ChamSys

Magica 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 <u>www.chamsys.co.uk/download</u>. 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.

		W	elcome to MagicQ	-select type of show	
Simple generic console	Technician test fixture	Lighting demo	Pixel Mapping demo	Continue last show	Hide options next time
			-		

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.

🕘 Mag	jicQ PC (Demo	Mode)														- 8 ×
СТ	VIEW GROUPS	VIEW HEADS	DIM @ ZERO	LTP LOCATE	DIM @ FULL	LOCATE	ADD FX	ADD FX 0 SIZE	DESELECT ALL	CLEAR SELECTED	CLEAR ALL	PARK	CT		Norm, 1	Fouch Simple Maxi
SHIP		GROUP (Spo	t1200 55,56,	57,58)			POSITION (S	pot1200 55,5	6,57,58)			0.1		min max	close next	ext size
		G1 (44) All Dimmer	G2 (4) All Spot1200	G3 (4) All Wash575	G4 (25) All Ledion	G5 (8) Dim No col	P1 P centre	P2 P far left	P3 P farright	P4 🎽 P farup	P5 P far down	Normal				
		G6 (6) Dim Indigo	G7 (12) Dim L27	G8 (12) Dim R312	G9 (6) Dim R356	G10 (4) Ali DSN 105	P6 X P left	P7 🙀 P right	P8 X P up	P9 🗙 P down	P10	nom./rev		yout layout 2	layout Time 3 line	media exec
		G11 (4) All Pacific 23°	G12 (36) All PAR 64	G13 (1) All Wash575	G14	G15	P11	P12	P13	P14	P15	Scroll				
		G16	G17	G18	G19	G20	P16	P17	P18	P19	P20			ade cue	cue. Play	stack cue
		COLOUR (Sp	ot1200 55,58	5,57,58}			BEAM (Spot1	1200 55,56,57	7,58)					State	050	
		C1 C White	C2 <mark>6</mark> C Red	C3 C Amber	C4 C C Yellow	C5 C C	B1 D B open gobo	B2 🎆 B gobo1r	B3 🎆 B gobo 2 r	B4 🏹 B gobo 3 r	B5 💽 B 🛔 gobo 4 r			in in	DX POS	col Deam
C		C6 C C Cyan	C7 C Blue	C8 🌅 C Pink	C9 C9 C UV	C10 C Magenta	B6 B gobo 5 r	B7 🙀 B gobo 6 r	B8	B9	B10) 6	iext ead	prev head	loc odd ate even high sin
		C11	C12	C13	C14	C15	B11	B12	B13	B14	B15	Sel Heade				fan al
		C16	C17	C18	C19	C20	B16	B17	B18	B19	B20	Intensity	x	C	bam	Sys
		ChrisDell FriMa Page 1 : /	ar 11 09:27:13 : Add	2011 Ver 1.4.8.	5		>					0% 100-50-0%		w	ww.chamsy	/s.co.uk
	PB1 (pars chase 1.00 2.00	3) PB2 profiles	(1) PB3 1200sp	(1) PB4 pot static 57	(1) F 5wash static	85	PB6 1200spot circl	(1) PB7 le 575wasi	(1) PB8 h tilt	PB9 1. 2.	9 (3) PE 1200spots 00 00	310 (1) avrledion		el sel c nft blind <	r undo re	em move copy nc upd rec
next	8	S		S	S	8	S	S		S	S	S	XFADE		SUB	GRAND
page	= =_	_ = =			==	==	==	_ =l=			==	==	==_		-	
prev page			N =		= = 2				- 🔟					>>		E I
DPA	3 5 4		<u> </u>		EE								==		EE	32
2052	E	-L		E	<u>-</u>					F			-L-		E E	
add swap	-		-		+								1			-

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

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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.

CT SH	PAGE 1	PAGE 2	PAGE 3	PAGE 4	PAGE 5	B1 open gobo	B2 gobo 1r	B3 gobo 2 r	B4 gobo 3 r	B5 gobo 4 r	B6 gobo 5 r	VIEW PALETTE SH
	Shutter 035	BEAM (Spot1200 55, B1 Open gobo	56,57,58) 82 Solution Sector S gobo 1 r	B B3 🧱 B gobo 2 r	3 B4 🙀 E gobo 3 r	B5 🛃 E gobo 4 r	B6 solution B6 sol	B7 3 1 gobo 6 r	B 88	89	810	Gobo 2 rot 000
		. 811	B12	813	814	B15	B16	817	818	B19	820	· _ E
	Open	821	B22	B23	B24	825	826	827	828	B29	830	
	Iris 000	831	B32	B33	B34	835	B36	B37	B38	B39	B40	Gobo 1 rot
	0	B41	B42	B43	844	845	B46	847	B48	B49	850	
1	Wide	B51	B52	B53	854	855	856	B57	858	859	860	2
		B61	B62	B63	864	B65	B66	867	B68	869	B70	Gabo 2
	Focus 070	B71	872	873	874	875	876	877	878	B79	880	
- c		. B81	882	883	884	885	886	887	888	889	890	
		B91	892	893	894	895	896	897	898	899	B100	open gobo
	Prism 000	B101	B102	B103	B104	B105	B106	8107	B108	B109	B110	Gobo 1 000
	Stop	B111	8112	8113	8114	B115	B116	8117	8118	B119	B120	
	prism off		1					1				open gobo
	P81	Page 1: Add	(1) PB3	(1) PR4	(1) [89	5	PB6	(1) PB7	(1) PB8	989	(3) IPR10	
	pars chase 1.00 2.00	profiles	1200s	pot static	575wash static		1200spot circle	575wash	tik (1) too	1.00	1200spots	avrledion

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.

