

ChamSys

MagicQ PC Quick Start Manual

Care of your Wing

To keep your Wing in best condition please observe the following recommendations:

- q Keep liquids away from the Wing. Drinks spilt over a Wing may cause irreparable damage.
- q Keep the Wing out of direct sunlight – place the console in the shade. Excess heat from the sun may cause damage to the screens and plastic components.
- q Do not use sharp objects on the touch-screen. If you wish to use an object other than your finger, then use a blunt object that will not damage the surface.
- q Do not use the Wing outside its operating temperature range.
- q Handle the Wing with care when moving or transporting it. The console contains components that may be damaged by shock. Always use a padded flight case wherever possible.
- q Do not use solvents or cleansers to clean the console. Do not rub firmly on the metal or plastic surfaces – this may cause the paint or lettering to be removed. Gently use a damp cloth to clean the panels.

Safety Information

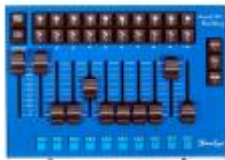
- q Do not open the front, rear or lower panels of the console unless you have electrical expertise.
- q Do not use the Wing if the power cables are damaged in any way.
- q Repairs should only be undertaken by authorised service representatives.
- q If liquids are spilt over the Wing then remove power immediately, and seek advice from your authorised service representative.

Quick Start Guide to using MagicQ PC Wings

Introduction

This document is intended to enable you to get up and running with MagicQ PC Wings, through plugging up and installation of the software on your PC. 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 from ChamSys website at www.chamsys.co.uk. The manual is also available on MagicQ PC - simply press the Help button and use hyperlinks to navigate to the topic you are interested in.



MiniWing



PC Wing



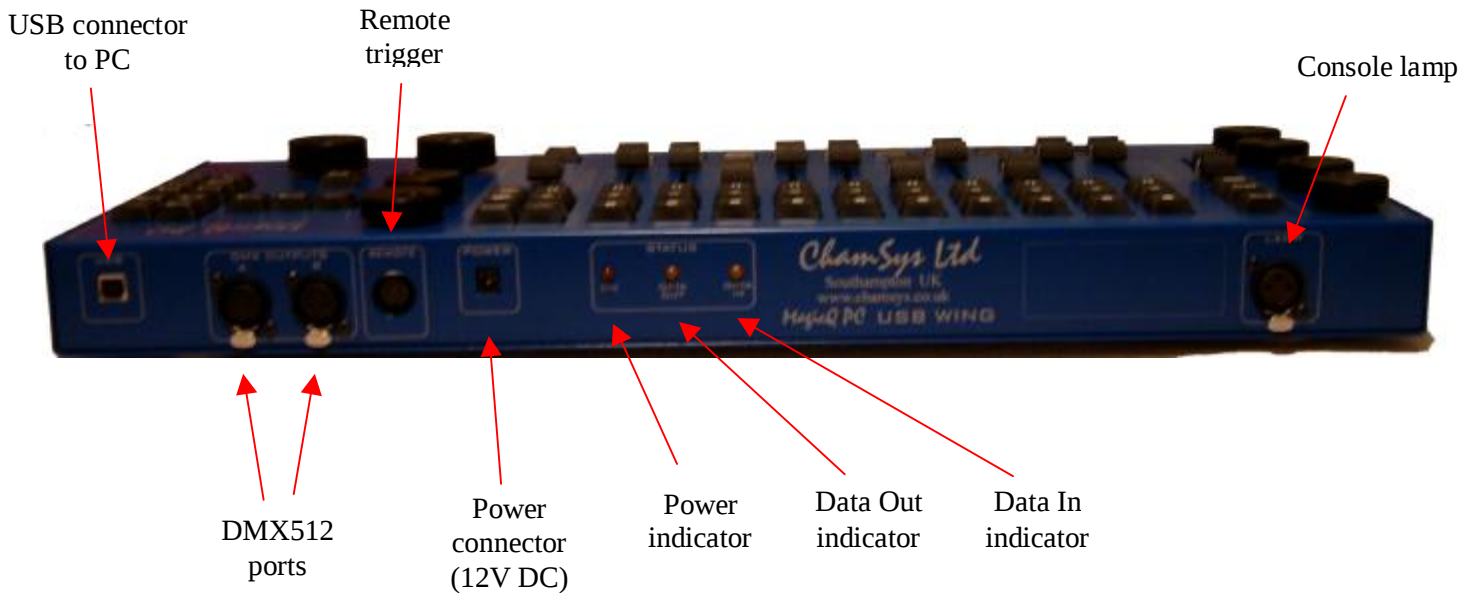
MaxiWing



Extra Wing

Connections

The picture below shows the connections on a MagicQ PC Wing. The MagicQ MaxiWing has similar connectors, but with four DMX512 outputs. The MagicQ MiniWing has only a USB connector and a single DMX output connector.



