ windows

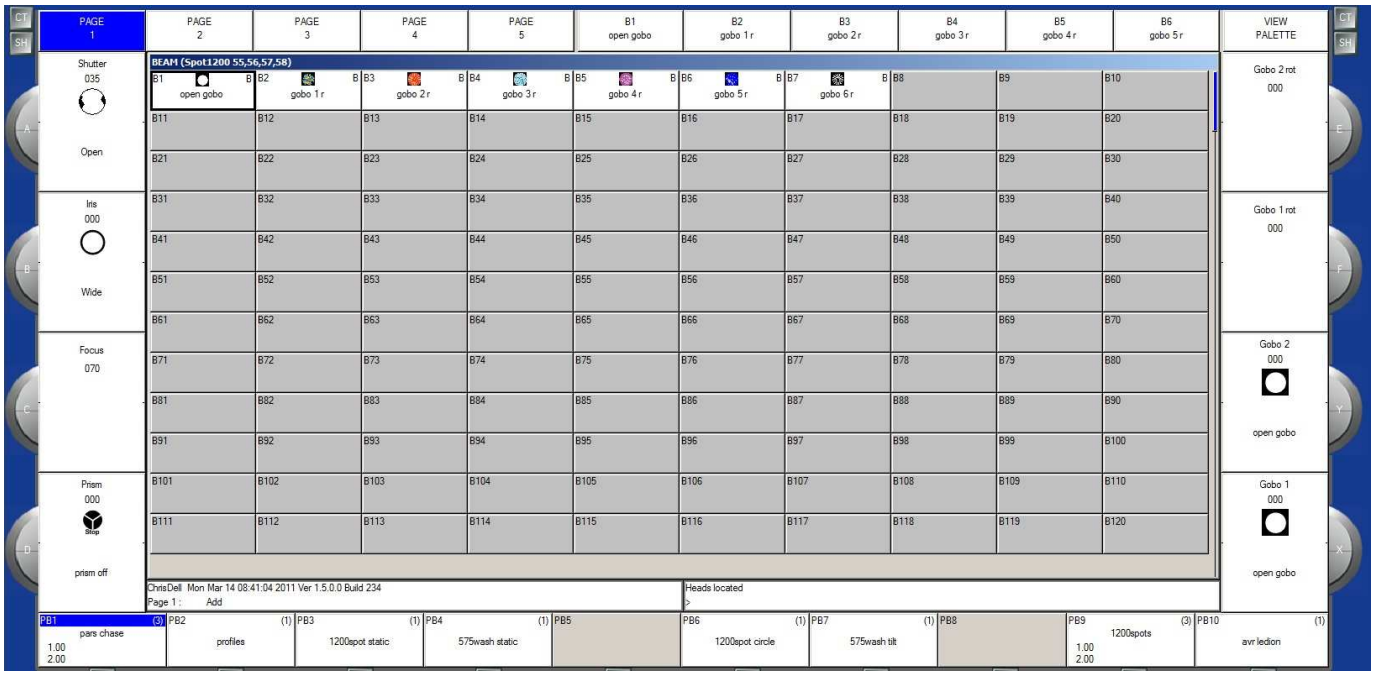

MagicQ PC (Demo Mode)
SHIFT
CTRL
MIN
MAX
CLOSE
NEXT
EXT
SIZE
CTRL
SHIFT
LAYOUT 1
LAYOUT 2
LAYOUT 3
TIME LINE
MEDIA
EXEC
PAGE
CUE STACK
CUE
PLAY BACK
STACK STORE
CUE STORE
PROG
OUT
SETUP
PATCH
MACRO
HELP
GROUP
INT
FX
POS
COL
BEAM
VIEW GROUPS
VIEW HEADS
DIM @ ZERO
LTP LOCATE
DIM @ FULL
LOCATE
ADD FX
ADD FX 0 SIZE
DESELECT ALL
CLEAR SELECTED
CLEAR ALL
PARK
GROUP (Spot1200 55,56,57,58)
POSITION (Spot1200 55,56,57,58)
COLOUR (Spot1200 55,56,57,58)
BEAM (Spot1200 55,56,57,58)
Selection Normal
norm/rev
Scroll Window
Sel Heads Intensity
0%
100-50-0%
UNDO
REMOVE
MOVE
COPY
SET
INC
UPDATE
RECORD
REL
SEL
CLEAR
SHIFT
BLIND
<-
ChamSys
www.chamsys.co.uk
PAGE LEFT
HOME
PAGE UP
PAGE RIGHT
END
PAGE DOWN
THRU
FULL
ENTER

Touch Mode

Screen & Encoders

On MagicQ the main operation is controlled through the central window. Around the edge of the central window are soft buttons - there are 12 soft buttons along the top and 4 down each side.

The buttons are referred to as soft buttons since their function changes according to the active window. The top soft buttons are generally used for menu items (View items on the left, more dangerous buttons like Clear and Quit on the right), The side soft buttons are generally used for controlling attributes – for example in the picture below where the Beam Window is open, the side soft buttons are controlling the Beam attributes Shutter, Iris, Focus, Prism, Gobo 1, Gobo 2, Gobo 1 Rotate and Gobo 2 Rotate. The top soft buttons are allowing individual selection of Beam Palettes.



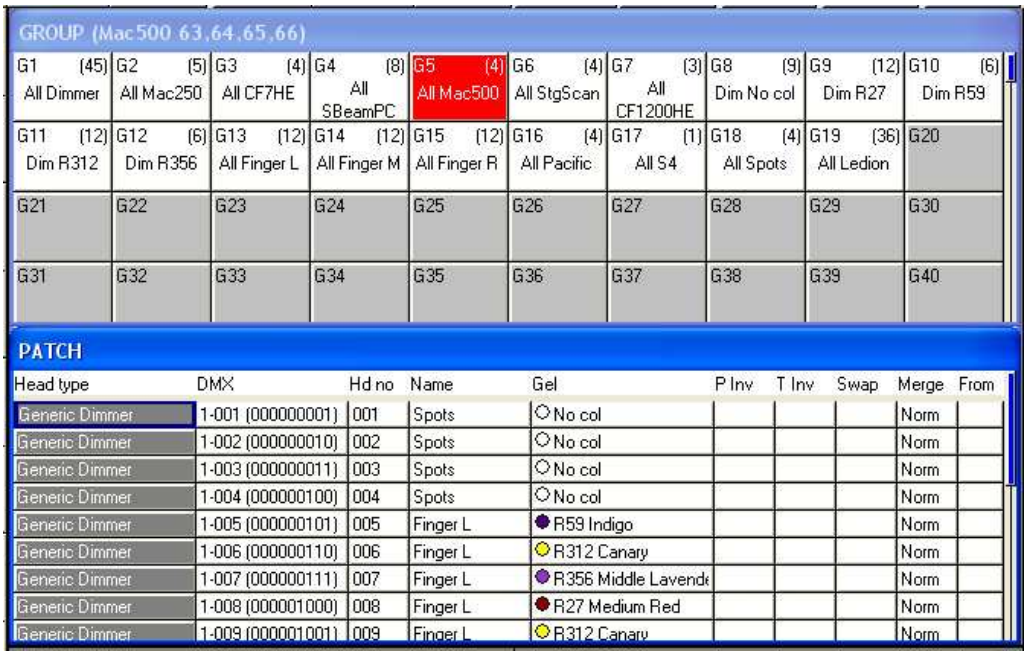
On MagicQ consoles and MaxiWing there are physical buttons for each of the soft buttons – when using MagicQ MiniWing or MagicQ PC Wing the functions are available by clicking the screen in the window.

The function of the rotary encoders also changes according to the active window with the current function being displayed adjacent to the encoder.

At the top left and top right of the central window there are SHIFT and CTRL buttons. Pressing theses buttons selects alternate functions for the soft buttons and encoders. SHIFT and CTRL on the keyboard have the same function.

Windows

The area in the centre of the screen is the windows section in which the various control windows are displayed. There are two main types of windows – boxes style windows which have large boxes such as the Group Window and spreadsheet style editing windows such as the Patch Window.



A window is opened by pressing the appropriate window button. Changing window does not affect programming or playback.

Windows Buttons

Multiple windows can be displayed at one time by using the SIZE button to both size and position the window. Sizing is fixed to half, quarter or full screen – MagicQ does not support moving of windows by dragging the titlebar.

In addition a complete configuration of windows called a Layout can be selected using CTRL and the top soft buttons. For example, to select the Palettes view (Groups, Positions, Colours and Beams) press CTRL and the first top soft button.

Layouts 1, 2 and 3 are available directly on buttons in the Windows button section.

When a window button is pressed, that window becomes the active window. The active window is on the top of the screen and is easily identified as the window with the highlighted title bar at the top. It is also the window with the cursor in it.

An item in a window can be selected by moving the mouse to the position and pressing the left mouse button.

The cursor can be moved around the active window using the cursor keys on your keyboard.

Command Input

Towards the bottom of the screen are two small windows, the Status Display and the Input Display. The Status Display shows the current date and time, the software versions and other relevant status information.

The Input Display shows the data that has been currently entered through the keypad and the keyboard. Note that text is not entered into the main Windows until ENTER is pressed. This allows the user to choose whether the keyboard data is SET into fields in the Windows or directly onto Playbacks.

After a command has been entered it also confirms that the command has been accepted and shows any error messages when a command is not possible.

Head Control

The area around the two large rotary encoders is referred to as the head control area. It is used to alter the parameters of individual heads and apply effects such as fans over groups of heads.

Head Control Section

The NEXT HEAD and PREV HEAD buttons are used to select an individual head to modify.

LOCATE is used to bring all the attributes of the selected heads into the programmer at their default values.

FAN can be used to modify a group of heads in opposite directions.

SINGLE, ODD/EVEN, and ALL allow sub selection from the group of heads selected.

HIGHLIGHT allows individual heads to be highlighted for easier positioning.

Editor buttons

Editor Buttons

The Editor buttons are used to modify program data. The buttons on the right hand side are the action buttons which are used to modify show data – REMOVE, MOVE, COPY, SET, INCLUDE, UPDATE and RECORD.

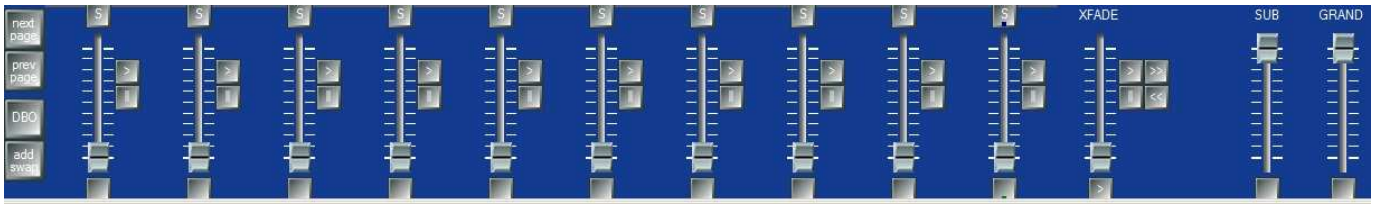
CLEAR is used to clear the programmer. BLIND is used to temporarily remove the programmer from the Output – the data remains in the programmer but does not output.

RELEASE and SELECT are used to release and select playbacks.

<-- undoes keyboard input and clears actions, whilst UNDO undoes the last change in the programmer.

Playback

The Playback area is situated directly below the touch screen and consists of 10 playbacks each with a fader and four buttons (FLASH, GO, STOP, SELECT). The area above each of the playbacks on the touch screen is used to provide information about the status of the playback.



Playback Section

The playback area also contains a Grand Master and a Sub Master, Page Select buttons and a Xfade Playback for taking control of Cue Stacks.

The cross fade section contains a GO (>), STOP (||). FWD (>>), BCK (<<) buttons, a cross fader and a master GO button. The cross fade section controls the current playback selected with the S button.

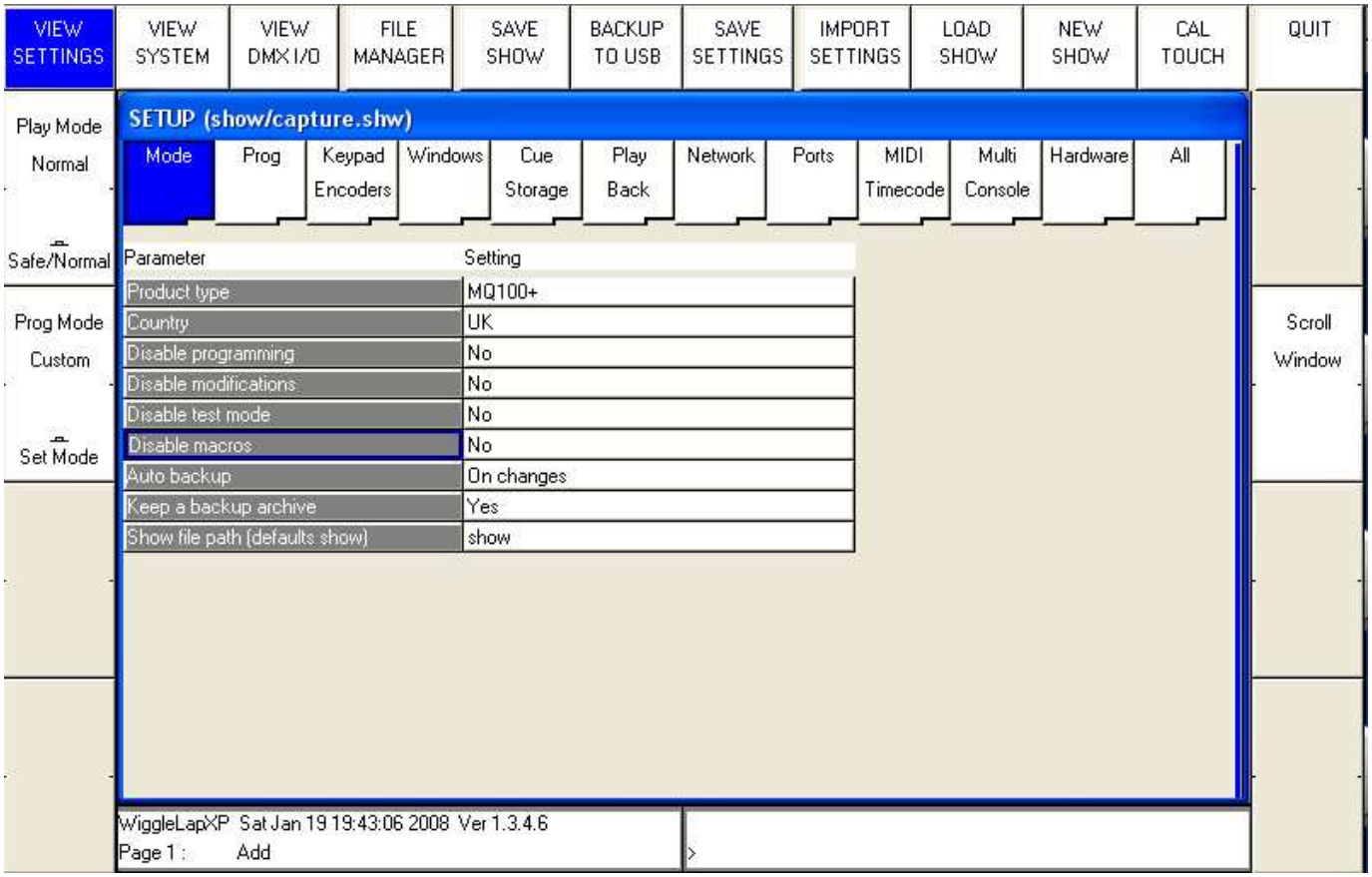
The S buttons are used to select the Playback for control by the XFADE section. Pressing the S button two times in quick succession opens the Cue Stack assigned to that Playback. Pressing the S button three times opens the Cues Stack options.