and the second s	and the second second	Same and the second	<u> </u>		i	631	- 2.9	0830	102	11	-
GROUP (M	lac 500-63,	64,65,66)									
G1 (45) All Dimmer	G2 (5) All Mac250	G3 (4) All CF7HE	G4 / SBe	(8) All amPC	G5 (4) All Mac500	GG (4) All StgScan	G7 (3) All CF1200HE	G8 (9 Dim Nocol	G9 (12) Dim R27	G10 (Dim R59	6)
G11 (12) Dim R312	G12 (6) Dim R356	G13 (12) All Finger L	G14 All Fir	(12) nger M	G15 (12) All Finger R	G16 (4) All Pacific	G17 (1) A∥S4	G18 (4) All Spots	G19 (36) All Ledion	G20	
G21	622	G23	G24		G25	G26	G27	G28	G29	G30	
G31	G32	G33	G34		G35	G36	G37	G38	G39	G40	
РАТСН						•					
Head type	D	MХ	ł	-Id no	Name	Gel		Plnv Tl	nv Swap	Merge Fro	m
Generic Dim	mer 1	-001 (0000000	001)	001	Spots	O No col		1 1	1 1	Norm	
Generic Dimr	ner 1	-002 (0000000	010)	002	Spots	O No col		- iii - iiii - iii - iiii - iii - ii		Norm	
Generic Dimr	net 1	-003 (0000000	011)	003	Spots	O No col				Norm	
Generic Dimr	ner 1	-004 (0000001	100)	004	Spots	O No col				Norm	
Generic Dimr	ner 1	-005 (0000001	101)	005	Finger L	R59 Inc	digo			Norm	
Generic Dimr	ner 1	-006 (000000-	110)	006	Finger L	OR312 C	Canary	10		Norm	
Generic Dimr	net 1	-007 (0000001	111)	007	Finger L	R356 N	fiddle Lavend	ŧ		Norm	
Generic Dimr	ner 1	-008 (0000010	000)	008	Finger L	R27 M	edium Red			Norm	
Generic Dimr	ner 1	-009 (000001)	0011	009	Finaer L	OR312.0	Canary			Norm	

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.

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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.

Palettes	Prog	Cue Stacks	Outputs				
4				 		 	 -

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.

WiggleLapXP Sun Jan 2018:40:39 2008 Ver1.3.4.6 Page1: Add

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.

> downstage

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.

Selected GROUP 6

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

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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 (\parallel). 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.

VIEW SETTINGS	VIEW SYSTEM	VIEW DMX1/0	FILE MANAGER	SAVE SHOW	BACKUP TO USB	SAVE SETTINGS	IMPO SETTI	RT NGS S	LOAD SHOW	NEW SHOW	CAL TOUCH	QUIT
Play Mode Normal	SETUP (sl Mode	how/captu Prog K Er	re.shw) ieypad Windo	ws Cue Storage	Play Back	Network	Ports	MIDI Timecode	Multi Console	Hardware	Al	
Safe/Normal	Parameter Product type		لـــ	Setting	J		لتر		<u> </u>	لىمىل	لير	
Prog Mode	Country			UK								Scroll
Custom	Disable prog	ramming		No								Window
3	Disable mod	ifications		No								-
02530	Disable test	mode		No								
Set Mode	Disable mac	TOS	Υ.	No								
	Auto backup)		On changes	2							
	Keep a back	kup archive		Yes								
	Show file pa	th (defaults sł	now)	show								(
	WiggleLapXF Page 1 :	'Sat Jan 19 Add	19:43:06 2008	Ver 1.3.4.6		>						

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.

SELECT					
	Select p	rogramming mode	(if unsure select	Normal)	
	Normal (live)	Theatre non track	Theatre tracking	Hogll warp	

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.

VIEW SETTINGS	VI SYS	EW STEM D	VIEW MX170	UN	SET IVERSES		ZONE	TAKE CONTROL	RELEASE CONTROL	GRAB SHOW	RESET VISUAL	QUIT
Play Mode	SET	UP (show	/capture.s	bk)		A92.	19			:		
Normal	Uni	Status	Out Type	Out Uni	In Type	In Uni	Visua	liser	Hot takeover	Test	Сору	
det.0000	1	Disabled	ArtNet	Art 0	ArtNet	Art 0	None	•	No	No	No	-
	2	Disabled	ArtNet	Art 1	ArtNet	Art 6	None		No	No	No	
Safe/Normal	3	Disabled	ArtNet	Art 2	ArtNet	Art 7	None		No	No	No	
	4	Disabled	ArtNet	Art 3	ArtNet	Art 4	None		No	No	No	
Prog Mode	5	Disabled	ArtNet	Art 4	ArtNet	Art 3	None		No	No	No	Scroll
Custom	6	Disabled	ArtNet	Art 5	ArtNet	Art 5	None		No	No	No	Window
-	7	Disabled	ArtNet	Art 6	ArtNet	Art 6	None	9	No	No	No	-3
	8	Disabled	ArtNet	Art 7	ArtNet	Art 7	None		No	No	No	
Set Mode	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	2	No	No	No	
	17	Disabled	ArtNet	Art 1	ArtNet	Art 1	None		No	No	No	
		10/08/06/10:09	1.00	44.2	Arthlat	Art 2	None	<u></u>	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	VIEW	VIEW	CHOOSE	CHOOSE	EDIT	PATCH	RENUM	AUTO	COPY	MORPH	SORT
HEADS	CHANS	DMX	DIMMER	HEAD	HEAD	IT	HEAD NOS	GROUPS	HEAD PRG	HEAD	

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.