Plugging up

- Connect the Wing to the PC using the USB cable provided.
- Put the console lamp into the console lamp socket
- Connect the power to the PC Wing (12V DC power supply unit)

The MagicQ MiniWing, PC Wing and MaxiWing MQ50 have DMX512 outputs on their rear or side panels for direct connection to DMX512 compliant equipment.

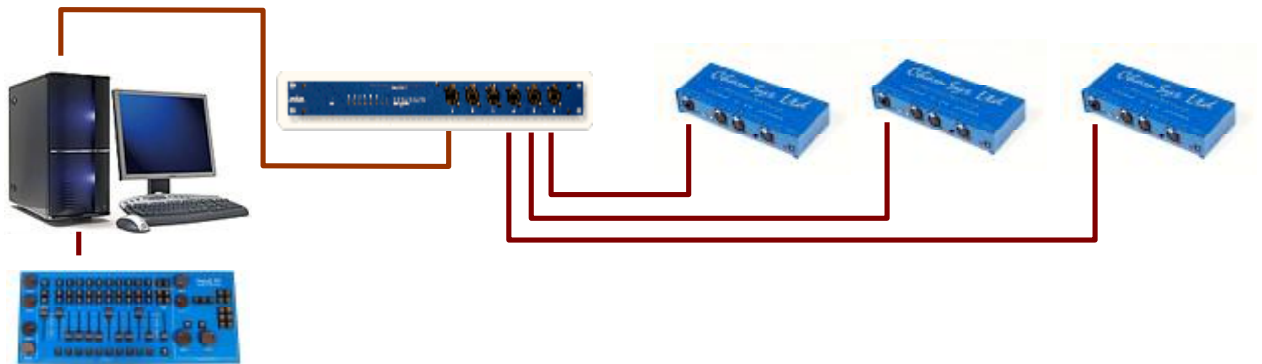
The MagicQ MaxiWing and MagicQ ExtraWing use power supplies with locking connectors – ensure the connector is inserted the correct way up.

Additional Universes

It is possible to use add additional universes via Ethernet. To use an external Ethernet to DMX converter box such as the ChamSys 3 Universe Ethernet to DMX converter connect the DMX converter to the network port of the PC using a network cable. When making a direct connection (no router or hub) in this way an "inverted" network cable must be used.



To connect multiple Ethernet to DMX converters to MagicQ PC use a network hub or network router using standard network cables.



Installing MagicQ PC Software

To use the MagicQ PC wing with a PC follow the instructions below. Exact sequence of events may vary according to version of Windows running on the PC.