Starting a New Show

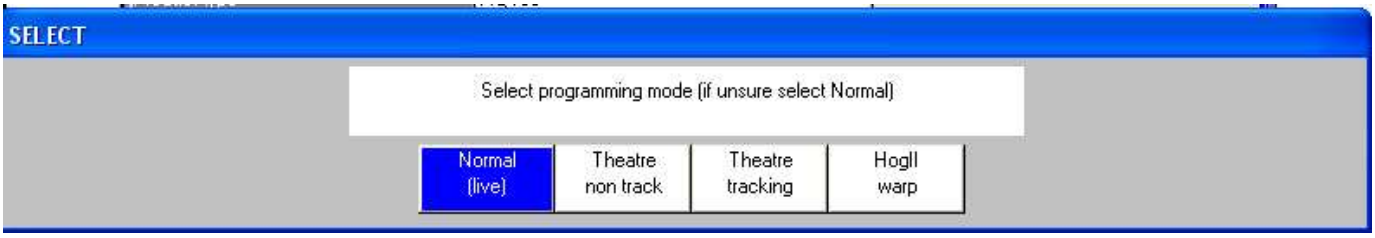
On normal starting of MagicQ PC you are presented with the introductory splash screen and the choice to start a new show or continue the current show. Choose Continue Show.

MagicQ remembers all windows that were open when MagicQ was last used. To close all windows press SHIFT and CLOSE.

Press SETUP to open the Setup Window.



To start a new show press the NEW SHOW soft button. This will clear the current show from memory – shows that have been previously saved to disc will not be affected. You will be asked to confirm by selecting YES.



There are four modes.

- Normal - faders activate Cue Stacks. When recording, all data in the programmer is stored in recorded cues
- Theatre non-track - faders operate levels only. When recording, all data in the programmer is stored in recorded cues
- Theatre tracking - faders operate levels only. When recording only data in the programmer that has changed since the last record is stored in recorded cues
- Hog II warp – like Theatre Tracking but with some extra features to make the programming more familiar to Hog II users.

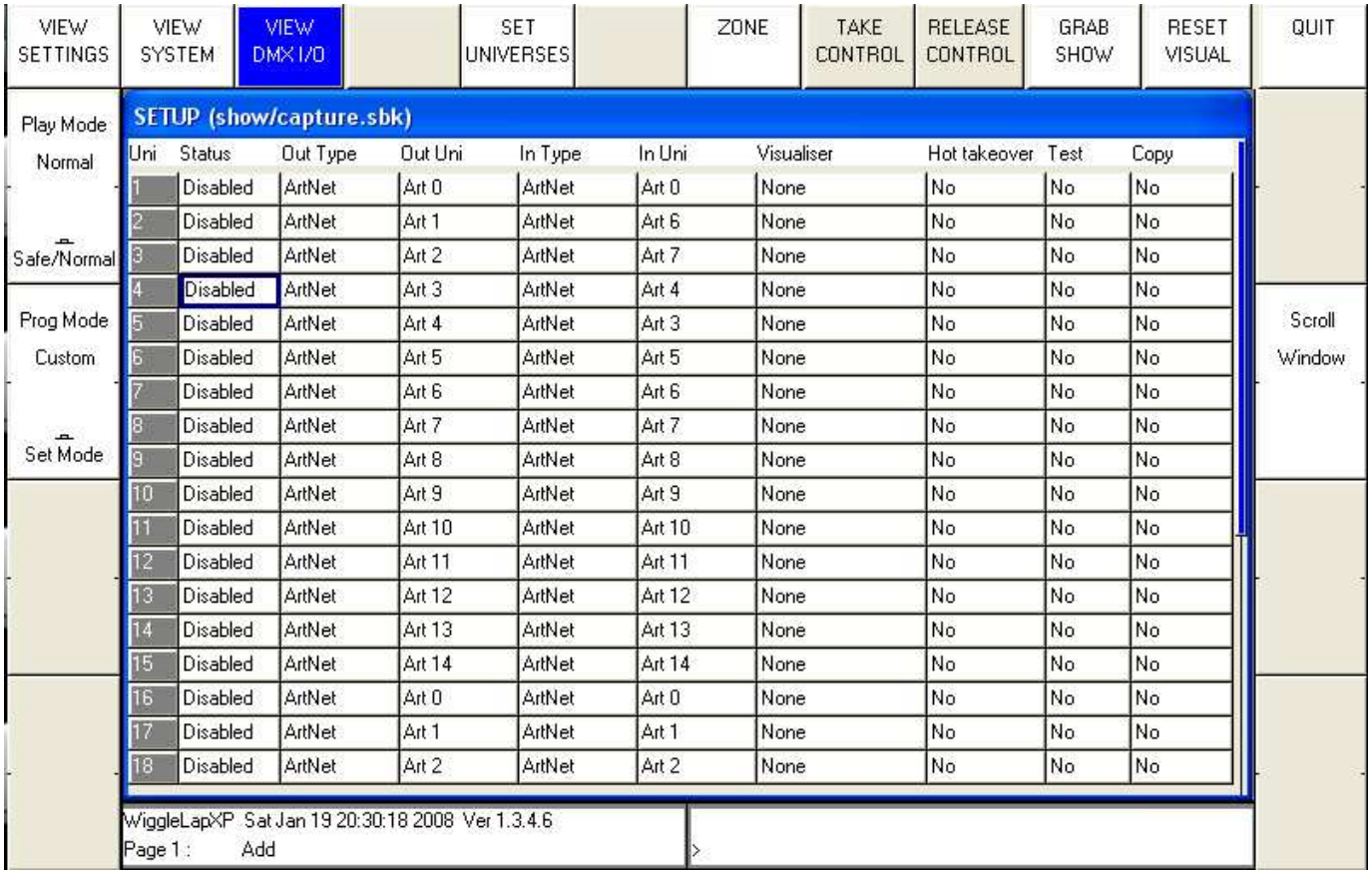
In Theatre modes, fixtures return to their default values when under control of a playback or the programmer. The keypad is set up to enable selection of Palettes using Palette numbers, and Cue Stack timing defaults to being stepped timing rather than chase timing.

The mode can be changed at any time by using the Programming Mode soft button in the Setup Window. In addition each individual option / default value can be customised by the user and saved as their personal settings file.

Starting a show clears all patching, all programming and all palettes. It does not clear console specific options such as the configuration of the DMX outputs or the calibration of the touch screen.

Enabling DMX Outputs

To enable output of channel data select the DMX I/O VIEW in the Setup Window. This windows enables configuration of the inputs and outputs for the 18 universes. All 18 universes can be used on MagicQ software without the need for a dongle or MagicQ interface.



Uni	Status	Out Type	Out Uni	In Type	In Uni	Visualiser	Hot takeover	Test	Copy
1	Disabled	ArtNet	Art 0	ArtNet	Art 0	None	No	No	No
2	Disabled	ArtNet	Art 1	ArtNet	Art 6	None	No	No	No
3	Disabled	ArtNet	Art 2	ArtNet	Art 7	None	No	No	No
4	Disabled	ArtNet	Art 3	ArtNet	Art 4	None	No	No	No
5	Disabled	ArtNet	Art 4	ArtNet	Art 3	None	No	No	No
6	Disabled	ArtNet	Art 5	ArtNet	Art 5	None	No	No	No
7	Disabled	ArtNet	Art 6	ArtNet	Art 6	None	No	No	No
8	Disabled	ArtNet	Art 7	ArtNet	Art 7	None	No	No	No
9	Disabled	ArtNet	Art 8	ArtNet	Art 8	None	No	No	No
10	Disabled	ArtNet	Art 9	ArtNet	Art 9	None	No	No	No
11	Disabled	ArtNet	Art 10	ArtNet	Art 10	None	No	No	No
12	Disabled	ArtNet	Art 11	ArtNet	Art 11	None	No	No	No
13	Disabled	ArtNet	Art 12	ArtNet	Art 12	None	No	No	No
14	Disabled	ArtNet	Art 13	ArtNet	Art 13	None	No	No	No
15	Disabled	ArtNet	Art 14	ArtNet	Art 14	None	No	No	No
16	Disabled	ArtNet	Art 0	ArtNet	Art 0	None	No	No	No
17	Disabled	ArtNet	Art 1	ArtNet	Art 1	None	No	No	No
18	Disabled	ArtNet	Art 2	ArtNet	Art 2	None	No	No	No

Using MagicDMX

Simply connect the MagicDMX interface to the computer. MagicQ will automatically output Universe 1 to the MagicDMX interface. It is not necessary to make any configuration in the View DMX I/O window. When operating correctly the yellow LED on the MagicDMX should flash repeatedly.

Using a MagicQ Wing

If you have a MagicQ Wing connected then it will automatically output to the Wing starting from Universe 1 – for a MagicQ Mini Wing only Universe 1 is used, for a MagicQ PC Wing Universes 1 and 2 are used and for a MagicQ MaxiWing Universes 1 to 4 are used.

It is possible to choose which Universes are output to the Wing by setting the Out Type to MagicQ Wing and selecting the port number in the Out Uni field..

Using network protocols Art-Net / ACN / Pathport.

Change the Output Type to Art-Net, ACN or Pathport. All 18 universes can be enabled.

Choose which Art-Net / ACN / Pathport Universe you wish to output on each MagicQ Universe in the Out Uni field. MagicQ defaults to outputing MagicQ universe 1 on the first Art-Net Universe (Art 0).

In order to use network protocols the network port of your PC must be set up with an IP address and subnet allowed by the required network protocol. For example, for Art-Net the IP address must be in the range 2.x.x.x with subnet mask 255.0.0.0. In MagicQ you must configure the network settings so that MagicQ knows which network port on your computer to use. In Setup, View Settings, Network set the IP Address and Subnet mask fields to match those of your network interface.

Using Entec or other 3rd party interfaces

MagicQ supports many different 3rd party interfaces such as the Entec Pro. Connect the interface and set Universe 1 to the appropriate type.

Only Universe 1 can be used for 3rd party interfaces.

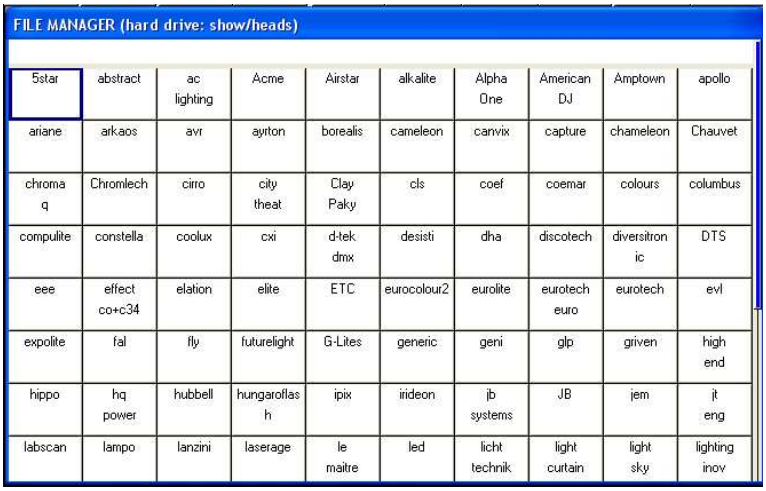
Patching

Open the Patch Window by pressing the PATCH button. The Patch Window has three views, VIEW HEADS, VIEW CHANS and VIEW DMX. In this section we describe patching in VIEW HEADS.

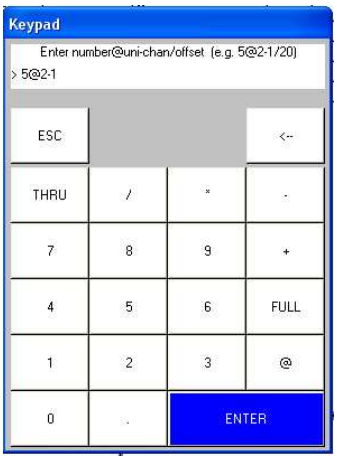
VIEW HEADS	VIEW CHANS	VIEW DMX	CHOOSE DIMMER	CHOOSE HEAD	EDIT HEAD	PATCH IT	RENUM HEAD NOS	AUTO GROUPS	COPY HEAD PRG	MORPH HEAD	SORT

Patching a head is a two step process: first choosing the head, and secondly patching individual heads to DMX addresses.

Choose the head you wish to patch by pressing the CHOOSE HEAD soft button. The Window will change to give you a list of manufacturers and heads. Select a head by pressing the touch screen. Alternatively scroll around the Window using the cursor keys, and press ENTER when the cursor is over the correct head.



Once you have chosen a head you will be returned to the Patch Window. Press the PATCH IT soft button to patch the head. You will be prompted for the number you wish to prompt and the address where you wish to patch the heads. Use @ to patch at a specific address.



In Normal or Hog II Warp mode you specify the number of heads you wish to patch followed by @ and the DMX address you wish to patch them. The DMX address consists of a universe followed by '-' followed by the channel number. For example to patch 5 Mac250 mode 4 to Universe 2 channel 1 enter

5 @ 2 - 1

It is possible to specify the Head numbers at the same time as the DMX address. MagicQ automatically calculates the number of heads to patch based on the range of head numbers. For example, to patch 5 Heads, Head numbers 40 to 44 at Universe 2 channel 1 enter

40 > 44 @ 2 - 1

In Theatre Mode MagicQ uses a slightly different Theatre Patch syntax. Specify the Head numbers rather than the total number of heads. So to patch Head 10 to Universe 2 channel 1 enter

10 @ 2 - 1

To patch a dimmer, simply press CHOOSE DIMMER rather than CHOOSE HEAD and then patch one or more dimmers as above.

Repatching Heads

It is possible to change the DMX address of a Head by simply moving the cursor to the DMX field an entering a new universe and channel. For example to change a Head from DMX address 2-1 to 3-1 simply enter

3-1

It is possible to change multiple DMX addresses at the same time by first highlighting multiple DMX addresses in the Patch Window by using SHIFT and the cursor keys, then entering the new address for the first Head. MagicQ will modify the DMX address sequentially.