5star	abstract	ac lighting	Acme	Airstar	alkalite	Alpha One	American DJ	Amptown	apollo
ariane	arkaos	avr	ayrton	borealis	cameleon	canvix	capture	chameleon	Chauvet
chroma q	Chromlech	cirro	city theat	Clay Paky	cls	coef	coemar	colours	columbus
compulite	constella	coolux	схі	d-tek dmx	desisti	dha	discotech	diversitron ic	DTS
eee	effect co+c34	elation	elite	ETC	eurocolour2	eurolite	eurotech euro	eurotech	evl
expolite	fal	fly	futurelight	G-Lites	generic	geni	glp	griven	high end
hippo	hq power	hubbell	hungaroflas h	ipix	irideon	jb systems	JB	jem	jt eng
labscan	lampo	lanzini	laserage	le maitre	led	licht technik	light curtain	light sky	lighting inov

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.

Keypad			
Enter num > 5@2-1	ber@uni-char	n/offset (e.g. !	5@2-1/20)
ESC			<
THRU	1	×	
7	8	9	÷
4	5	6	FULL
1	2	3	@
Ō	85	EN	ITER

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.

РАТСН									
Head type	DMX	Hd no	Name	Gel	P Inv	T Inv	Swap	Merge	From
Generic Dimmer	1-001 (000000001)	001	Spots	O No col	F	f	F	Norm	-
Generic Dimmer	1-002 (000000010)	002	Spots	O No col				Norm	
Generic Dimmer	1-003 (000000011)	003	Spots	O No col	0			Norm	
Generic Dimmer	1-004 (000000100)	004	Spots	O No col				Norm	
Generic Dimmer	1-005 (000000101)	005	Finger L	R59 Indigo	6		12	Norm	1
Generic Dimmer	1-006 (000000110)	006	Finger L	SR312 Canary	1			Norm	
Generic Dimmer	1-007 (000000111)	007	Finger L	R356 Middle Lavende				Norm	
Generic Dimmer	1-008 (000001000)	008	Finger L	R27 Medium Red				Norm	
Generic Dimmer	1-009 (000001001)	009	Finger L	R312 Canary	ŝ.	14	12	Norm	1
Generic Dimmer	1-010 (000001010)	010	Finger L	R27 Medium Red	1			Norm	
Generic Dimmer	1-011 (000001011)	011	Finger L	R59 Indigo	0			Norm	
Generic Dimmer	1-012 (000001100)	012	Finger L	R312 Canary				Norm	
Generic Dimmer	1-013 (000001101)	013	Finger L	R356 Middle Lavende	1	14	12	Norm	10
Generic Dimmer	1-014 (000001110)	014	Finger L	R27 Medium Red	1			Norm	
Generic Dimmer	1-015 (000001111)	015	Finger L	R312 Canary	0			Norm	
Generic Dimmer	1-016 (000010000)	016	Finger L	R27 Medium Red	-			Norm	
Generic Dimmer	1-017 (000010001)	017	Finger M	R59 Indigo	ř.	14	18	Norm	1
Generic Dimmer	1-018 (000010010)	018	Finger M	OR312 Canary	11			Norm	
Generic Dimmer	1-019 (000010011)	019	Finger M	R356 Middle Lavende	0			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

GROUP (Spo	ot1200 55,56,	57,58)							
G1 (44) G2 (4)	G3 (4)	G4 (25)	G5 (8)	G6 (6)	G7 (12)	G8 (12)	G9 (6)	G10 (4)
All Dimmer	All Spot1200	All Wash575	All Ledion	Dim No col	Dim Indigo	Dim L27	Dim R312	Dim R356	All DSN 105
G11 (4 All Pacific 23) G12 (36) All PAR 64	G13 (1) All Wash575	G14	G15	G16	G17	G18	G19	G20
G21	G22	G23	G24	G25	G26	G27	G28	G29	G30

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.

Palettes	Prog	Cue Stacks	Outputs				
2				 		 	

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

GROUP (N	1ac 250 1 ,	2,3,4,5)			POSITION	(Mac 250	1.2.3.4.5)		
G1 (5) All Mac250	G2	63	G4	G5	P1 × IPB centre	P2 🗙	P3 🚺 C farright	P4 📕	P5 🙀 far down
G6	G7	G8	G9	G10	P6 × left	P7 × right	P8 ×	P9 🗾 down	P10
G11	G12	G13	G14	G15	P11	P12	P13	P14	P15
G16	G17	G18	G19	G20	P16	P17	P18	P19	P20
COLOUR (Mac 250 1	,2,3,4,5)			BEAM (Ma	c250 1,2,	3.4.5)		
C1 C PB White	C2 📕 Red	I C3 🧱 IB Amber	C4 CPCB Yellow	C5 CI ICB Green	B1 D PB open gobo	B2 💽 cone	B3 DPCB bar	B4 SPCB fan hat	B5 🛃 ICB triple
C6 🌅 PB Cyan	C7 <mark>C</mark> Blue	C8 CB Pink	C9 📕 IPB UV	C10 CICB Magenta	B6 🎦 PB dec beam	B7 PCB fibroid	B8 PCB rnd holes blue	B9 M PCB pys cir mag	B10 @ ICB pys cir shake
C11	C12	C13	C14	C15	B11 🐼 PB rnd holes shake	B12	B13 PCB dec beam shake	B14 PCB triple shake	B15 RPCB fan hat shake
C16	C17	C18	C19	C20	B16 🚺 PB bar shake	B17 💽 cone shake	B18 🕘, PB gobo scrl >>	B19 @PCB gobo scrl <<	B20

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.