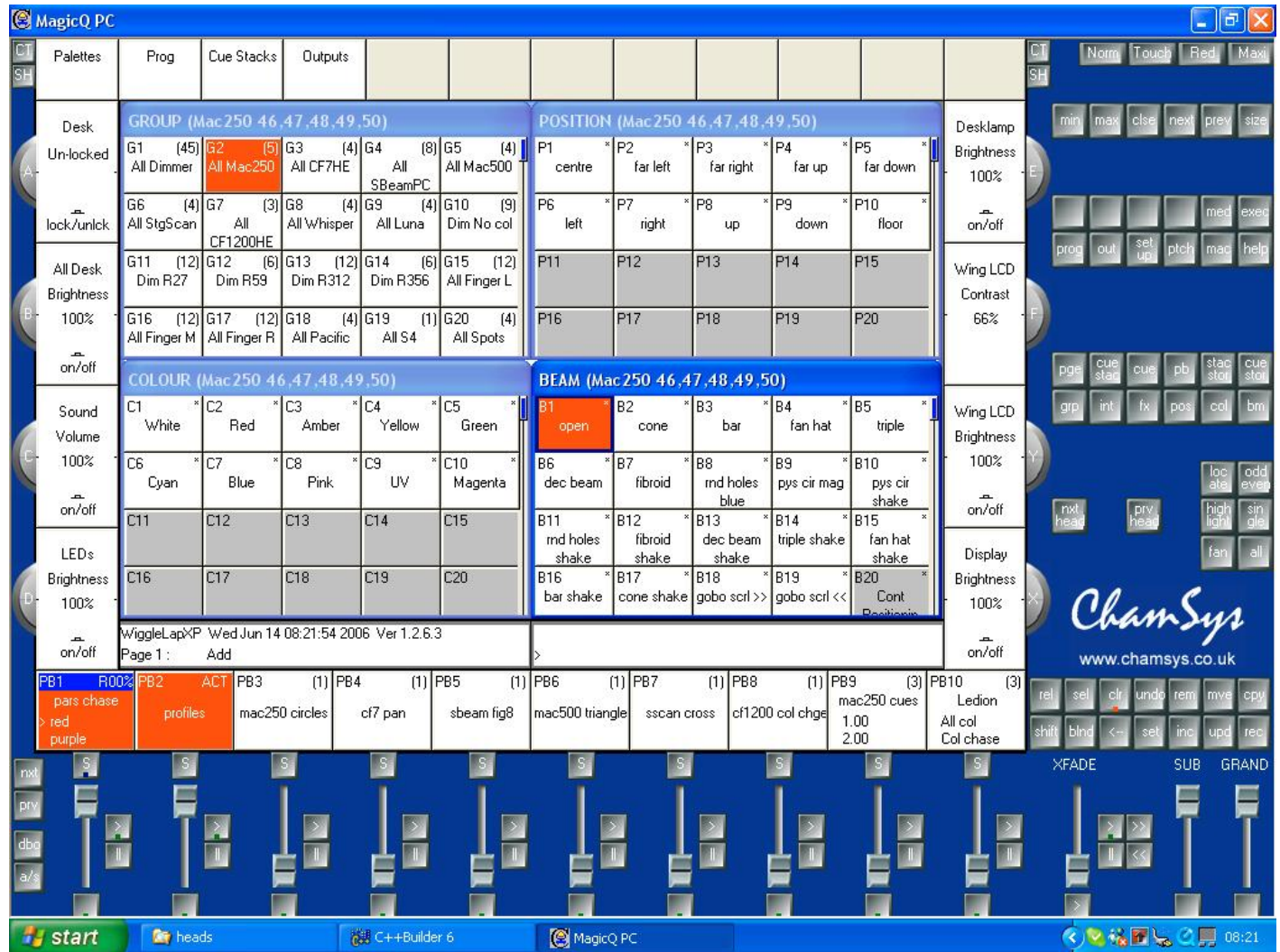
- Install MagicQ PC onto the PC from the CD.
- The latest version of MagicQ PC can be downloaded from the ChamSys web site www.chamsys.co.uk.
- Power up and connect the MagicQ PC Wing - the blue LEDs should come on in turn and then flash.
- Windows should detect the ChamSys PC wing and ask for drivers. Point it at the drivers in the MagicQ PC Wing/MagicQ Wing Drivers directory on the CD and complete driver installation.
- If Windows does not ask you for drivers but installs them itself then you will need to force it to install the correct drivers by selecting MagicQ PC Wing in Device Manager and updating the driver.
- Start up MagicQ PC software.
- Turn on the PC programming wing option – Setup Window, View Settings, Interface Settings, near the end of the options list.
- The blue flashing LEDs on the MagicQ PC wing should stop flashing and the faders and encoders should have control.
- To output DMX from the MagicQ PC wing, configure Universes 1 and 2 in Setup, View DMX I/O to PC Wing and enable them (press ENTER or double-click to change options).

MagicQ PC and touch screens

MagicQ PC can be used with touch screens in the same way that any other Windows application can be used with touch screens. Install your touch screen on your Windows system according to the instructions relevant to the touch screen. If you are able to use the touch screen to select items on the desktop instead of using a mouse, then MagicQ will respond in a similar way.

MagicQ PC Layout

The MagicQ PC layout 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.



There are several different 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. “Normal Mode” is useful for programming and playing back shows when you do not have a MagicQ Wing attached. In this mode some of the buttons found on the console are available through the PC keyboard – such as the cursor keys and the keypad.

“Normal Mode” looks slightly different depending on the screen resolution of your PC. If your PC has screen resolution greater than 1024 by 768 then the buttons will become more spaced out and the encoders will be round rather than ellipses. The 1024 by 768 resolution is the minimum screen resolution that MagicQ supports.

“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.