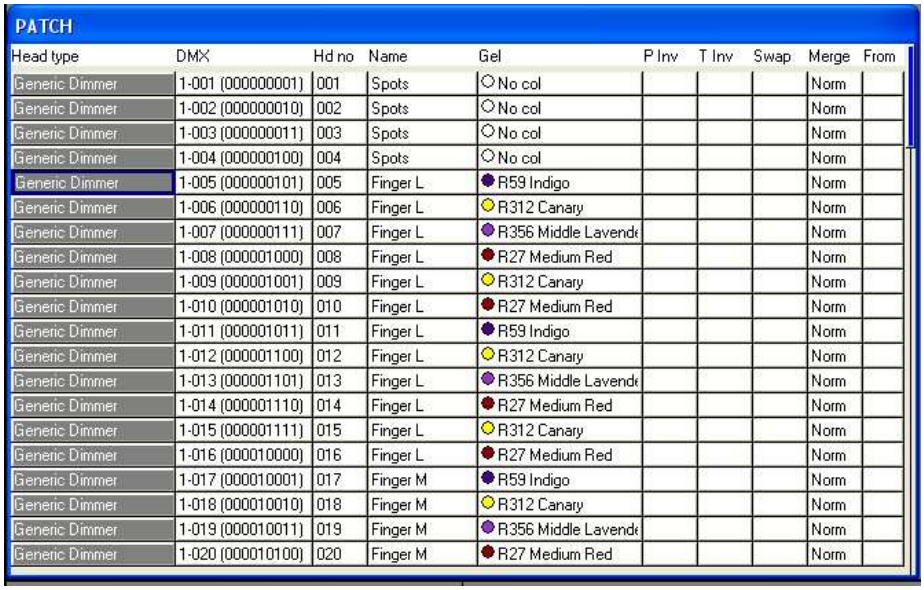
When repatching the @ is not used.

Removing Heads

To remove a Head that you no longer require move the cursor to the Head . Then press the REMOVE button followed by ENTER. When asked to confirm, select Yes. It is possible to remove multiple heads by using SHIFT and the cursor keys to select multiple Heasds.

Naming and Numbering Heads

Once you have patched all the heads you can then name and number them as you wish. It is recommended that you name the dimmer or the head based on its location (e.g. front wash / back truss SL). For dimmers you may wish to configure the gel. This makes programming easier – enabling the console to auto program cues for you.


PATCH

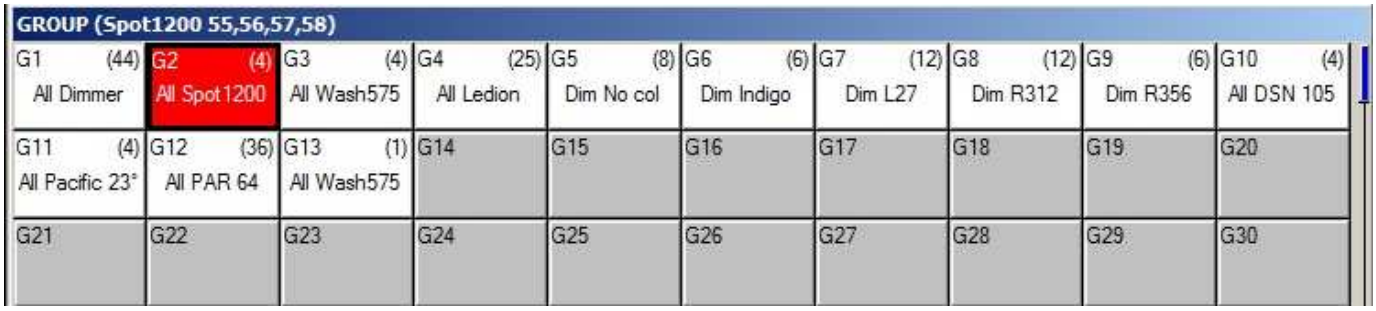
Head type	DMX	Hd no	Name	Gel	P Inv	T Inv	Swap	Merge	From
Generic Dimmer	1-001 (000000001)	001	Spots	No col				Norm	
Generic Dimmer	1-002 (000000010)	002	Spots	No col				Norm	
Generic Dimmer	1-003 (000000011)	003	Spots	No col				Norm	
Generic Dimmer	1-004 (000000100)	004	Spots	No col				Norm	
Generic Dimmer	1-005 (000000101)	005	Finger L	R59 Indigo				Norm	
Generic Dimmer	1-006 (000000110)	006	Finger L	R312 Canary				Norm	
Generic Dimmer	1-007 (000000111)	007	Finger L	R356 Middle Lavend				Norm	
Generic Dimmer	1-008 (000001000)	008	Finger L	R27 Medium Red				Norm	
Generic Dimmer	1-009 (000001001)	009	Finger L	R312 Canary				Norm	
Generic Dimmer	1-010 (000001010)	010	Finger L	R27 Medium Red				Norm	
Generic Dimmer	1-011 (000001011)	011	Finger L	R59 Indigo				Norm	
Generic Dimmer	1-012 (000001100)	012	Finger L	R312 Canary				Norm	
Generic Dimmer	1-013 (000001101)	013	Finger L	R356 Middle Lavend				Norm	
Generic Dimmer	1-014 (000001110)	014	Finger L	R27 Medium Red				Norm	
Generic Dimmer	1-015 (000001111)	015	Finger L	R312 Canary				Norm	
Generic Dimmer	1-016 (000010000)	016	Finger L	R27 Medium Red				Norm	
Generic Dimmer	1-017 (000010001)	017	Finger M	R59 Indigo				Norm	
Generic Dimmer	1-018 (000010010)	018	Finger M	R312 Canary				Norm	
Generic Dimmer	1-019 (000010011)	019	Finger M	R356 Middle Lavend				Norm	
Generic Dimmer	1-020 (000010100)	020	Finger M	R27 Medium Red				Norm	

The gel field uses gel numbers. For Lee colours enter the gel number directly (e.g. 181 for Lee 181). For Rosco colours enter the gel number preceded by dot (e.g. .14 for Rosco 14). For no colour enter 0. If you would prefer to use colour names rather than gel numbers then simply enter the colour name.

To test a patched head or dimmer, simply press the TEST MODE soft button (soft button C) and the head which the cursor is over will be tested. For heads it locates the fixture; for dimmers it sets the dimmer to 100%. Press the TEST MODE soft button again to turn test mode off.

Press the Auto Group soft button to automatically make groups based on the names and gel colours.

Groups



MagicQ automatically creates groups when Heads are patched – a group for each type of head. In addition it is possible to generate further automatic groups using the Auto Group function in the Patch Window.

Selecting a Group will make all the heads in the group selected. All other heads will be deselected. The title bar shows the heads selected – in this case Spot 1200 head numbers 55,56,57 and 58.

By default when a Group is selected the previous selection is deselected. Use SHIFT to select multiple groups. There is an option Select Multiple Groups option in the Setup Window, View Settings, Prog whereby it is possible to set MagicQ so it always selects multiple groups.

Recording a Group

Select the heads you want in a group using keypad selection or in the VIEW HEADS view of the Group Window.

Change to the VIEW GROUPS view.

Press RECORD and then select the group you wish to record to.

Naming a Group

When recording a group, if you key in a name before pressing the touch screen (or pressing ENTER) then the group will be named at the same time as it is recorded.

You can name a group at any time by keying in the name, pressing SET, and clicking the group.

Controlling Heads

In order to control intelligent heads it is necessary to be able to select which heads to use. The MagicQ console keeps track of the currently selected heads to enable it to determine which heads to apply changes to. The currently selected heads are shown in the title bar of the Group, Position, Colour and Beam windows.

Selecting Heads from the Keypad

In "Hog Warp" mode or when the Setup option "Keypad always selects head is set" you can select heads from the keypad – for instance to select heads 1 through 4.

1 THRU 4 ENTER

In other modes, you can select the heads using

1 THRU 4 @@

Lamping On / Off

To lamp on some heads select the Group of the heads and then press SHIFT and LOCATE. MagicQ will run a macro to lamp on the selected heads. It is possible to select multiple groups at one time.

It is possible to lamp on all patched heads from the Macro Window using the Lamp On All soft button.

To lamp off heads select the heads and then press SHIFT + CTRL and LOCATE. MagicQ will run a macro to lamp off the selected heads. It is possible to lamp off all patched heads from the Macro Window using the Lamp Off All soft button.

To reset some heads select the heads and press CTRL and LOCATE.

Locating

When heads are selected, pressing the LOCATE button brings all the attributes of the selected heads into the programmer at their default values with the intensity at 100%./

In Theatre and Hog modes attributes automatically change back to their default values when they are not in use by the programmer or playbacks – so moving lights will always return to 50% pan and 50% tilt when not in use. In Normal mode attributes remain at the last value they were used at until they are used again. This behaviour can be changed in Setup, View Settings, Prog, Unused Chans Return to Defaults.

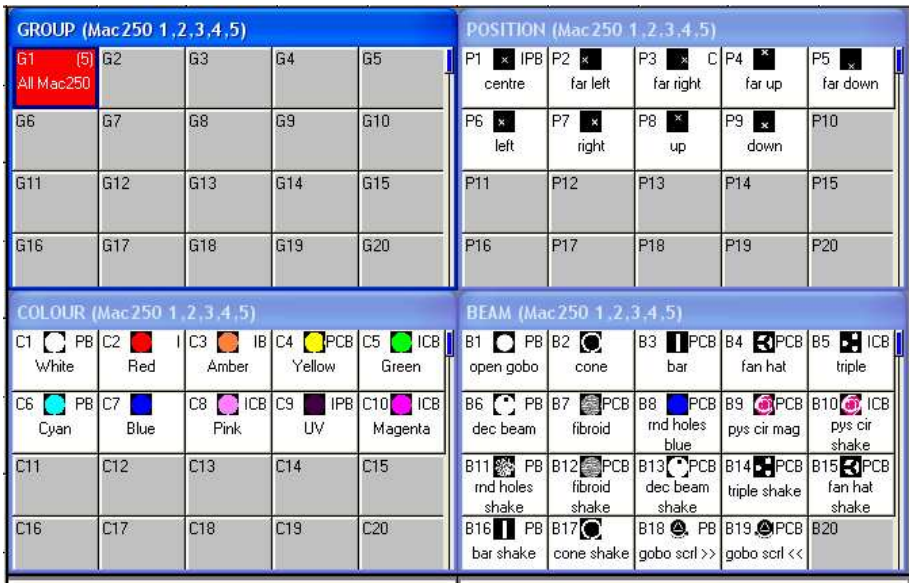
Modifying Attributes

Intelligent heads have several different attributes typically including pan and tilt, colour, gobo and iris. When MagicQ patches an intelligent head it maps the head parameters to standard attributes to enable easy access of the features of the head.

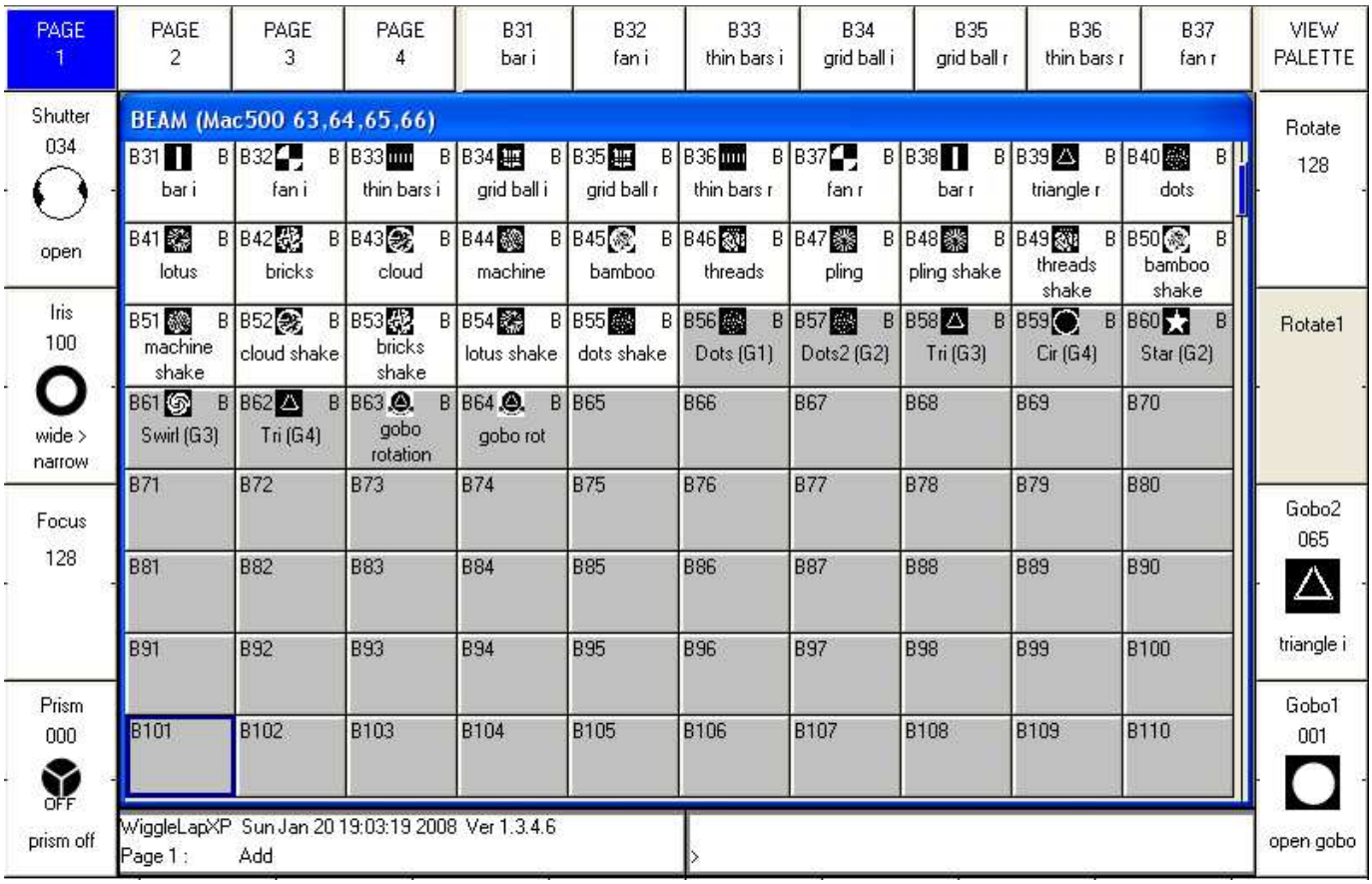
Attributes are categorised into four types – Intensity, Position, Colour and Beam. On the MagicQ there is a window for each of these attribute types. Select the required heads in the Group window, then open the required window.

You can quickly open all the Palette Windows by holding CTRL and pressing the top soft button marked Palettes – this opens the windows in the layout below.

There is also a dedicated Layout 1 button which will take you directly to the Palettes layout.