MagicQ Software Quick Start

PAGE 1	PAGE 2	PAGE 3	PAGE 4	B31 bari	B32 fan i	B33 thin bars i	B34 grid ball i	B35 grid ball r	B36 thin bars	B37 r fan r	VIEW PALETTE
Shutter	BEAM (Ma	c500 63,6	4,65,66)				- Ma				Rotate
	B31 🚺 B - bari	B32 📕 B fan i	B33 min B thin bars i	B34 🏨 B grid ball i	B35 🏭 B grid ball r	B36B thin bars r	B37 🛃 B	B38 🚺 B barr	B39 🛆 B triangle r	B40 🙀 B J dots	128
open	B41 🎇 B lotus	B42 🥵 B bricks	B43 🐼 B cloud	B44 🐼 B machine	B45 👧 B bamboo	B46 👧 B threads	B47 🎆 B pling	B48 🎆 B pling shake	B49 👧 B threads shake	B50 🔊 B bamboo shake	
Iris 100	B51 🚳 B machine shake	B52 😥 B cloud shake	B53 🙀 B bricks shake	B54 🞇 B lotus shake	B55 🛃 B dots shake	B56 🛃 B Dots (G1)	857 🛃 8 Dots2 (G2)	B58 🛆 B Tri (G3)	B59 💽 B Cir (G4)	860 🔀 8 Star (G2)	Rotate1
wide >	861 🚱 8 Swirt (G3)	862 <mark>△</mark> 8 Tri (G4)	B63 @. B gobo rotation	B64 🧶 B gobo rot	B65	866	867	B68	869	870	
Focus	871	872	B73	B74	B75	876	877	878	B79	880	Gobo2 065
128	881	882	B83	B84	B85	B86	887	B88	B89	890	
40.97.69	891	892	B93	B94	B95	B96	B97	B98	899	B100	triangle i
Prism 000	8101	B102	B103	B104	B105	B106	B107	B108	B109	8110	Gobo1 001
DFF prism off	WiggleLapXP Page 1 :	Sun Jan 20 Add	19:03:19 2008	3 Ver 1.3.4.6		>					open gobo

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 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.

MagicQ Software Quick Start

BEAM (Spot	1200 55,56,5	7,58)					
B1 D B open gobo	B2 🌺 B gobo 1 r	B3 🎇 B gobo 2 r	B4 🚮 B gobo 3 r	B5 🌇 B gobo 4 r	Gobo 2 000		912
B6 SB gobo 5 r	B7 🎇 B gobo 6 r	B8	B9	B10		- ×))	next
B11	B12	B13	B14	B15	open gobo		(Really)
B16	B17	B18	B19	820	035		
Set BEAM 2					gobo 1 r		

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.

COL ATTRIBS	0 No col	1 Wheel	2 Mix	3 Maroon	4 SaddleBrowi	5 DarkRed	6 Sienna	7 Brown	8 Firebrick	9 Crimson	COL TYPE
Cyan 	COLOUR N	AIXS STD (C	CF7HE 51 ,5	52,53,54)							Col4
	0 No col	1 Wheel	2 Mix	B Manon	4 SaddleBrown	5 DaikRed	6 Sienna	7 Brown	8 Fireblick	9 Crimson	
Magenta 	18 Red	11 OrangeRed	12 IndianRed	13 Tomato	14 Chocolate	15 Coral	16 LightCoral	17 DarkSalmon	18 Salmon	19 LightSalmon	Col3
	20 SandyBrown	21 Peru	22 DarkGoldenr od	23 DarkOrange	24 Amber	25 Orange	26 Goldenrod	27 DarkKhaki	28 BurlyWood	29 Tan	
	20	01	22	22	24	96	200	97	20	20	

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).

REC	REC	REC	SELECTED	ENTIRE	MULTI	REC	REC	REC	REC	REC	CLOSE
NORMAL	MERGE	REMOVE	ONLY	STATE	STEP	TYPE	INT	POS	COL	BEAM	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.

VIEW PROG	VIEW PRESETS	ALL T	o squ o o	JARE /	ALL TO FULL	SELECT ALL	SELEC ACTIV	T DESE	LECT	SET NAME	SET GEL	CLEAR ALL	REMOVE CURSOR
Head Type All	INTENSI No col	TY (Prog No col	rammer) No col	No head No col	s selecte R59	d R312	R356	R27	R312	R27	R59	R312	Cursor No col
 	н1 О	н2 О	нз О	н4 О	н5	нб 📀	н7	нв	нэ 📀	н10	н11	н12 0	0%
Gel	Spots R356	Spots R27	Spots R312	Spots R27	Finger L R59	Finger L R312	Finger L R356	Finger L R27	Finger L R312	Finger L R27	Finger L R59	Finger L R312	Scroll
. All .	н13 🗢	н14 🔶	н15 ᅌ	н16 🔶	н17 🔹	н18 🔾	н19 🔶	H20 🔶	H21 O	H22 ●	H23 兽	H24 🗢	Window
Next gel	Finger L R356	Finger L R27	Finger L R312	Finger L R27	Finger M R59	Finger M R312	Finger M R356	Finger M R27	Finger M R312	Finger M R27	Finger M R59	Finger M R312	
Head Name All	н25 🔶	н26 🔶	н27 ᅌ	н28 🔶	н29 🔶	нзо 🗢	нзт 🔶	нз2 🔶	нзз ㅇ	нз4 🔶	нз5 🔶	нзб ᅌ	Dim mode
یم Nextname	Finger M R356	Finger M R27	Finger M R312	Finger M R27	Finger R No col	Finger R No col	Finger R No col	Finger R No col	Finger R No col	Finger R Mac250	Finger R Mac250	Finger R Mac250	
View All	Н37 🔶	нзв 🔶	нзэ ᅌ	H40 ●	H41 O	H42 O	н43 О	н44 О	H45 C	H46 O	H47 O	н48 О	No selected Heads
All	Finger R WiggleLap> Page 1 :	∣FingerR ≺PSatJan Add	Finger R	Finger R 5 2008 Ver	Pacific 1.3.4.6	Pacific	Pacific Show loa	Pacific ded	S4	M250	M250	M250	100-50-0%