“Reduced mode” is designed for use when you wish to run MagicQ PC and a visualiser on the same PC with only a single monitor. We recommend the use of dual monitors when using visualisation – however, it is possible on a single monitor using this mode.

The screenshot displays the MagicQ PC software interface in 'Reduced mode'. The interface is a single window with a blue title bar and a complex grid of controls. At the top, there are rows of buttons for SHIFT, CTRL, MIN, MAX, CLOSE, NEXT, PREV, SIZE, and other functions. Below these are rows of buttons for PROG, OUT, SETUP, PATCH, MACRO, HELP, and various lighting parameters like PAGE, B1, B2, B3, B4, B5, B6, B7, and VIEW PALETTE. The main area is divided into several sections: GROUP (Mac250 46,47,48,49,50), POSITION (Mac250 46,47,48,49,50), COLOUR (Mac250 46,47,48,49,50), and BEAM (Mac250 46,47,48,49,50). Each section contains a grid of buttons for specific lighting effects and parameters. On the right side, there are additional buttons for UNDO, REM OVE, MOVE, COPY, SET, INC, UPD ATE, REC ORD, REL, SEL, CLEAR, SHIFT, BLIND, and a numeric keypad. The bottom of the window shows a Windows taskbar with the start button, taskbar buttons for heads, C++Builder 6, MagicQ PC, Adobe Photoshop, and Andreas Gruber (O...), and a system clock showing 08:31.

Screen & Encoders

On MagicQ PC the main operation is controlled through the central window. Around the edge of the central window are 24 soft buttons and 8 rotary encoders. 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 on the touch screen. On the MagicQ 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 button on the screen.

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 these buttons selects alternate functions for the soft buttons and encoders. SHIFT and CTRL on the keyboard have the same function.

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.

GROUP (Mac500 63,64,65,66)									
G1 (45) All Dimmer	G2 (5) All Mac250	G3 (4) All CF7HE	G4 (8) All SBeamPC	G5 (4) All Mac500	G6 (4) All StgScan	G7 (3) All CF1200HE	G8 (9) Dim No col	G9 (12) Dim R27	G10 (6) Dim R59
G11 (12) Dim R312	G12 (6) Dim R356	G13 (12) All Finger L	G14 (12) All Finger M	G15 (12) All Finger R	G16 (4) All Pacific	G17 (1) All S4	G18 (4) All Spots	G19 (36) All Lexion	G20
G21	G22	G23	G24	G25	G26	G27	G28	G29	G30
G31	G32	G33	G34	G35	G36	G37	G38	G39	G40

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 Lavendr				Norm	
Generic Dimmer	1-008 (000001000)	008	Finger L	● R27 Medium Red				Norm	
Generic Dimmer	1-009 (000001001)	009	Finger L	● R312 Canary				Norm	

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

Multiple windows can be displayed at one time by sizing the windows appropriately. In addition a complete configuration of windows – i.e. a complete view 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								
----------	------	------------	---------	--	--	--	--	--	--	--	--

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 either

- a) By moving the cursor to the appropriate position and pressing the ENTER button.
- b) 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. On MagicQ MaxiWing there are additional buttons - PG UP, PG DN, PG LEFT and PG RIGHT can be used to scroll the window in the appropriate direction. HOME and END can be used to get to the start and end of the window respectively.