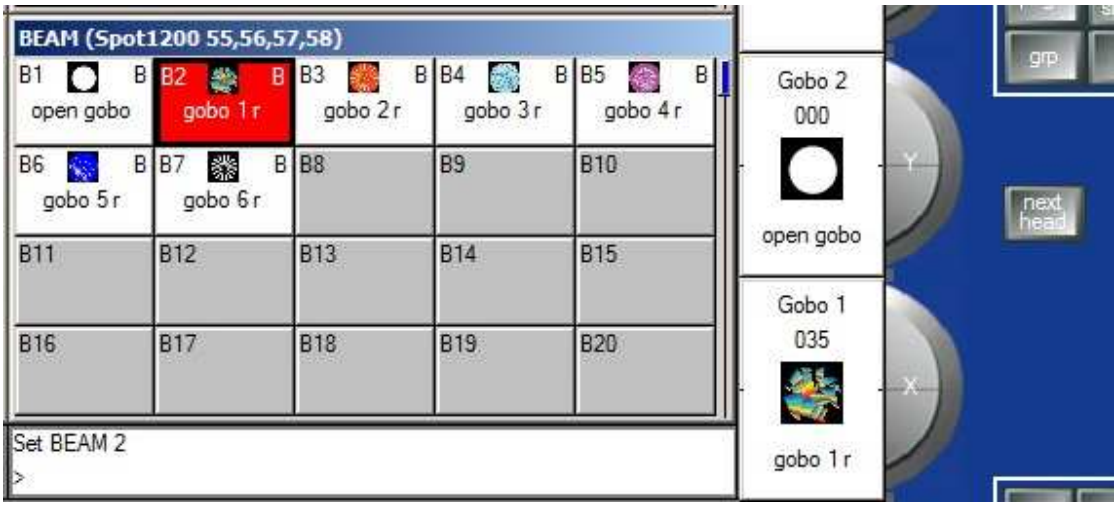
The highlighted window controls the soft buttons and rotary encoders around the edge of the main window. In each of the Windows the X and Y encoders control the most important attributes – Pan and Tilt in Position Window, Col Wheel 1 and Col Wheel 2 in the Colour Window and Gobo Wheel 1 and Gobo Wheel 2 in the Beam Window. In the Beam Window there are more than eight attributes to be controlled – these are accessed using multiple pages of encoders – by pressing the PAGE 1 to PAGE 5 soft buttons.



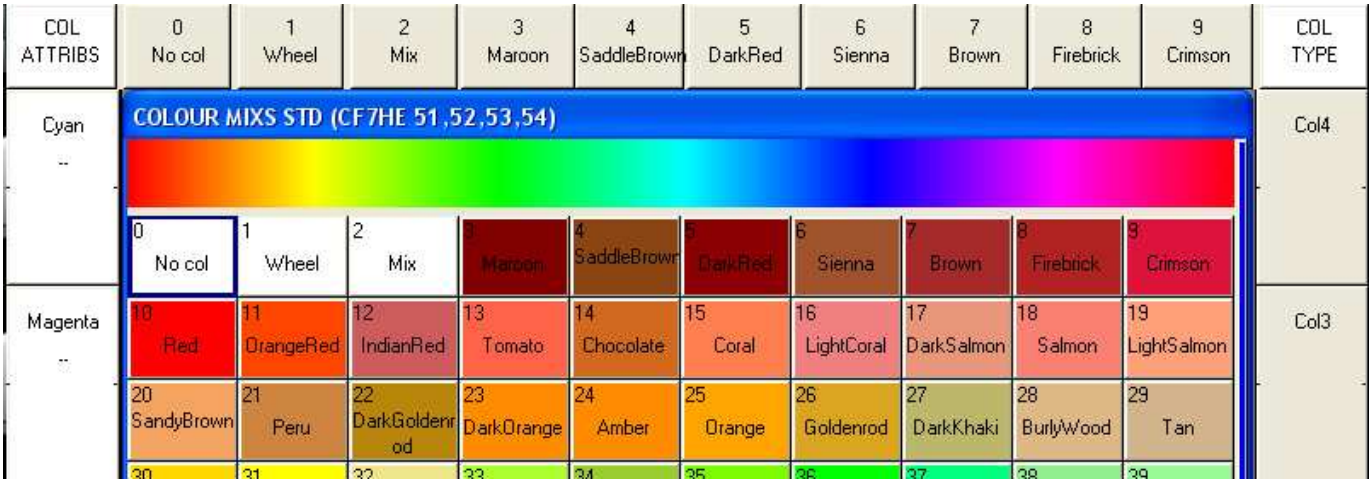
Each attribute is legended around the edge of the main window and can be modified individually using the associated encoder wheel or soft button.

MagicQ consoles and Wings have physical encoder wheels. On MagicQ PC the encoder wheels are shown to the side of the main Window as half encoder images. Click on the top half of the encoder image to turn the encoder clockwise (increasing value) and click on the bottom half of the encoder image to turn the encoder counter clockwise (decreasing value). Pressing and holding on the top or bottom half will make more rapid changes.

Pressing the soft button bumps the attribute through the different ranges associated with that attribute – for Gobo attribute it is generally the different Gobos. Pressing SHIFT and the soft button bumps back to the previous range. On MagicQ PC clicking on the bottom half of the soft button bumps up and clicking on the top half of the button bumps back.



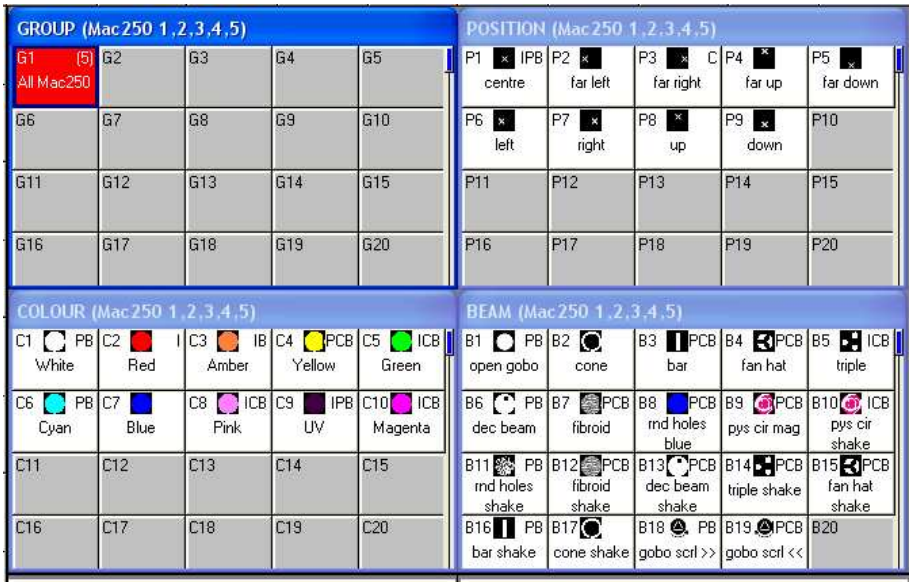
In the Colour Window pressing the COL MIX / COL ATTRIBS button changes to the colour picker. Press COL TYPE to select standard colours, Lee colours, Rosco colours.



Press the CLEAR button to clear all the values from the programmer and start making a different selection of heads and attributes.

Palettes

The Position, Beam and Colour Windows contain a list of all the associated Position, Beam and Colour Palettes. When heads are patched the system automatically generates palettes for each attribute type. You can record new palette entries, or modify existing ones as required.



It is possible to view the contents of a palette by moving the cursor to the palette and pressing the View Palette soft button.

Recording a Palette

To record a favourite combination of attributes into a palette (e.g. a rotating triangle with a prism on a MAC500), first modify the attributes to the values you wish to record. Then press RECORD and select the palette entry you wish to record. By default only selected heads get recorded into a palette (this can be changed by pressing SHIFT + RECORD and choosing Record options).

By default only the relevant attributes are recorded into the Palette – for example only position attributes are programmed into the Position Palettes. This can be modified using SHIFT + RECORD and selecting the required attributes. The top right corner of the Palette shows which attributes are programmed in the palette (IPCB).

To name the palette, key in the name on the keyboard, then press SET and select the palette entry you wish to name. To use the on screen keyboard, first move the cursor over the palette entry, then press SET and key in the name followed by ENTER.

Setting levels for Dimmers

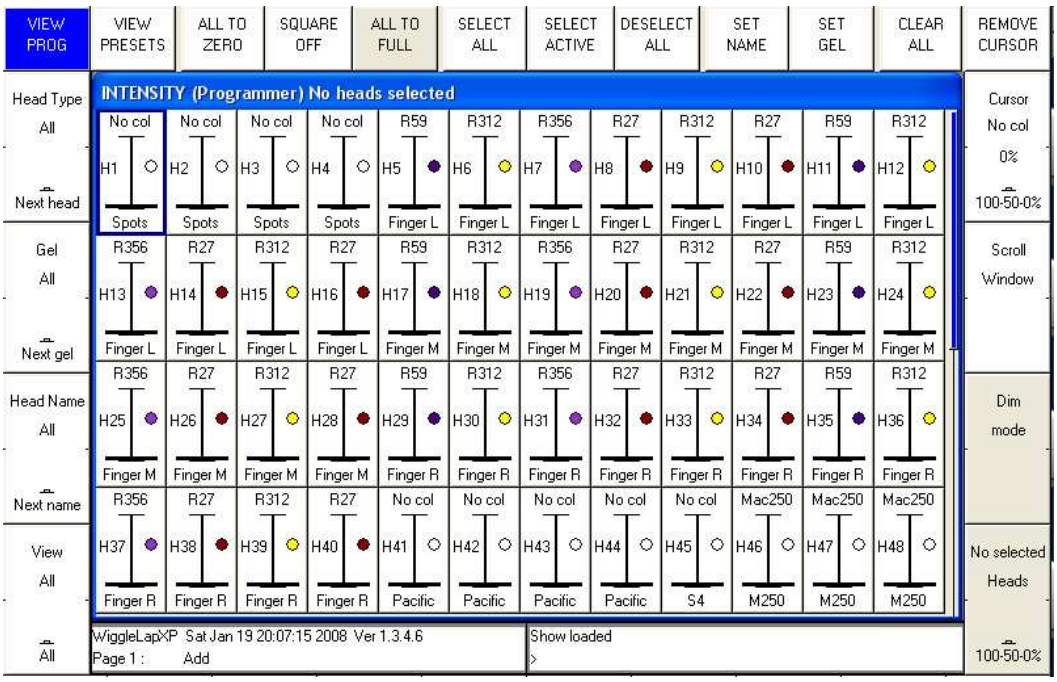
MagicQ treats Dimmers as a head with only one attribute – Intensity.

From the keypad you can enter commands such as

1 @ 50 ENTER

1 THRU 4 @ FULL ENTER

It is also possible to use the Intensity Window by pressing the INT button. This window displays a fader for each dimmer and head patched onto the console. Pressing the slider part of the fader sets the appropriate level. When a fader is moved from 0 the channel in the programmer is activated – and the fader will turn red.



The Window has 2 views, View Prog and View Preset – faders changed in the Prog View affect the intensity levels in the programmer and are recorded into Cues. Faders changed in the Preset View are like traditional "one per channel" preset faders on older lighting consoles – this enables levels on channels to be set without affecting programming. This is equivalent to "Parking" on other consoles.

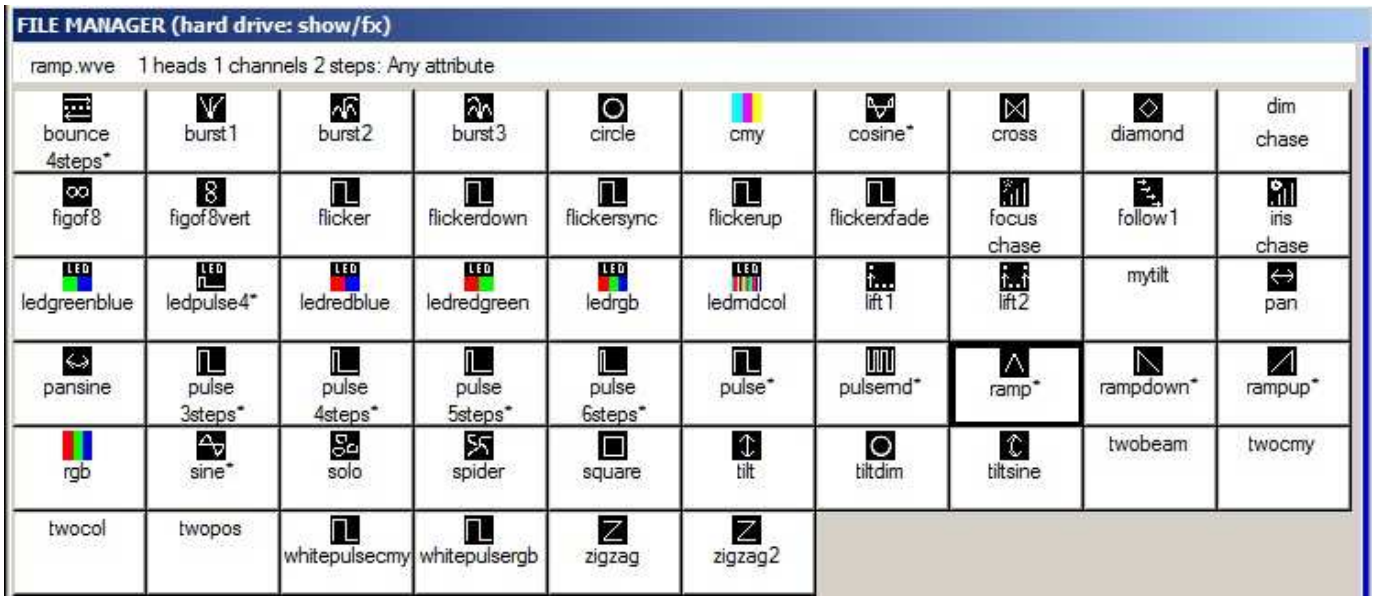
The SQUARE OFF soft button enables fast programming of intensities. Using the touch panel select the channels you wish to have at full and at zero – but don't bother being exactly accurate with the level of the selection. Pressing SQUARE OFF finishes the job by setting all channels that are less than 50% to 0 whilst setting channels above 50% to full.

Use the ALL TO FULL and ALL TO ZERO buttons to change the level of all the channels.

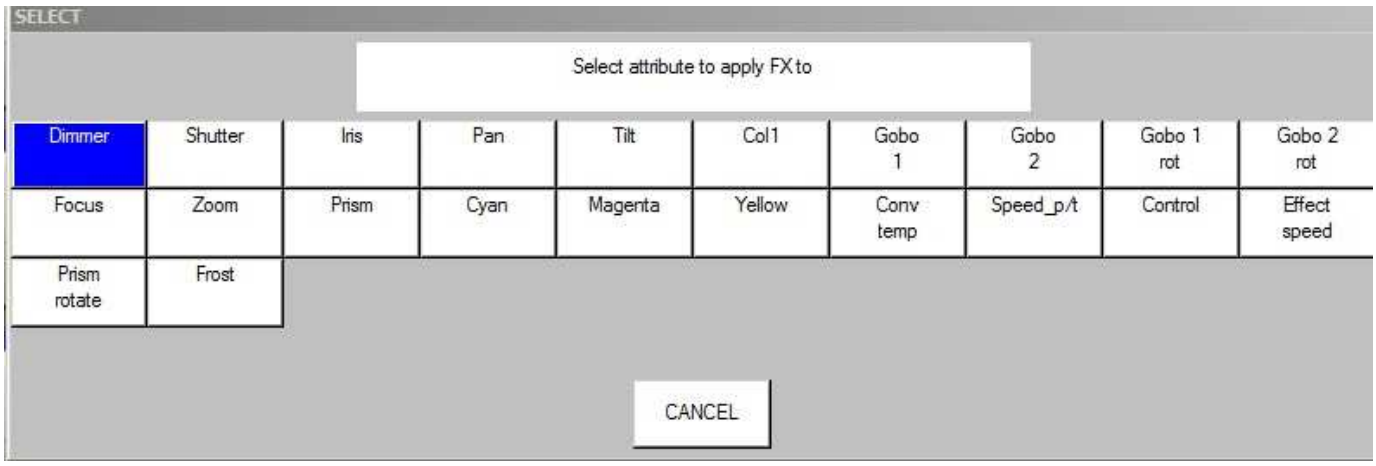
Press the CLEAR soft button to clear the programmer.