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.

bounce 4steps*	burst1	burst2	Durst3	Circle	cmy	cosine*	cross	diamond	dim chase
oo figof8	8 figof8vert	flicker	flickerdown	flickersync	flickerup	flickendfade	focus chase	follow 1	iris chase
edgreenblue	ledpulse4*	ledredblue	ledredgreen	ledrgb	ledmdcol	<mark>社</mark> ਜ 1	ifft2	mytilt	↔ pan
pansine	pulse 3steps*	pulse 4steps*	pulse 5steps*	pulse 6steps*	pulse*	pulsemd*	∧ ramp*	rampdown*	rampup"
rgb	A ⊳ sine*	Sa solo	55 spider	square	⊕ tilt	tiltdim	C tiltsine	twobeam	twocmy
twocoł	twopos	whitepulsecmy	whitepulsergb	Z	Z zigzag2				

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.

Dimmer	Shutter	lris	Pan	Tilt	Col1	Gobo 1	Gobo 2	Gobo 1 rot	Gobo 2 rot
Focus	Zoom	Prism	Cyan	Magenta	Yellow	Conv temp	Speed_p/t	Control	Effect speed
Prism rotate	Frost						<u>. </u>		

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.

VIEW CUE STACK	VIEW OPTIONS	VIEW DEFAULTS	CHOOSE CUE STACK	VIEW CUE	GOTO CUE	PRELOAD CUE	MARK CUE	CHASE TIMING	CUE TIMING	RENUM CUE IDS	REMOVE CUE
	CUE STAG	CK (CS1: pa	irs chase)								Position
	Status	Cue id	Cue text	Wait	Halt	Delay	Fade	Cue	Next cue	e Timing	Speed
	×	1.00	red	Chase	No	Chase	Chase	Q1	2.00	Chase	1.80s
		2.00	purple	Chase	No	Chase	Chase	02	3.00	Chase	<u>م</u> Next Attrib
D ' 1		3.00	yellow	Chase	No	Chase	Chase	Q3	4.00	Chase	с
Current Cue		4.00	pink	Chase	No	Chase	Chase	Q4	1.00	Chase	Scroll Window
Off	End										•E 13•
- -											

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.

Status	Cue id	Cue text	Wait	Halt	Delay	Fade	Cue	Next cue	Timing
×	1.00		Follow	Yes	0.00s	3.00s	Q14	2.00	Cue
F.	2.00		Follow	Yes	0.00s	3.00s	Q18	3.00	Cue
	3.00	-	Follow	Yes	0.00s	3.00s	Q19	1.00	Cue

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.

ONFIRM		
Set all Cue	Stack steps to individua	al cue timing?
		- 1
YES	NO	CANCEL

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.

Simple generic console Technician test fixture Lighting demo Pixel Mapping demo Continue last show Hide option next time

• 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.

min	max	close	next	ext	size
layout. prog	la <u>v</u> out 2 out	layout 3 setup	time line patch	media macro	exec help
page	cue stack	CUG	piay back	stack stor	oue stor
gip	int	fx	pos	col	beam

- 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.

1/201

	SH		Press of the local division of the local div		Contraction of the local division of the loc	in the second	 	 	 2	 SH	
Ī	СТ	Palettes	Prog	Cue Stacks	Outputs	Ext Palettes				CT	
Ľ	😂 Mag	pcQ PC (Demo	o Mode)								

• 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.

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 (Ma	c250 46,47,48	8,49,50)		12	POSITION (I	Mac250 45,47	,48,49,50)			Selection
	G1 (45) All Dimmer	G2 (5) All Mac250	G3 (4) All CF7HE	G4 (8) All SBeamPC	G5 (4) All Mac500	P1 × P centre	P2 × P farleft	P3 💽 P far right	P4 × P far up	P5 P	Normal
	G6 (4) All StgScan	G7 (3) All CF1200HE	G8 (9) Dim No col	G9 (12) Dim R27	G10 (6) Dim <mark>R5</mark> 9	P6 × P left	P7 × P right	P8 × P up	P9 🙀 P down	P10 P floor	nom/rev
	G11 (12) Dim R312	G12 (6) Dim R356	G13 (12) All Finger L	G14 (12) All Finger M	G15 (12) All Finger R	P11	P12	P13	P14	P15	Scroll
5 S	. G16 (4) All Pacific	G17 (1) All S4	G18 (4) All Spots	G19 (36) All Ledion	G20	P16	P17	P18	P19	P20	Window -
	COLOUR (M	ac250 46,47,4	18,49,50)			BEAM (Maci	250 46,47,48,4	19,50)			
	C1 C C White	C2 📕 C Red	C3 🦲 C Amber	C4 <mark>C</mark> C Yellow	C5 C C Green	B1 D B open gobo	B2 💽 B cone	B3 🚺 B bar	B4 🛃 B fan hat	B5 🛃 B	
• •	- C6 C C Cyan	C7 C7 C Blue	C8 <mark>[]</mark> C Pink	C9 📕 C UV	C10 C Magenta	B6 C B dec beam	B7 S B fibroid	B8 <mark>5</mark> B md holes blue	B9 💽 B pys cir mag	B10 🧭 B pys cir shake	-
	C11	C12	C13	C14	C15	B11 🐼 B md holes shake	B12 🚮 B fibroid shake	B13 B dec beam shake	B14 B triple shake	B15 🛃 B fan hat shake	Sel Heade
	C16	C17	C18	C19	C20	B16 B bar shake	B17 💭 B cone shake	B18 (a), B gobo scrl >>	B19 🙆 B gobo scrl <<	B20 🚫 B Gobo 1	Intensity
	ChrisDell Wed Page 1 :	Mar 30 13:08:4 Add	13 2011 Ver 1.4.	9.2 Build 238		>	<u> </u>				0% 100-50-0%

- 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.