Towards the bottom of the touch screen are two small windows, the Status Display and the Input Display. The Status Display shows the current date and time, the ADD / SWAP status of the console and other relevant status information.

```
WiggleLapXP Sun Jan 20 18:40:39 2008 Ver 1.3.4.6
Page 1 :      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 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.

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

The other buttons control the selection mode; LOCATE, HIGHLIGHT, FAN, SINGLE, ODD/EVEN, and ALL.



Editor buttons

The Editor buttons are used to modify program data. The 8 buttons on the right hand side are the action buttons which are used to modify show data. The action buttons are

UNDO	REMOVE	MOVE	COPY
SET	INCLUDE	UPDATE	RECORD



The buttons on the left:

BLIND and CLEAR affect the programmer. REL and SELECT affect playbacks. SHIFT selects alternate functions

<-- undoes keyboard input and clears actions

Note that the PC Mini Wing and PC MaxiWing have a reduced set of Editor buttons – the same functions can be carried out by using buttons on the Screen.

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.



The playback area also contains a Grand Master, a Sub Master (MaxiWing only), Page Select buttons and a Manual 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.

Getting going

Starting up MagicQ PC

After starting MagicQ PC you are presented with the introductory Help Window. Choose Continue Show.

You can revert to the Help Window by pressing the HELP button at any time.

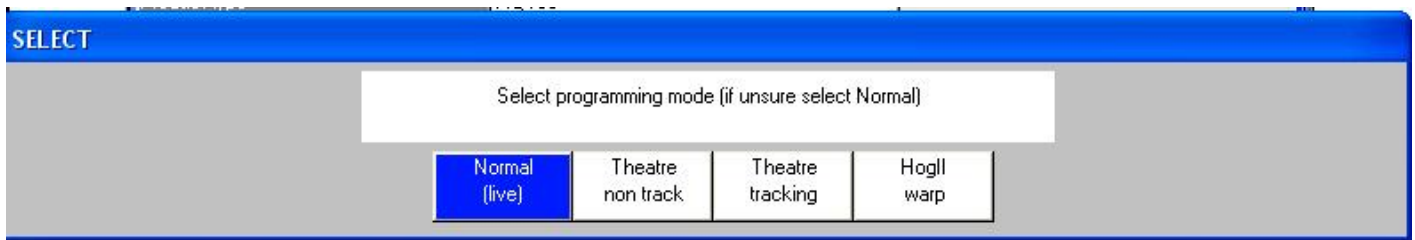
MagicQ PC remembers all windows that were open when MagicQ PC was last used. To close all windows press SHIFT and CLOSE.

Press SETUP to open the Setup Window.

VIEW SETTINGS	VIEW SYSTEM	VIEW DMX I/O	FILE MANAGER	SAVE SHOW	BACKUP TO USB	SAVE SETTINGS	IMPORT SETTINGS	LOAD SHOW	NEW SHOW	CAL TOUCH	QUIT																				
Play Mode Normal	SETUP (show/capture.shw)																														
	Mode	Prog	Keypad Encoders	Windows	Cue Storage	Play Back	Network	Ports	MIDI Timecode	Multi Console	Hardware All																				
Safe/Normal	<table border="1"> <thead> <tr> <th>Parameter</th> <th>Setting</th> </tr> </thead> <tbody> <tr> <td>Product type</td> <td>MQ100+</td> </tr> <tr> <td>Country</td> <td>UK</td> </tr> <tr> <td>Disable programming</td> <td>No</td> </tr> <tr> <td>Disable modifications</td> <td>No</td> </tr> <tr> <td>Disable test mode</td> <td>No</td> </tr> <tr> <td>Disable macros</td> <td>No</td> </tr> <tr> <td>Auto backup</td> <td>On changes</td> </tr> <tr> <td>Keep a backup archive</td> <td>Yes</td> </tr> <tr> <td>Show file path (defaults: show)</td> <td>show</td> </tr> </tbody> </table>											Parameter	Setting	Product type	MQ100+	Country	UK	Disable programming	No	Disable modifications	No	Disable test mode	No	Disable macros	No	Auto backup	On changes	Keep a backup archive	Yes	Show file path (defaults: show)	show
Parameter	Setting																														
Product type	MQ100+																														
Country	UK																														
Disable programming	No																														
Disable modifications	No																														
Disable test mode	No																														
Disable macros	No																														
Auto backup	On changes																														
Keep a backup archive	Yes																														
Show file path (defaults: show)	show																														
Prog Mode Custom																															
Set Mode																															
WiggleLapXP Sat Jan 19 19:43:06 2008 Ver 1.3.4.6 Page 1 : Add >																															

Starting a New Show

To start a new show, go to the Setup Window and 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 is a choice of 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 IO VIEW in the Setup Window. This window enables modification of the inputs and outputs for the 18 universes. The MagicQ Wings support DMX directly from the Wing or via an external ArtNet to DMX convertor.

VIEW SETTINGS	VIEW SYSTEM	VIEW DMX I/O		SET UNIVERSES		ZONE	TAKE CONTROL	RELEASE CONTROL	GRAB SHOW	RESET VISUAL	QUIT
Play Mode	SETUP (show/capture.sbk)										Scroll Window
Normal	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	