Adding in FX

To add a FX to some heads, select the heads then from the Group Window or the Prog Window press the ADD FX soft button. Choose the Waveform FX to add.



MagicQ has two types of Waveform FX – those that are designed for specific attributes – for example circle is always applied to pan and tilt, and Waveform FX that can be applied to any attribute – for example Ramp, Since, Cosine. Waveform FX that can be applied to any attribute are shown with a *, and prompt the user to choose the attribute to apply the FX to.



Once you have chosen a FX you are returned to the Prog Window. Use the encoders to modify the parameters of the FX such as the speed, size and spread between heads.

You can add multiple FX to a head, provided that the FX uses different attributes - e.g. you can mix a Pan Sine with a Tilt Sine.

If you wish to remove an FX, use the “Remove FX” softbutton.

Recording

Recording a Cue

To record a look onto a Cue, first set up the look, then press RECORD and press the SELECT button of the Playback to record the Cue onto.

To test the Cue, first clear the programmer by pressing CLEAR then raise the Playback fader or press the Playback flash button.

Note that recording a Cue onto a Playback, generates a Cue Stack with a single Cue. However, as there is only one step, it behaves as though it is just the Cue on the Playback.

To view a recorded Cue, press the SELECT button for the Playback, and then press CUE to open the Cue Window.

To configure options when recording, press SHIFT + RECORD and a toolbar of record options will be displayed. Choose the options you require then press the SELECT button of the Playback as above.

Recording a Cue Stack (Chase or Theatre Stack)

Recording a Cue Stack is the same as recording a Cue - you simply record multiple Cues onto a Playback and you end up with a Cue Stack.

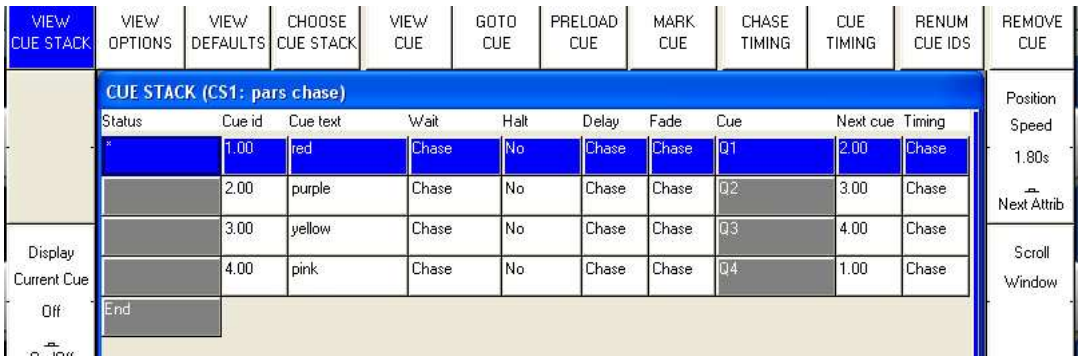
So, for example to record a stack of two looks, the first yellow dots, the second blue triangles:

- Generate the yellow dots look.
- Press RECORD and press the SELECT button of the playback.
- Generate the blue triangles look.
- Press RECORD and press the SELECT button of the playback.

To test the Cue, clear the programmer by pressing CLEAR then raise the Playback fader or press the Playback flash button.

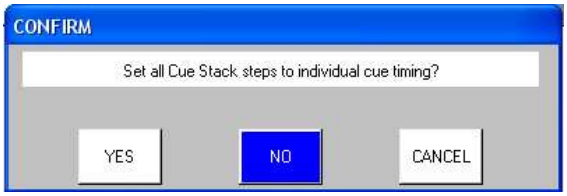
View the Cue Stack by selecting the Playback and pressing CUE STACK to open the Cue Stack Window.

When you record more than one Cue onto a Playback the Cue Stack controls the transition from one Cue to another. In Normal mode by default the Cue Stack operates like a chase - i.e. each Cue is executed in turn, with timing being handled by a Chase Speed for the whole Cue Stack.



In Theatre and Hog II Warp Modes the default timing is Cue Timing – individual Fade times on each step with GO stepping from one step to the next.

The timing mode can be changed, so that the Cues play back in a theatre style using the GO / STOP buttons. Select the VIEW OPTIONS view and press the CUE TIMING and CHASE TIMING soft buttons to modify the timing mode.



Playing back your show

Now you have Cues and Cue Stacks recorded you can play back your show using the Playback faders and buttons. You can control how each Cue Stack is played back using the Cue Stack options – for example you can set the fader to control LTP fades or FX size and speed.

Make sure the master faders are raised!

Saving your show

MagicQ uses the hard disk to enable storage of a virtually infinite number of shows. When you are programming a show the show is stored in memory. In order to store your show on the disk you need to press the SAVE SHOW soft button in the Setup Window.

Whilst programming, you should regularly save your show, so that if the unexpected happens and the power fails your show data is not lost. You can chose any filename - MagicQ will automatically set the file extension to .shw.

By default, MagicQ periodically saves a backup of your show to disk. It uses the same show name but with the file extension .sbk.

It is a good idea to save your show to different file names so that you have various versions you can back-track to if things go wrong. For example, save the show as myshow-patch.shw after you have patched and then as myshow-final.shw after you have finished programming.

When you shut down MagicQ through the QUIT soft button in the Setup Window, MagicQ automatically saves a backup copy of your show with a .sbk extension. When you subsequently restart MagicQ this file will be re-loaded. This ensures that MagicQ starts up as it was when the QUIT soft button was pressed.

Accessing your show files

MagicQ stores the show files in

```
c:\Program Files\ChamSys Ltd\MagicQ PC\show.
```

Note that if you are using Vista and Windows 7 then if you have User Authentication turned on the show files will instead be stored in

```
c:\users\username\AppData\Local\VirtualStore\Program Files\ChamSys Ltd\MagicQ PC\show
```

Troubleshooting

If MagicQ is not operating as expected then press OUT to open the Output Window to determine what data MagicQ is outputting. The View Heads view shows an overview of the Output data split down by attributes. To view the raw DMX data being output (after dimmer curves, inverts etc...) select View Chans, View DMX.

No outputs

Check whether Magic is operating correctly by opening the Outputs Window, View Heads. If channels are not at their correct levels then check:

- Are the Grand Master and Playback Master (Sub Master) faders up?
- Are Playback faders raised?
- Is there channel data recorded in the Cues on the playbacks (press S button of playback and press CUE)?
- Is BLIND mode on?
- Are heads and dimmers patched to the correct universe?

If the Outputs Window shows correct values then check the Outputs are configured and enabled correctly in the View DMX I/O view of the Setup Window. Check:

- Outputs are configured correctly
- Outputs are enabled (Note that by defaults MagicQ outputs Universe 1 to MagicDMX and Universes 1 to 4 to MagicQ Wings /or MagicQ console direct outputs regardless of whether Outputs are enabled in View DMX I/O).

If you are using an Ethernet converter box check that it is receiving data correctly.

- TCP/IP address and sub net mask are configured correctly (Setup View, Settings). Typically IP address should be 2.0.0.20 and sub net mask should be 255.0.0.0.
- Ethernet box is powered up and connected to MagicQ PC correctly
- Ethernet box is configured correctly (typically uses ArtNet Universe 0-0)

MagicQ Wing not responding

Check the LEDs on the rear (side on MiniWing) of the Wing. If the Power LED is not lit, then check the power supply. MagicQ Wings require 12V DC at between 1 to 2 Amps.

When connected correctly to the PC the yellow TX and RX LEDs on the rear flash every few seconds. If this is not occurring, remove and replace the power to the Wing.

Windows should show the Wing detected as a “ChamSys Wing” in Windows, System, Device Manager. If Windows does not detect the Wing at all then there may be a problem with the USB cable, or the USB connector on the PC or Wing.

If Windows detects the device as an “unknown device” or as a “FTDI device” then an incorrect driver has been loaded. Remove the driver and force Windows to use the driver from Program Files\ChamSys Ltd\MagicQ PC\Magicq Wing Drivers.

Ensure that in MagicQ the option in Setup, View Settings, Ports, MagicQ Wings + Interfaces is set to either “Yes” or “Yes – auto DMX”.

MagicQ software not responding

Is the time changing in the status window? If the time is not changing then a reset is required. Use CTRL, ALT, DEL to shut down MagicQ PC. If the time is changing then the software is running fine. Check

- Master faders up
- Correct playback pages selected
- Playback has a Cue stored on it
- The desk is not locked (CTRL top left soft button)
- Is button test mode on? (hold top left SHIFT button and press top right SHIFT button)

If connected to a MagicQ Wing, are all the S buttons on the Wing flashing blue? This indicates that the Wing panel is not communicating with the main processor board. Try removing and reapplying the power to the MagicQ Wing.

Strange key presses, unexpected window changes

When using MagicQ wings or consoles then there is a board test mode to check the hardware is operating correctly.

Enter board test mode to determine the cause of the fault. On MagicQ type “test” without pressing ENTER and then hold CTRL and press SHIFT. On MagicQ consoles hold top left SHIFT button and presss top right SHIFT button.

- Check a button has not become stuck down
- Check nothing is accidentally leaning on the keyboard or other buttons

Exit board test mode using the same keys as used to enter board test mode. On MagicQ PC hold CTRL and press SHIFT. On MagicQ consoles, hold the top left SHIFT button and press the top right SHIFT button

Backup Archives

By default MagicQ stores an archive of the show files for every quarter of an hour of the day, and for every day of the week. This enables the user to revert to a previous copy of their show.

Archive files are only made when MagicQ auto saves – so if auto saves are disabled then no archive files will be generated. If MagicQ is set to "auto save on changes" then archive files will only be stored when changes are made. To revert to an archived file press SHIFT and LOAD BACKUP in the Setup Window.

Archive files are stored in a special directory that should not be modified by the user. When the user re-loads an archived backup file, the backup file is restored into the standard show directory.

Archive files have the name "backup0530.sbk" to indicate the show file that was recorded just before 5.30am. Daily files are also stored – "backupfri.sbk" indicates the show file that was recorded at the start of Friday. Archive files are overwritten every 24 hours, except for the daily files which are overwritten every 7 days.

Reporting problems

MagicQ stores diagnostic information about keys pressed, strange events and resets in log files. If you notice a problem then please send us the show file and the log file for the time the problem occurred and we will investigate and fix the problem in the next version of software.

For fastest response, please enter details of the problem directly into our on-line bugtracker system at http://download.magicq.co.uk. Please attach show files and log files to the bug report. Note that attachments are only visible to ChamSys and yourself, so your show file will not be made public,

Log files are stored in the log folder and are named according to the time and date the session was started – a new log file is started each time MagicQ re-starts. The time and date of the file is the time that the session ended.

We are also happy to answer questions at support@chamsys.co.uk.

Upgrading MagicQ PC software

To upgrade MagicQ PC software on Windows first remove the old software (Control Panel, Add/Remove Programs), then install the new software. Your show files will not be affected by the upgrade, but it is always worth keeping a backup of important files on a separate drive anyway.

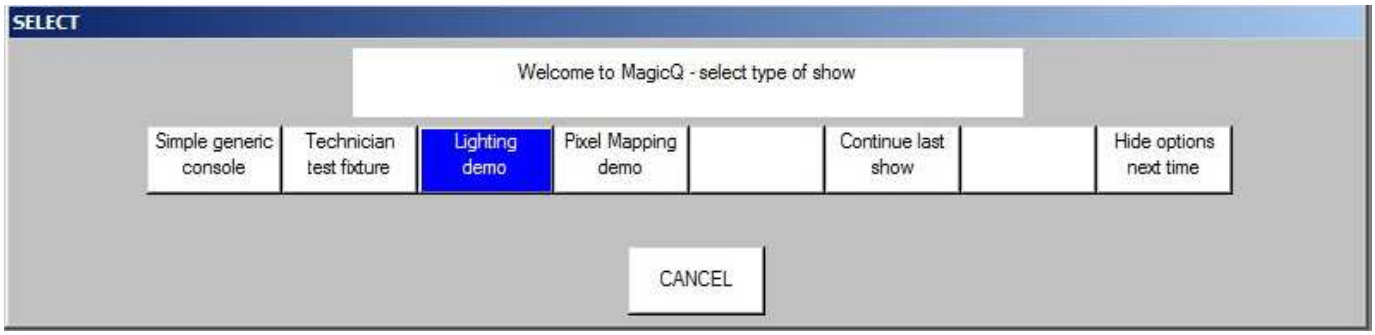
On Mac OS/X, the installer should install over the top of any previous install of MagicQ.

On Linux, you can extract the files from the archive over the top of the already installed files.

Tutorial 1 : Windows

This tutorial introduces MagicQ, showing you how to open and close windows and perform simple operations using the MagicQ interface. It uses the capture.shw demo show which is included in the MagicQ installation.