VIEW GROUPS	VIEW HEADS	DIM @ ZERO	LTP LOCATE	DIM @ FULL	LOCATE	A
	GROUP (Ma	c250 46,47,48	3,49,50)			POSI
	G1 (45 All Dimmer	G2 (5) All Mac250	G3 (4) All CF7HE	G4 (8) All SBeamPC	G5 (4) All Mac500	P1 ci
	G6 (4 All StgScan	G7 (3) All CF1200HE	G8 (9) Dim No col	G9 (12) Dim R27	G10 (6) Dim R59	P6

- 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".

1	2	3	4	5	open gobo	cone	bar	fan hat	triple	dec beam	PALETT
Shutter	GROUP (Ma	c250 46,47,4	6,49,50)			POSITION (P	lac250 46,47	,48,49,50)			
035	G1 (45) All Dimmer	G2 (5) All Mac250	G3 (4) All CF7HE	G4 (8) All SBeamPC	G5 (4) All Mac500	P1 P centre	P2 P far left	P3 × P farright	P4 P far up	P5 P	
open	G6 (4) All StgScan	G7 (3) All CF1200HE	G8 (9) Dim No col	G9 (12) Dim R27	G10 (6) Dim R59	P6 × P left	P7 × P right	P8 × P up	P9 x P down	P10 P floor	
	G11 (12) Dim R312	G12 (6) Dim R356	G13 (12) All Finger L	G14 (12) All Finger M	G15 (12) All Finger R	P11	P12	P13	P14	P15	Rotate
	. G16 (4) All Pacific	G17 (1) Al S4	G18 (4) All Spots	G19 (36) All Ledion	G20	P16	P17	P18	P19	P20	000
	COLOUR (Ma	ac250 46,47,4	18,49,50)			BEAM (Mac2	50 46,47,48,	49,50)			
Focus	C1 C C White	C2 C Red	C3 C Amber	C4 C Yellow	C5 C C Green	B1 D B open gobo	B2 O B cone	B3 🚺 B bar	B4 🛃 B fan hat	B5 🛃 B	
070	- C6 🌅 C Cyan	C7 C7 C Blue	C8 C Pink	C9 📕 C UV	C10 C Magenta	B6 C B dec beam	B7 🛃 B fibroid	B8 E B md holes blue	B9 🧭 B pys cir mag	B10 🧭 B pys cir shake	
112000-01-01	C11	C12	C13	C14	C15	B11 👷 B md holes	B12 🚮 B	B13 🚺 B dec beam	B14 B	B15 式 B	-
Prism 000	C16	C17	C18	C19	C20	shake B16 B	B17 B	shake B18 🙆, B	B19 (B	B20 B	Gobo 014
						bar snake	cone snake	gobo sch >>	gobo sch <<	0000 1	

• 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.

VIEW HEADS	VIEW CHANS	S PL	ew An	1	/IEW /ALS	VI R	EW AW	VIEW PLAYBACK	V CL	/IEW Je Ids	PR	OG ILY	SEL HDS ONLY	SEL PB ONLY	ACTIVE ONLY	VIEW INPUTS
	OUTPUT	5				- 00.			<i>.</i>							2
	Hd name	Hd type	No	Dim	Pan	Tilt	Colo	Shut	Gobo	Rota	Focu	Pris	Spee	Spee	1	
	m250	mac250	46	100%	128	128	000	open	cone	000	070	prism of	000	000		
	m250	mac250	47	100%	128	128	000	open	cone	000	070	prism of	000	000		
	m250	mac250	48	100%	128	128	000	open	cone	000	070	prism of	000	000		
	m250	mac250	49	100%	128	128	000	open	cone	000	070	prism of	000	000	Ť	
	m250	mac250	50	100%	128	128	000	open	cone	000	070	prism of	000	000		
	spots	O no col	1	0%												Scroll
	spots	• no cal	2	0%												Window
-	spots	Ono col	3	0%]											
	spots	Ono col	4	0%]											
	finger l	• r59	5	0%												
<u>k</u>	Report	0.010	ic.	0%												-

- 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%.

rel	sel	cłr	undo	rem	move	сору
shift	blind	4	set	inc	upd	rec

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.

Erase current show	v from memory (saved sł	nows remain on disk) (
YES	NO	CANCEL

• 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.

SELECT				12 T1-1	
	Select p	rogramming mode	(if unsure select	Normal)	
	Normal (live)	Theatre non track	Theatre tracking	Hogll warp	

- 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.

VIEW	VIEW	VIEW	CHOOSE	CHOOSE	CHOOSE	PATCH	EDIT	AUTO	CLONE	MORPH	SORT
HEADS	CHANS	DMX	DIMMER	HEAD	MEDIA SV	IT	HEAD	GROUPS	HEAD	HEAD	
Universe All	PATCH (Mar	tin Mac500 M	lode 4 free 1-0	001 [Martin_I	Mac500_Mode	4.hed])					

• 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.