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	
Custom	6	Disabled	ArtNet	Art 5	ArtNet	Art 5	None	No	No	No	
	7	Disabled	ArtNet	Art 6	ArtNet	Art 6	None	No	No	No	
Set Mode	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	
WiggleLapXP Sat Jan 19 20:30:18 2008 Ver 1.3.4.6											
Page 1 : Add											

To output DMX from the MagicQ PC wing, configure Universes 1 and 2 in Setup, View DMX I/O to PC Wing and enable them (press ENTER or double-click to change options). The MagicQ MaxiWing supports up to 4 direct outputs, whilst the MagicQ MiniWing supports 1 direct output.

Using ArtNet and ArtNet to DMX interfaces

To output ArtNet on a Universe enable it and ensure that the output type is set to ArtNet. Choose which ArtNet Universe you wish to Output the MagicQ Universe on. MagicQ defaults to outputting MagicQ universe 1 on the first ArtNet Universe (Art 0).



If you are using Ethernet to DMX512 conversion boxes then you will need to configure the boxes to respond to the correct ArtNet sub-net and ArtNet universe. With ChamSys 3 Universe Ethernet to DMX boxes you need to set up the two rotary switches to the correct values – the left one for ArtNet sub-net and the right one for ArtNet universe. The interface will then decode the three ArtNet universes starting from that ArtNet subnet and universe.

In most networks the ArtNet sub-net is set to 0 (you can change this on MagicQ in the DMX I/O View of The Setup Window by paging right). The ArtNet universe is the same as the Universe set in “Out Uni” and “In Uni” DMX I/O above – if you are using only one Ethernet to DMX512 interface then you can use Universe 0.

If you are using multiple Ethernet Interfaces then you will need to set each Ethernet Interface to a different Art-Net Universe – for example when using two ChamSys 3 Universe Ethernet Interfaces set the first Interface to ArtNet Universe 0 and the second one to ArtNet Universe 3.

Enabling ExtraWings

To enable an ExtraWing set Wing 1 in Setup, View System, View Wings to USB Wing.

VIEW SETTINGS	VIEW SYSTEM	VIEW DMX I/O	VIEW WINGS	VIEW MEDIA	VIEW STATUS	VIEW REMOTE		BOARD TEST		RESET WINGS	QUIT
Play Mode	SETUP (show/Sat Jan 19 1945452008.sbk)										
Normal	Wing	Type	Status	Lower bank tie	Upper bank tie	Serial no.	Start chan	Num chans	Sensitivity	Options	
	1	USB Wing	Not detected	Main (0)	Main (0)						
	2	No wing	Not detected	Main (0)	Main (0)						
Safe/Normal	3	No wing	Not detected	Main (0)	Main (0)						
	4	No wing	Not detected	Main (0)	Main (0)						
Prog Mode	5	No wing	Not detected	Main (0)	Main (0)						
Normal	6	No wing	Not detected	Main (0)	Main (0)						
(Live)	7	No wing	Not detected	Main (0)	Main (0)						
Set Mode	8	No wing	Not detected	Main (0)	Main (0)						

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
------------	------------	----------	---------------	-------------	-----------	----------	----------------	-------------	---------------	------------	------

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.

FILE MANAGER (hard drive: show/heads)

Solar	abstract	ac lighting	Acone	Arista	allstate	Alpha One	American DJ	Amplown	apollo
asone	arkae	avi	aylon	botels	cameleon	canix	capture	chameleon	Charvet
chroma q	Chronlech	cira	city theat	Clay Poly	ds	coel	cosnar	colours	columbus
compute	constello	coolur	ci	dtek dm	devish	dha	discoled	diversihon ic	DTS
eee	effect conc34	etation	elite	ETC	eurocdeut2	euroite	eurotech euro	eurotech	evl
expolite	fal	fly	futurelight	G-Lites	genesi	geni	glp	given	high end
hippo	hq power	hubbell	hungerfles th	ipix	isdeon	is systems	JB	jem	j eng
labscan	lamp	lanzini	laserage	le nothe	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 number/channel/offset (e.g. 5@2-1/20)

> 5@2-1

ESC				<-
THRU	/	*	.	
7	8	9	+	
4	5	6	FULL	
1	2	3	@	
0	.	ENTER		

For example to patch 5 Mac250 mode 4 to Universe 2 channel 1 enter

5 @ 2 - 1

If you wish to patch multiple channels at fixed offsets e.g. five Martin Mac250s at DMX channels 1,21,41,61,81 then enter

5 @ 2 - 1 / 20

PATCH (Martin Mac250m4)

Head type	DMX	Hd no	Name	Gel	P Inv	T Inv	Swap	Merge	From
Martin Mac250m4	2-001 (000000001)	001	Mac250	Wheel	no	no	no	Norm	
Martin Mac250m4	2-014 (000001110)	002	Mac250	Wheel	no	no	no	Norm	
Martin Mac250m4	2-027 (000011011)	003	Mac250	Wheel	no	no	no	Norm	