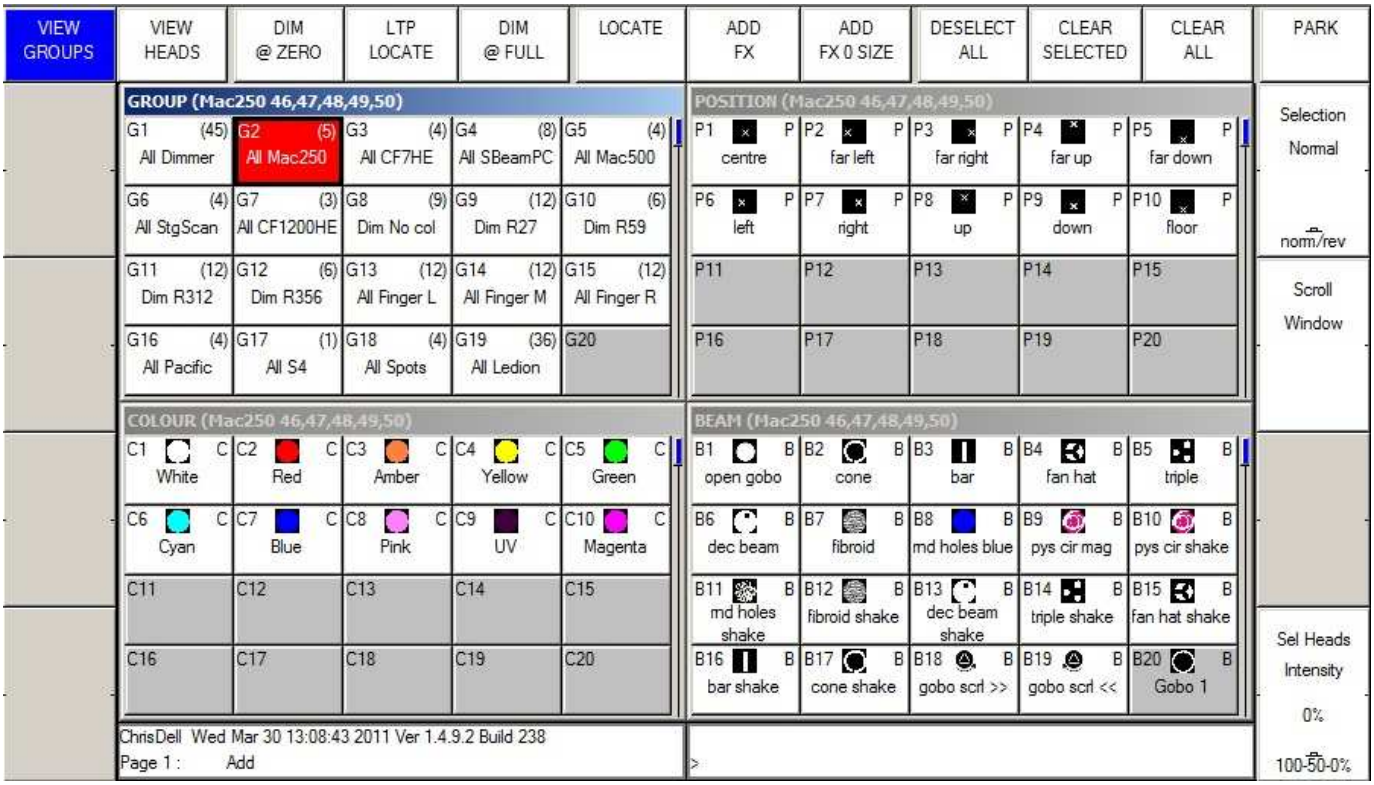
- Start up MagicQ software. The "Welcome to MagicQ" window should be shown. Chose the "Lighting Demo" option.



- If the "Welome to MagicQ" window does not appear then press the Setup button (towards the top right). Then press the top soft button View Settings. Then press Load Show, and confirm Yes when requested to erase the old show from memory. Choose the Capture.shw show.

- Press the CLOSE button repeatedly to close all of the open windows.
- Press the GROUP window to open the Group Window.
- The position and size of MagicQ windows is set using the SIZE button. Press the SIZE button repeatedly to change the position and size of the Group Window in the MagicQ central window space.
- Close the GROUP window again by pressing the CLOSE button.
- MagicQ allows access to layouts of Windows by holding down the CTRL key. When you press and hold the CTRL key on your keyboard then the top soft buttons change to showing you Layout 1 to Layout 12 on the top top soft button. By default MagicQ includes 5 pre recorded Layouts – Palettes, Porg, Cue Stacks, Outputs and Ext Palettes.

- Hold down CTRL and press the Palettes soft button to select the Palettes layout. The Group, Position, Colour and Beam windows should open each in a quarter of the window space.

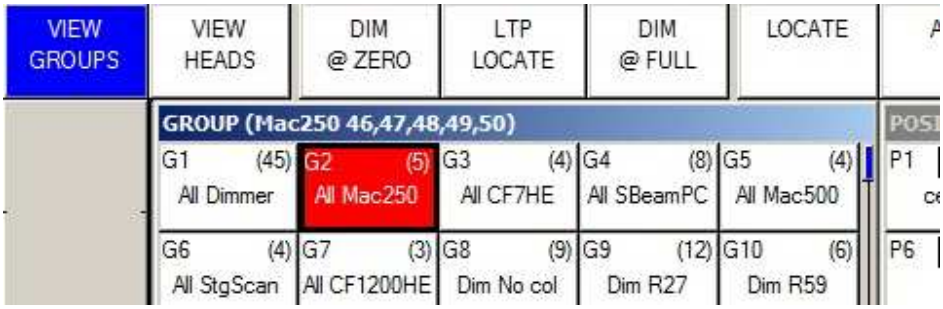


- Use the shortcut Layout 1, Layout 2 and Layout 3 buttons to quickly change the layout view.
- Hold SHIFT and press CLOSE to close all the windows.

Tutorial 2 : Soft Buttons & Encoders

This tutorial explains how the soft buttons and encoders around the edge of the main MagicQ window work.

- Click on the “All Mac 250” Group in the Group Window to select the Mac 250 moving light heads. Note that the title bar of the Group Window shows you which heads are selected.



- The window that is highlighted controls all the soft buttons around the window – the top12 buttons are generally used for menu items – whilst the 4 on the left and the 4 on the right are for controlling parameters on the encoder wheels.

- Press the LOCATE soft button to bring all the attributes of the Mac 250 heads into the programmer at their default values and with an Intensity of 100%. Note that the status window reports “Heads Located”.

- Click on the “Cone” Palette in the Beam Window. The Beam Window now becomes the highlighted window and the encoders control the different Beam attributes of the Mac 250 moving light heads including “Shutter”, “Gobo”, “Rotate”, “Prism” and “Focus”.

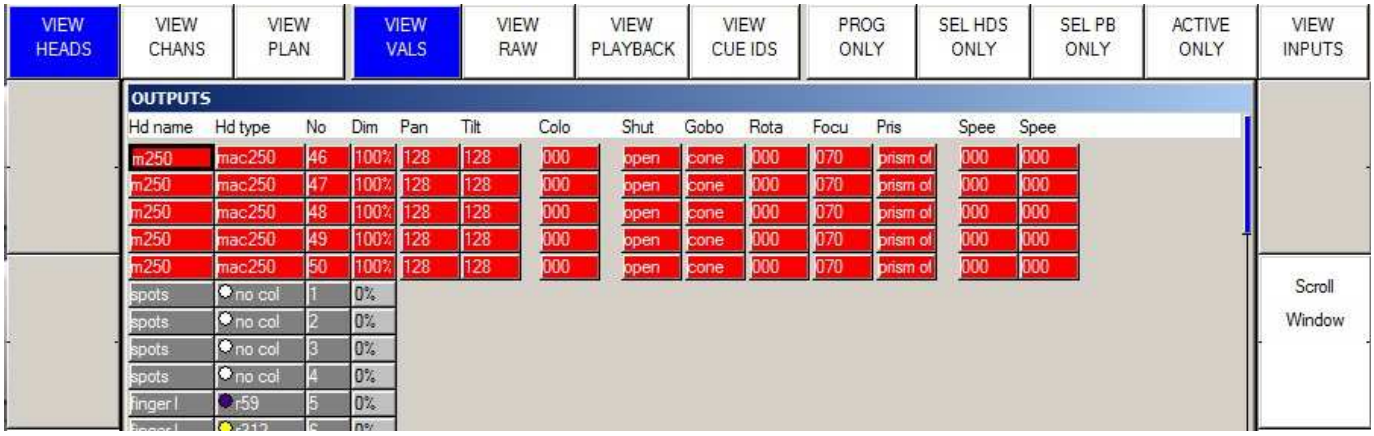
- Notice that the Beam Window has 5 different pages of encoders which can be selected by the top soft buttons – Beam Page 1 has the most commonly used attributes, whilst Beam 2 to Beam 5 are used for more advanced attributes.

- Click on the top part of the X grey encoder wheel to increase the value of the encoder and to select different gobos – click on the bottom part of the wheel to decrease the value.

- It is also possible to click in the window with the legend for the encoder – clicking below the gobo icon moves to the next gobo on the gobo wheel. Clicking above the icon moves the previous gobo.

- Click and hold on the gobo icon to see a list of all the different gobos – pick one from the list.

- Now open the Outputs Window by pressing the OUT button.



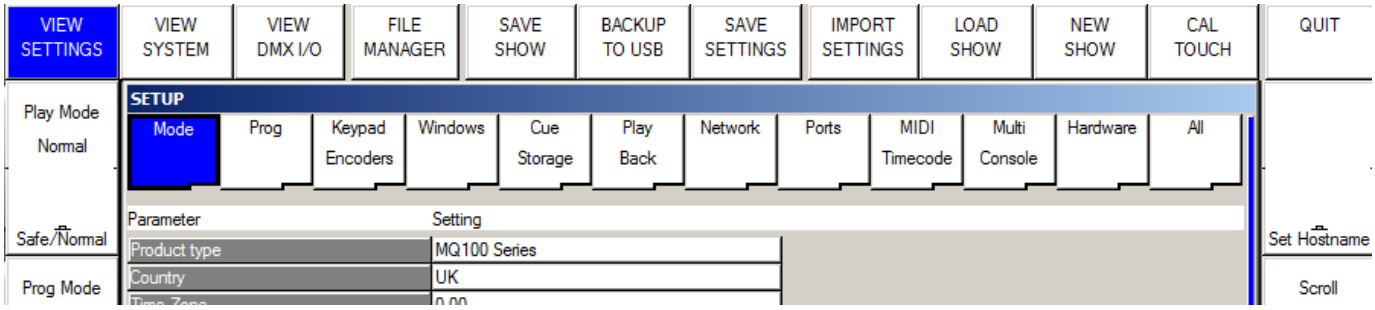
- The Outputs Window shows parameters that are in the Programmer in red. Note that the Mac 250s are at 100% intensity.

- Press the CLEAR button to clear the programmer and notice that the Outputs Window now shows the Mac 250s at 0%.

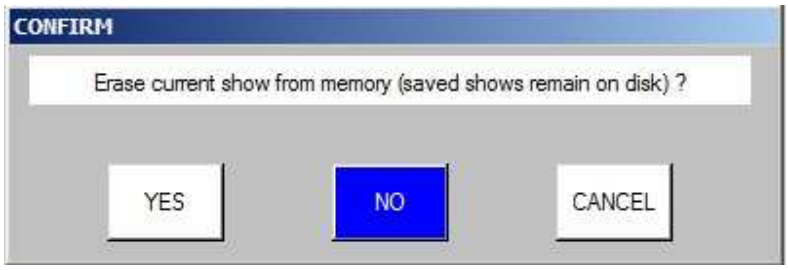
Tutorial 3 : Starting a new show with moving lights

This tutorial starts a new show and patches some Martin Mac 500 moving lights. We will use four Martin Mac 500s in mode 4 configured to respond to DMX addresses 274, 290, 306 and 322 on Universe 2.

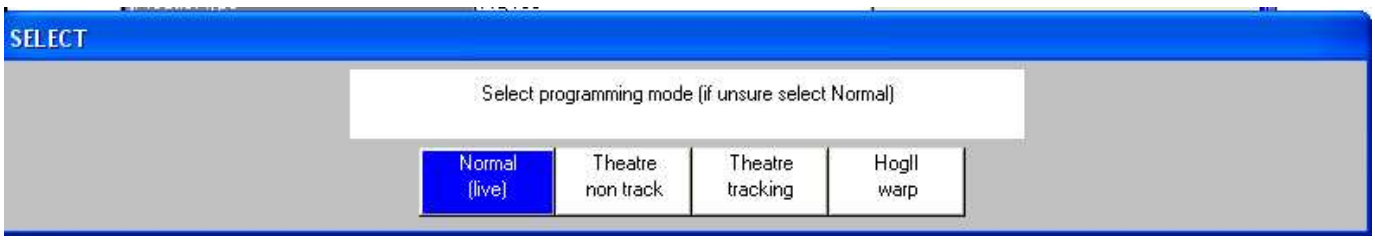
- Close all the windows by holding SHIFT and pressing CLOSE.
- Open the Setup Window by pressing the SETUP button.
- Change the View to VIEW SETTINGS using the first top soft button.
- Press the NEW SHOW soft button



- You will then be prompted to erase the show from memory. This will not erase any shows that have previously been saved to disc – only the current show that is in memory. For this demo just press Yes to confirm.



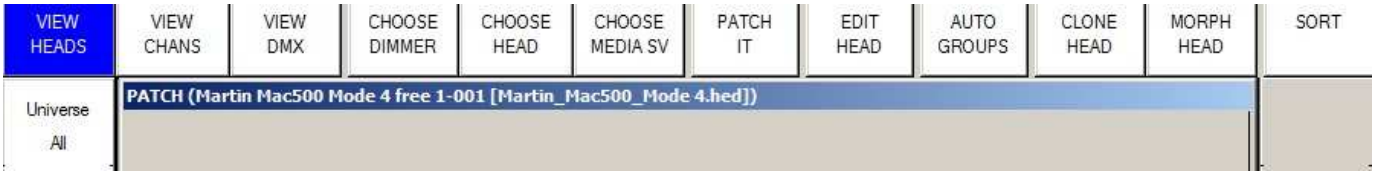
- Now you will be prompted which mode to use. Users that are familiar with Hog II systems should choose Hog II Warp. All other users should choose Normal.



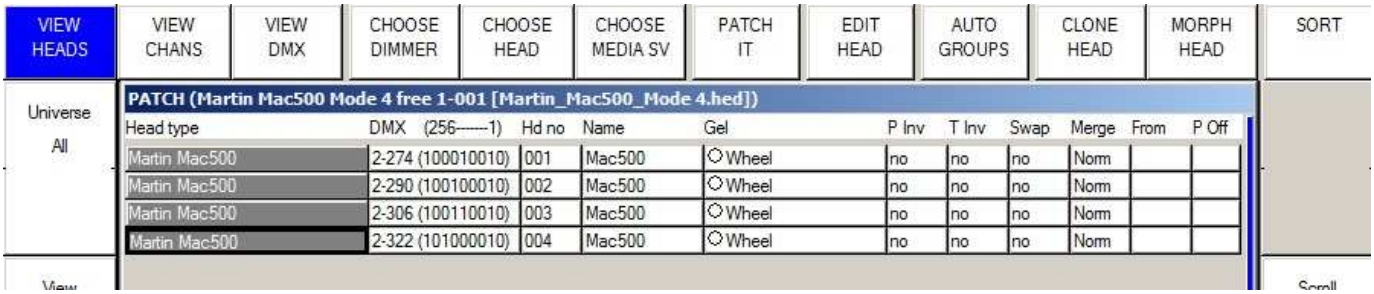
- All show data and patch will be cleared and the show settings will be set according to the mode selected. The different modes simply choose slightly different console settings. All MagicQ features can be accessed from any of the modes.
- Open the Patch Window by pressing the PATCH button. The window should be empty as there are no items patched.

- Patching moving moving lights takes two steps – first choose the moving light, then second, patch it. Press the CHOOSE HEAD soft button. MagicQ will show a list of moving light manufacturers. Use Page Up and Page Down to move up and down the list.

- Chose Martin. MagicQ now shows a list of lights for the manufacturer. Select Mac 500. MagicQ now shows the possible modes for that light. Select mode 4. MagicQ now returns to the Patch Window – note that the window heading shows the chosen light – in this case Martin Mac 500 Mode 4.



- Now press the PATCH IT soft button. MagicQ asks you to enter the number of lights and the DMX address. In this case we will patch 4 lights starting at DMX address 2-274. Type 4@2-274 followed by ENTER. MagicQ will patch the 4 lights one after another.