VIEW HEADS	VIEW CHANS	VIEW DMX	CHOOSE DIMMER	CHOOSE HEAD	CHOOSE MEDIA SV	PATCH	EDIT HEAD	AUTO GROUP	s	CLONE HEAD	N	IORPH HEAD	SORT
Universe	PATCH (Martin Mac500 Mode 4 free 1-001 [Martin_Mac500_Mode 4.hed])												
Universe	Head type		DMX (256-	1) Hd r	io Name	Gel	P Inv	T Inv	Swap	Merge	From	P Off	
All	Martin Mac500) ((2-274 (1000	10010) 001	Mac500	O Wheel	no	no	no	Norm			
	Martin Mac500)	2-290 (1001	00010) 002	Mac500	OWheel	no	no	no	Norm			
	Martin Mac500)	2-306 (1001	10010) 003	Mac500	OWheel	no	no	no	Norm			
	Martin Mac50	1	2-322 (1010	00010) 004	Mac500	OWheel	no	no	no	Norm	8		

• 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.

1
NO

• 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.

SELECT					
	Select p	rogramming mode	(if unsure select	Normal)	
	(live)	non track	Theatre tracking	warp	

- 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.

VIEW	VIEW	VIEW	CHOOSE	CHOOSE	CHOOSE	PATCH	EDIT	AUTO	CLONE	MORPH	SORT
HEADS	CHANS	DMX	DIMMER	HEAD	MEDIA SV	IT	HEAD	GROUPS	HEAD	HEAD	
Universe All	PATCH (Gen	eric Dimmer	Dimmer free 1	l-001 [Gener	ic_Dimmer_Di	mmer.hed])					

• 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.

VIEW HEADS	VIEW CHANS	VIEW DMX	CHOOSE DIMMER	CHOOSE HEAD	CHOOSE MEDIA SV	PATCH IT	EDIT HEAD	AUTO GROUP	s	CLONE HEAD	MO HI	RPH EAD	SORT
Universe	PATCH (Gen	eric Dimmer	Dimmer free 1	-045 [Gener	ic_Dimmer_Di	mmer.hed])							-
Universe **	Head type		DMX (256-	1) Hd no	Name	Gel	PI	nv Tlnv	Swap	Merge Fi	rom	POff	
All	Generic Dimme	er.	1-024 (0000	11000) 024	Dimmer	O No col				Norm			
	Generic Dimme	ar_	1-025 (0000)	11001) 025	Dimmer	O No col				Norm			8
	Generic Dimme	ar 🛛	1-026 (0000	11010) 026	Dimmer	O No col				Norm			
	Generic Dimme	er	1-027 (00001	11011) 027	Dimmer	O No col				Norm			
215-26-7 Aug.	Generic Dimme	er.	1-028 (0000	11100) 028	Dimmer	O No col				Norm			Charles a sub-
View	Generic Dimme	я,	1-029 (0000	11101) 029	Dimmer	O No col				Norm			Scroll
All	Generic Dimme	ar	1-030 (0000	11110) 030	Dimmer	O No col				Norm			Window
	Generic Dimme	er	1-031 (0000	11111) 031	Dimmer	O No col				Norm			-0
	Generic Dimme	er:	1-032 (00010	00000) 032	Dimmer	O No col				Norm			
	Generic Dimme	ar,	1-033 (00010	00001) 033	Dimmer	O No col				Norm			
747.007.011	Generic Dimme	ar	1-034 (00010	00010) 034	Dimmer	O No col				Norm			
Head Test	Generic Dimme	er.	1-035 (00010	00011) 035	Dimmer	O No col				Norm	-		Vis
On	Generic Dimme	er:	1-036 (00010	00100) 036	Dimmer	O No col				Norm			Patch
	Generic Dimme	аў.	1-037 (00010	00101) 037	Dimmer	O No col				Norm			andossen :
100%	Generic Dimme	r	1-038 (00010	00110) 038	Dimmer	O No col				Norm			Off
. .	Generic Dimme	er	1-039 (00010	00111) 039	Dimmer	No col				Norm			. .
On / Off	Generic Dimme	er.	1-040 (00010	01000) 040	Dimmer	O No col				Norm			On / Off
Text	Generic Dimme	ar j	1-041 (00010	01001) 041	Dimmer	O No col				Norm			Auto
rest	Generic Dimme	ar	1-042 (00010	01010) 042	Dimmer	O No col				Norm			Auto
Cursor	Generic Dimme	er	1-043 (0001)	01011) 043	Dimmer	O No col				Norm			Palette
222404-2444	Generic Dimme	er:	1-044 (00010	01100) 044	Dimmer	O No col				Norm			On
Head	ChrisDell Fri Ap Page 1 : /	r 01 16:17:25 2 Add Alpha	2011 Ver 1.4.9.2 I	Build 240		Patched 44 Ge >	neric_Dimmer_	Dimmer					0n7Off

• 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.

		We	elcome to MagicQ - select ty	pe of show	
Simple generic console	Technician test fixture	Lighting demo	Pixel Mapping demo	Continue last show	Hide options next time
	·				1.

• 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.

. agieg . e (a	Demo Mode)												
						PROGRAI	MMER					Nom Touch R	Red Max
000 00 11111111111111111111111111111111		000 000	000 000	000 000	000 000	000 000 11 12 13 13 13 13 13 13 13 13 13 13	000 11 14 14 14	000 000	000 000 111 17 Dimmer 18 Dimmer	000 000	000 000 1111111111111111111111111111111	000 000	
000 00	00 000	000 000 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	000 000	000 000	000 000	000 000	000 000 000 000 000 000 000 000 000 00	000 000	000 000 1111111111111111111111111111111	000 000 1111111111111111111111111111111			
					PLA	7BACKS							
	show/48ch Page 1 :	handesk.shw Add			PLA	/BACKS Press TEST S	HOW to choose	fixture to test			٦	ChamS	, us
SAVE SHOW LOAD SHOW	show/48ch Page 1 : PB1	Add PB2	PB3	PB4	PLA*	/BACKS Press TEST S > PB6	HOW to choose	foture to test	P89	PB10	rel rem set rec	ChamS www.chamsys.c	ys co.uk