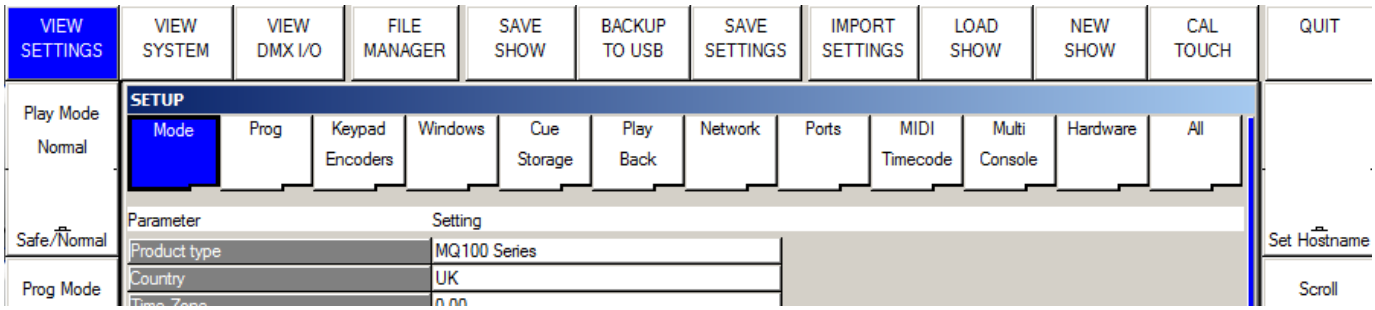


- Press the Layout 1 button – you will notice that MagicQ has automatically generated a group for the moving lights and allocated colour, position and beam Palettes.

Tutorial 4 : Starting a new show with dimmers

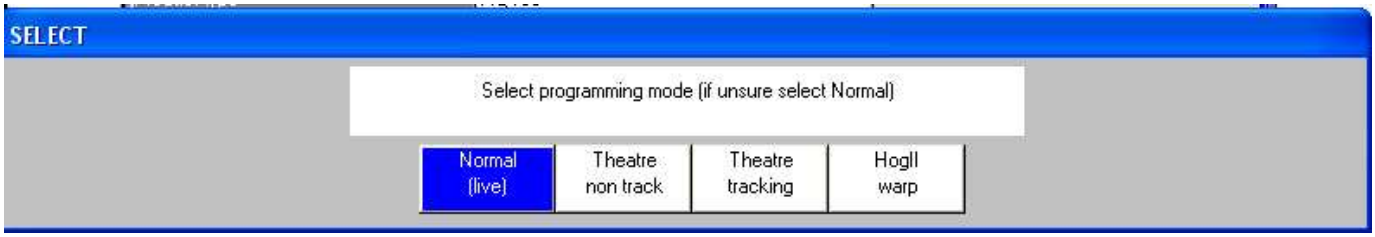
This tutorial starts a new show and patches 44 dimmers.

- Close all the windows by holding SHIFT and pressing CLOSE.
- Open the Setup Window by pressing the SETUP button.
- Change the View to VIEW SETTINGS using the first top soft button.
- Press the NEW SHOW soft button



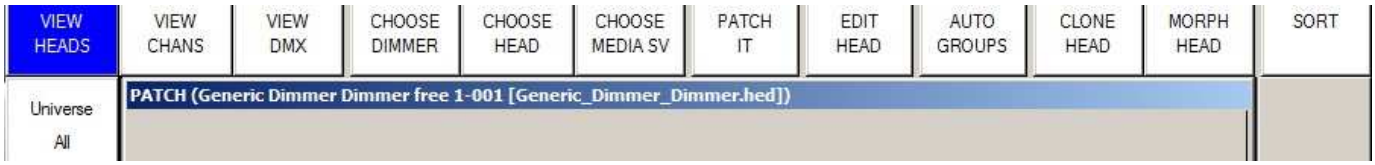
- You will then be prompted to erase the show from memory. This will not erase any shows that have previously been saved to disc – only the current show that is in memory. For this demo just press Yes to confirm.

- Now you will be prompted which mode to use. Users that are familiar with Hog II systems should choose Hog II Warp. All other users should choose Normal.

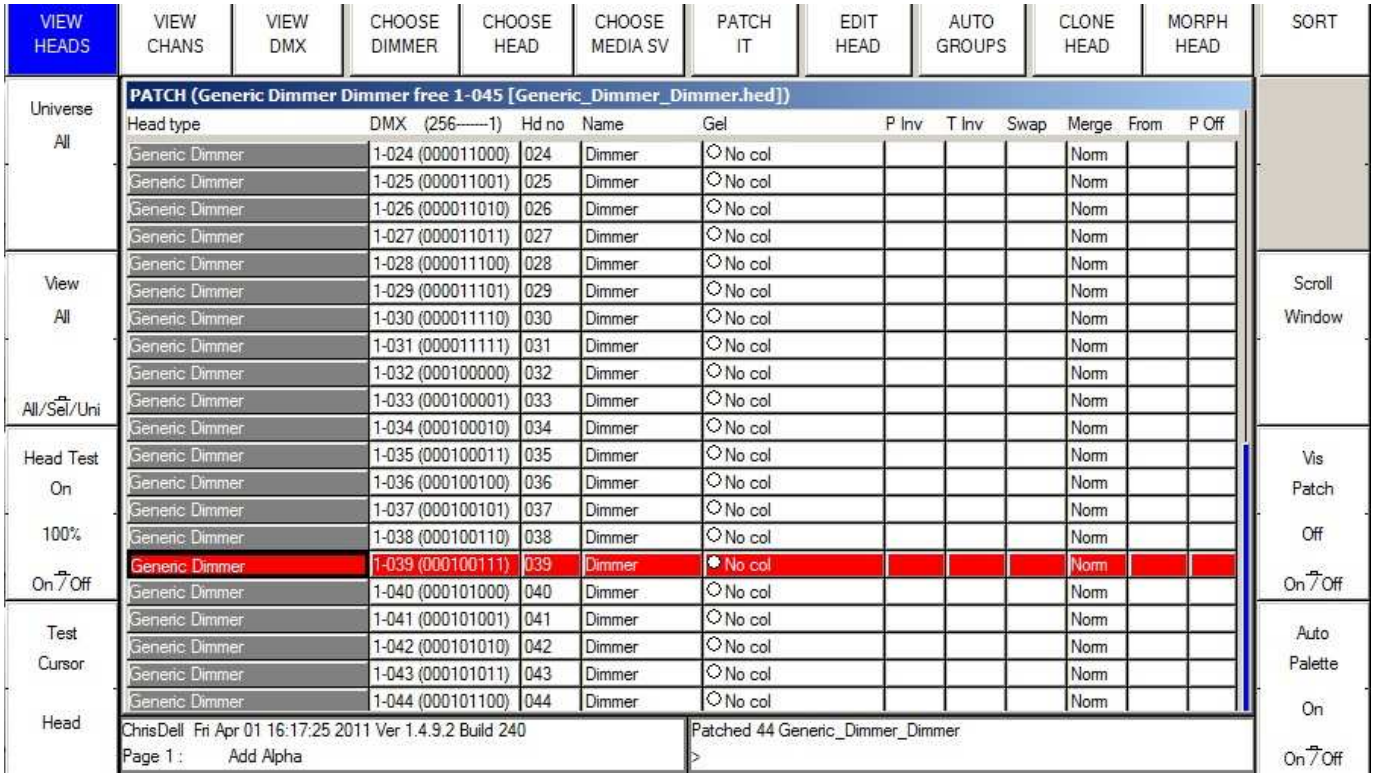


- All show data and patch will be cleared and the show settings will be set according to the mode selected. The different modes simply choose slightly different console settings. All MagicQ features can be accessed from any of the modes.
- Open the Patch Window by pressing the PATCH button. The window should be empty as there are no items patched.

- Patching dimmers takes two steps – first choose the dimmer, then second, patch it. Press the CHOOSE DIMMER soft button. MagicQ will choose the Generic Dimmer personality. Note that the window heading shows the Generic Dimmer.



- Now press the PATCH IT soft button. MagicQ asks you to enter the number of lights and the DMX address. In this case we will patch 44 dimmers at the address 1-1. Type 44@1-1 followed by ENTER. MagicQ will patch the 44 dimmers one after another.

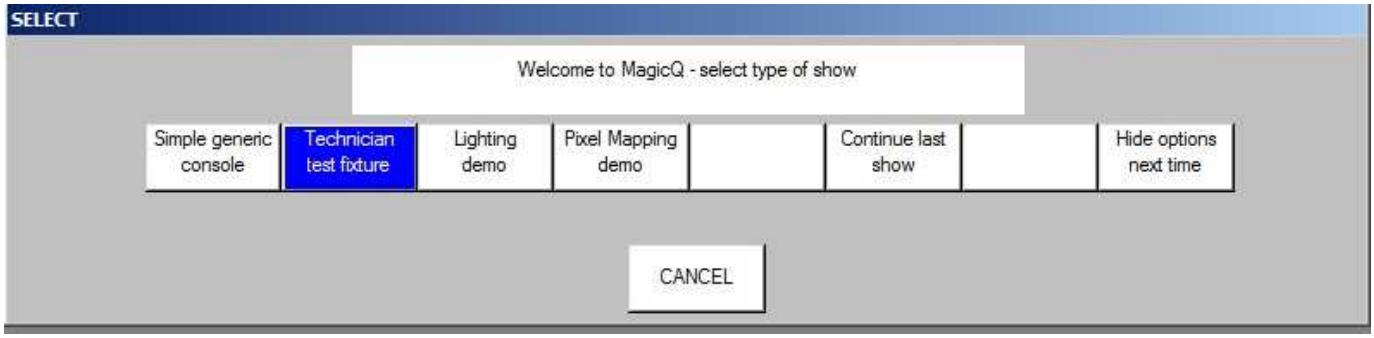


- Press the Head Test soft button. MagicQ will test the dimmer which the cursor is on. Use the UP and DOWN arrows to move through the list testing the different dimmers. When you have finished testing press the CLEAR button.

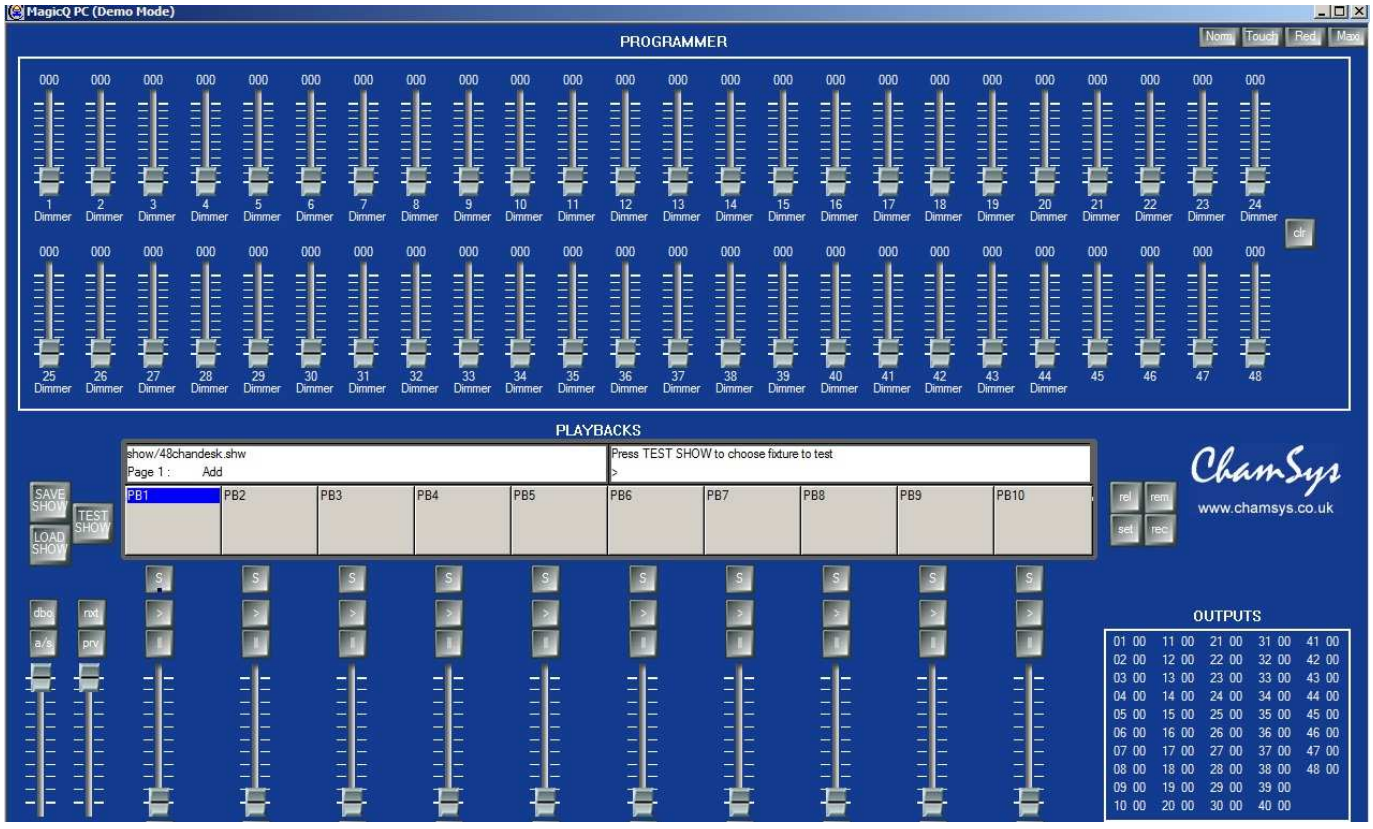
Tutorial 5 : Using Technician Test Mode

This tutorial demonstrates how to test a fixture in technician test mode. We will test a Varilite VL3500 Spot.

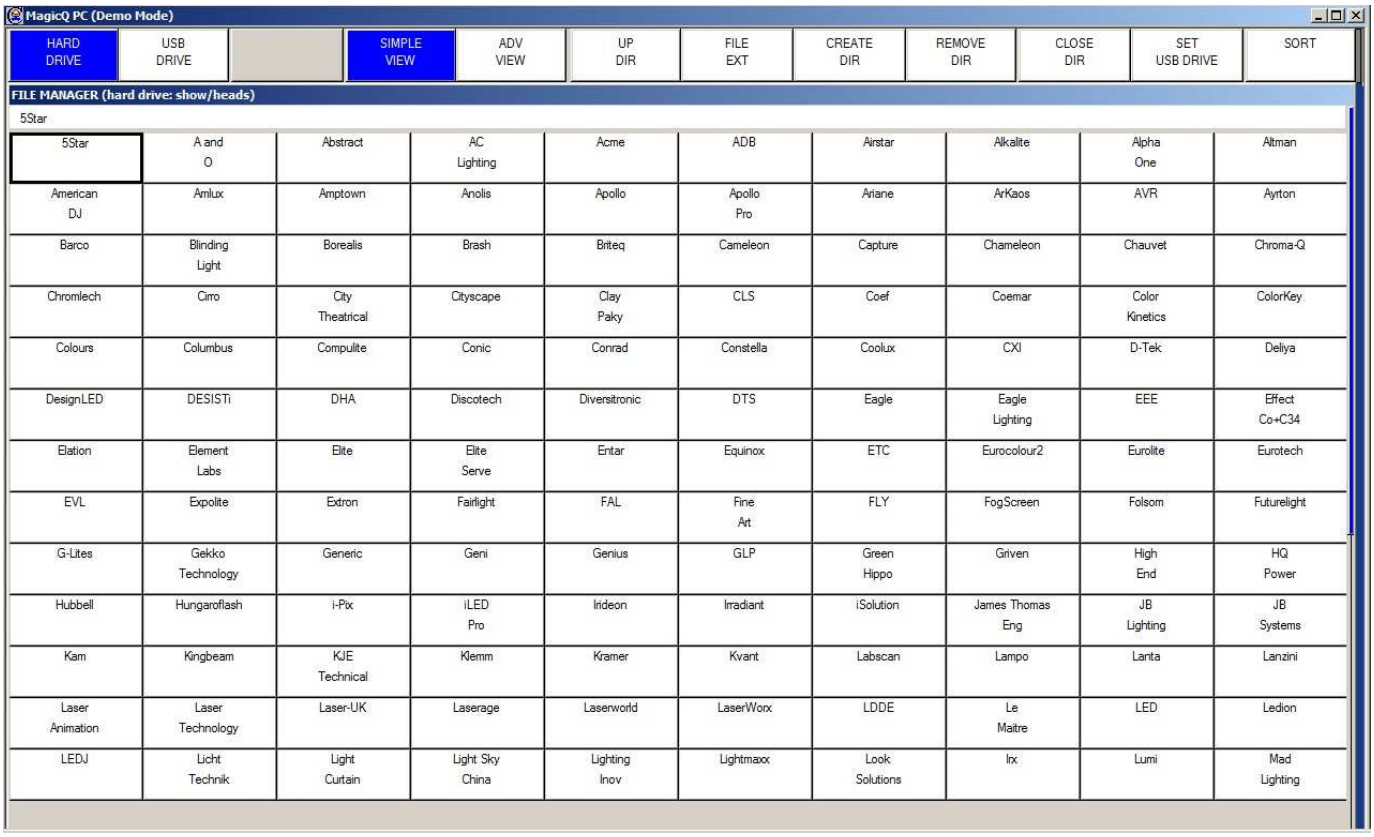
- Start up MagicQ software. The "Welcome to MagicQ" window should be shown. Chose the "Technician Test Fixture" option.



- If the "Welome to MagicQ" window does not appear then press the "Simple" button on the top right of the screen – this will take you into the Simple Mode which allows simple testing of fixtures.

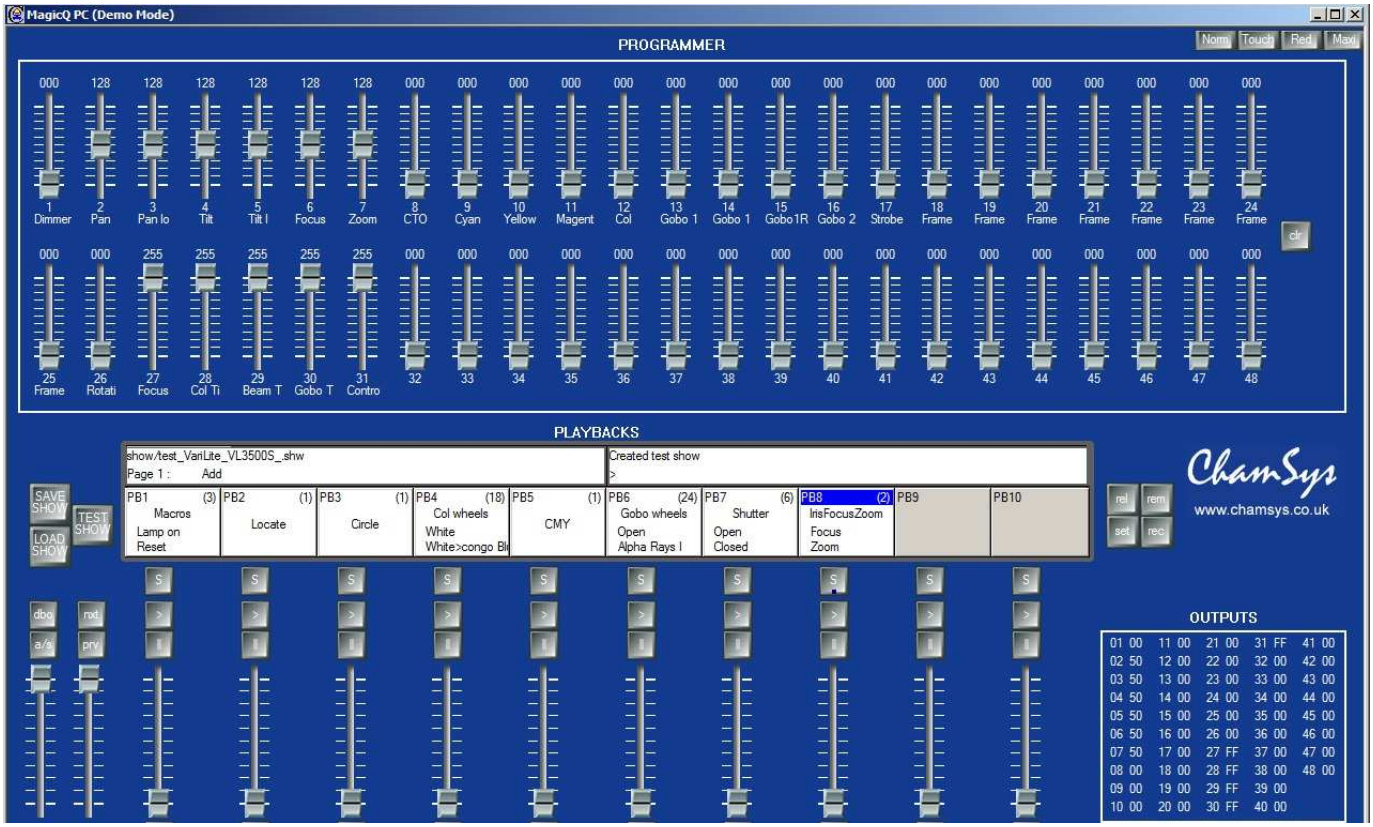


- Press the TEST SHOW button. MagicQ will show you a list of manufacturers.



- Use the Page Up and Page Down keys on your keyboard to go to move up and down the list. Choose Varilite. MagicQ will now show you a list of lights. Choose VL3500 spot.

- MagicQ now creates a new show with just one Varilite VL3500 Spot patched at DMX address 1. MagicQ automatically creates up to 10 Playbacks with useful test functions including Lamp On, Locate, and tests of the movement, colour and beams.



- The top 48 faders allow you to control the individual channels of the light. Hold the SHIFT key if you wish to have higher accuracy on the faders. The Output values are shown in the Outputs section. Press CLEAR to clear the changes you have made with these faders.

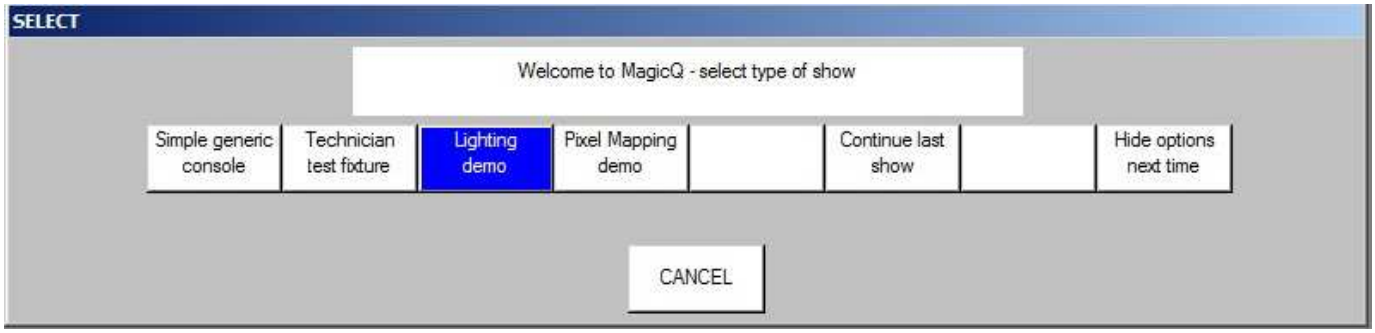
- If you have a ChamSys MagicDMX interface you can connect this to a USB port and control the fixture directly.

- If you have a 3rd party DMX interface then you will need to change into the Normal mode by pressing the Norm button on the top right. Then go to Setup, View DMX I/O and set up Universe 1 to the type of your DMX interface and enable Universe 1.

Tutorial 6 : Recording a Cue and a Cue Stack

This tutorial will show you how to record a Cue and a Cue Stack (sequence of Cues).

- Start up MagicQ software. The "Welcome to MagicQ" window should be shown. Chose the "Lighting Demo" option.



- If the "Welome to MagicQ" window does not appear then press the Setup button (towards the top right). Then press the top soft button View Settings. Then press Load Show, and confirm Yes when requested to erase the old show from memory. Choose the Capture.shw show.

- First we will create a simple "look" in the Programmer. Press Layout 1 to open the Group, Position, Colour and Beam Windows.

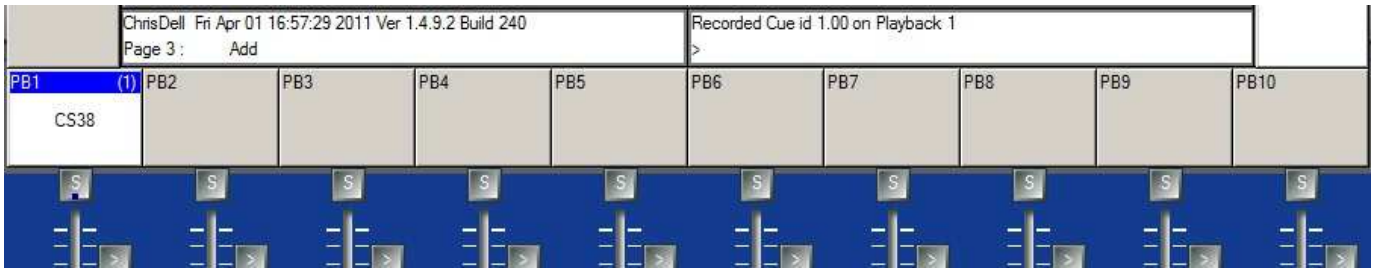
- In the Group Window select the "All Mac250" Group.

- In the Colour Window select colour "Yellow" and in the Position Window select "Down".

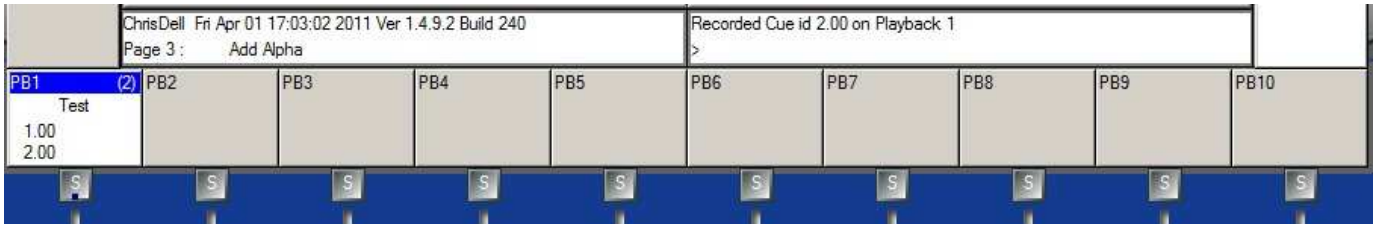
- In order to program a new Cue we need to find a Playback page with free Playbacks. Press the Page Up / Page Down buttons to change Page to Page 3. The Page number is shown to the left of the clock.

- To record a Cue press the REC button (in the action buttons on the left side) and then press the S button above the first Playback (PB1)

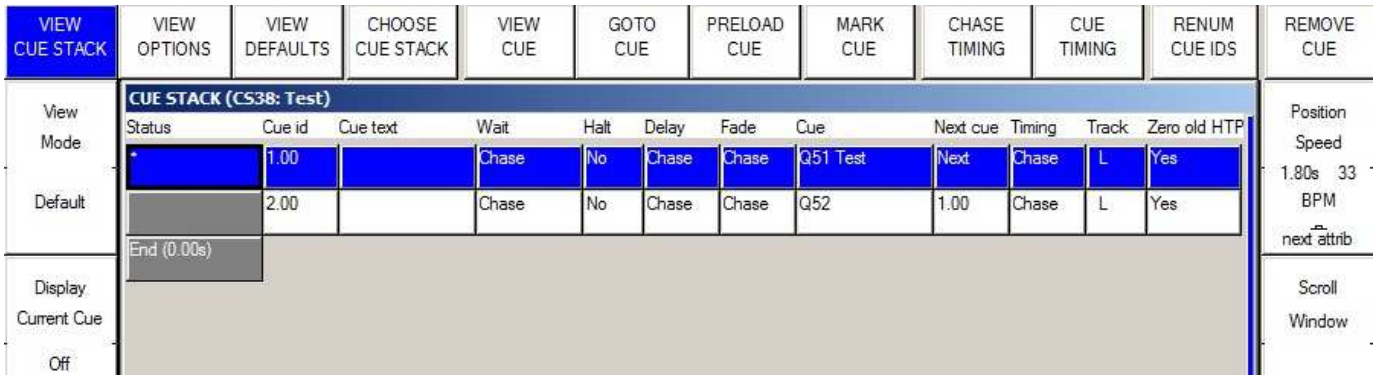
- MagicQ records the Cue on the Playback. As the Playback was empty, MagicQ automatically creates a Cue Stack with the single cue in it. The cue is given the Cue ID 1.00 with the Cue Stack.



- Initially the Cue Stack has no name – so MagicQ displays the number of the Cue Stack (in this case CS38) above the fader. The number in the top right is the number of steps in the Cue Stack – in this case (1).
- To name the Cue Stack press the SET button and then press the S button of the Playback. MagicQ opens a keyboard where you can enter in the name. In this case we will name it "Test".
- Now make a new look in the Programmer – select colour "Magenta" and position "Up".
- Record a 2nd Cue on the Playback by pressing REC and then pressing the S button above the Playback.



- The Cue Stack now indicates (2) in the top right corner to show you have 2 Cues and it also shows the Ids of the current Cue (1.00) and the next Cue (2.00).
- Press the CLEAR button to clear the Programmer. Raise the fader of the Playback – the Cue Stack will run. If you are in normal mode it will default to a chase. If you are in Hog II Warp then it will default to a timed cue Stack and you must press the GO (>) button to step between the 2 steps.
- Double click the S button of the Playback to open the Cue Stack Window for that Playback.



- It is possible to change between a Chase and Cue Timing using the CHASE TIMING and CUE TIMING top soft buttons.
- To name the individual steps double click on the Cue Text field and enter a name.