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

MagicQ Software Quick Start

HARD	LICD	CIM		LIP	EUE	CREATE	PEMOV/E	CLOSE SET	SOB
DRIVE	DRIVE	VI	W VIEW	DIR	EXT	DIR	DIR	DIR USB DRI	VE
MANAGER (hai	d drive: show/heads)								
Star									
5Star	A and O	Abstract	AC Lighting	Acme	ADB	Airstar	Alkalite	Alpha One	Altman
American DJ	Amlux	Amptown	Anolis	Apollo	Apollo Pro	Ariane	ArKaos	AVR	Ayrton
Barco	Blinding Light	Borealis	Brash	Briteq	Cameleon	Capture	Chameleon	Chauvet	Chroma-Q
Chromlech	Cirro	City Theatrical	Cityscape	Clay Paky	CLS	Coef	Coemar	Color Kinetics	ColorKey
Colours	Columbus	Compulite	Conic	Conrad	Constella	Coolux	CXI	D-Tek	Deliya
DesignLED	DESISTI	DHA	Discotech	Diversitronic	DTS	Eagle	Eagle Lighting	EEE	Effect Co+C34
Elation	Element Labs	Eite	Elite Serve	Entar	Equinox	ETC	Eurocolour2	Eurolite	Eurotech
EVL	Expolite	Extron	Fairlight	FAL	Fine Art	FLY	FogScreen	Folsom	Futurelight
G-Lites	Gekko Technology	Generic	Geni	Genius	GLP	Green Hippo	Griven	High End	HQ Power
Hubbell	Hungaroflash	i-Pix	iLED Pro	lrideon	Irradiant	iSolution	James Thomas Eng	JB Lighting	JB Systems
Kam	Kingbeam	KJE Technical	Klemm	Kramer	Kvant	Labscan	Lampo	Lanta	Lanzini
Laser Animation	Laser Technology	Laser-UK	Laserage	Laserworld	LaserWorx	LDDE	Le Maitre	LED	Ledion
LEDJ	Licht Technik	Light Curtain	Light Sky China	Lighting Inov	Lightmaxx	Look Solutions	Inc	Lumi	Mad Lighting

- 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.

MagicQ Software Quick Start

MagicQ PC (De	mo Mode)			PRACEULUER			Norm Touch Red May
-				PRUGRAMMER			Patron Marco Marco
000 128	128 128	128 128 000 128 128 128 000 128 128 128 128 000 128 128 128 128 128 128 128 128 128 128	000 000 000	000 000 000 100 100 100 100 100 10	000 000 000 101 101 105 105 105 105 105	000 000 000 00 100	00 000 000 000 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
000 000	255 255 255 255 255 255 255 255 255	255 255 000		000 000 000 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1			
			PLAY	BACKS			
	show/test_VariLite_VL35005	5shw		Created test show			Ol S.
SAVE SHOW LOAD SHOW	Page 1: Add PB1 (3) PB2 Macros Lamp on Reset	(1) PB3 (1) PB ate Circle v	4 (18) PB5 (Colwheels CMY /hite CMY	PB6 (24) PB7 Gobo wheels Shut Open Alpha Rays I Closed	(6) PB8 (2) PB9 IrisFocusZoom Focus Zoom	PB10	rei, ren www.chamsys.co.uk
	S S	S	S S	S S	S.	S S	
							OUTPUTS 01 00 11 00 21 00 31 FF 41 00 02 50 12 00 22 00 32 00 42 00 03 50 13 00 23 00 33 00 43 00 04 50 14 00 24 00 34 00 44 00 05 50 15 00 25 00 35 00 45 00 06 50 16 00 26 00 45 00 45 00 07 50 17 00 27 FF 37 00 47 00 08 00 18 00 29 FF 39 00 48 00

- 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.

			ecome to magica - select t	pe of show	
Simple generic console	Technician test fixture	Lighting demo	Pixel Mapping demo	Continue last show	Hide options next time
e	test fixture	demo	demo	show	next time

- 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.

MagicQ Software Quick Start

	ChrisDell FriApr01 Page3: Add	1 16:57:29 2011 Ver 1	4.9.2 Build 240		Recorded Cue id 1.00 on Playback 1 >					
PB1 CS38	(1) PB2	PB3	PB4	PB5	PB6	PB7	PB8	PB9	PB10	
				E E R						

- 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.

	ChrisDell Fri Apr 0 Page 3 : Add	1 17:03:02 2011 Ve I Alpha	er 1.4.9.2 Build 240		Recorded Cue i				
PB1 Test 1.00 2.00	(2) PB2	PB3	PB4	PB5	PB6	PB7	PB8	PB9	PB10
S		S		3		S	2	5	S

- 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.

VIEW CUE STACK	VIEW OPTIONS	VIEW DEFAULTS	CHOOSE CUE STACK	VIEW CUE	GC	DTO UE	PRELOAD CUE	MARK CUE	CHASE TIMING	т	cue Iming	RENUM CUE IDS	REMOVE CUE
View	CUE STACK (CS38: Test) Statue Que id Que text Wait Halt Delay Fade Que Next que Timing Track Zero old HTP											Position	
Mode		1.00		Chase	No	Chase	Chase	Q51 Test	Next	Chase	L	Yes	Speed 1.80s 33
Default		2.00		Chase	No	Chase	Chase	Q52	1.00	Chase	L	Yes	BPM
Display Current Cue	End (0.00s)												Scroll Window
Off													

- 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.