Martin Mac250m4	2-040 (000101000)	004	Mac250	Wheel	no	no	no	Norm	
Martin Mac250m4	2-053 (000110101)	005	Mac250	Wheel	no	no	no	Norm	

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

In the Patch Window all the lighter coloured fields can be configured. To modify a field, first move the cursor to the field, then input the new value using the keypad and keyboard, and finally press ENTER.

In this way you can modify DMX address, head number, head name and gel for each of your patched heads.

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 Lavendr				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 Lavendr				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 Lavendr				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 encode 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.

Controlling Heads

Selecting 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 operator can select head individually or can use groups to recall configurations of heads that are used frequently.

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 @@

Selecting heads from the Group/Heads Window

The console automatically generates a group for all the heads of a particular head type. In addition new groups can easily be recorded.

The Group Window has two views. VIEW GROUPS enables selection of heads using groups whilst VIEW HEADS enables individual selection of heads.

In VIEW GROUPS, pressing the touch screen for a particular group selects all the heads associated with that group. All other heads are deselected. To select multiple groups, press SHIFT and a group to toggle the group in and out of selection.

In VIEW HEADS, individual heads are selected / deselected by pressing the touch screen. Use PG UP and PG DN to scroll through the heads.

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 either by pressing the touch screen or by using the cursor keys and then pressing ENTER.

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 pressing the touch screen.

If you do not have a keyboard then press SET and select the group to name by pressing the touch screen (or using cursor keys and ENTER). A keyboard window will be displayed for you to enter the name on screen.

Recalling a Group

Once a group has been recorded then pressing the touch screen for the group will make all the heads in the group selected. All other heads will be deselected. Use SHIFT to select multiple groups. There is a Setup option to allow the user to default to selecting multiple groups.

Setting levels for Dimmers

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.

VIEW PROG	VIEW PRESETS	ALL TO ZERO	SQUARE OFF	ALL TO FULL	SELECT ALL	SELECT ACTIVE	DESELECT ALL	SET NAME	SET GEL	CLEAR ALL	REMOVE CURSOR		
Head Type	INTENSITY (Programmer) No heads selected											Cursor	
All	No col H1	No col H2	No col H3	No col H4	R59 H5	R312 H6	R356 H7	R27 H8	R312 H9	R27 H10	R59 H11	R312 H12	No col 0%
Next head	Spots	Spots	Spots	Spots	Finger L	Finger L	Finger L	Finger L	Finger L	Finger L	Finger L	Finger L	100-50-0%
Gel	R356 H13	R27 H14	R312 H15	R27 H16	R59 H17	R312 H18	R356 H19	R27 H20	R312 H21	R27 H22	R59 H23	R312 H24	Scroll Window
All	Finger L	Finger L	Finger L	Finger L	Finger M	Finger M	Finger M	Finger M	Finger M	Finger M	Finger M	Finger M	
Next gel	R356 H25	R27 H26	R312 H27	R27 H28	R59 H29	R312 H30	R356 H31	R27 H32	R312 H33	R27 H34	R59 H35	R312 H36	Dim mode
Head Name	Finger M	Finger M	Finger M	Finger M	Finger R	Finger R	Finger R	Finger R	Finger R	Finger R	Finger R	Finger R	
All	R356 H37	R27 H38	R312 H39	R27 H40	No col H41	No col H42	No col H43	No col H44	No col H45	Mac250 H46	Mac250 H47	Mac250 H48	No selected Heads
Next name	Finger R	Finger R	Finger R	Finger R	Pacific	Pacific	Pacific	Pacific	S4	M250	M250	M250	
View	WiggleLapXP Sat Jan 19 20:07:15 2008 Ver 1.3.4.6					Show loaded							
All	Page 1 : Add					>						100-50-0%	

Locating Heads

The first action you are likely to want to do is to locate the heads – i.e. to put them into a starting position. Select the required heads and then press the LOCATE button. Locating a head brings all the attributes for that head into the programmer.

If the heads enable DMX control of the striking of the lamp then you may need to “Lamp On” the head in order to see the beam. Select the heads and then press SHIFT LOCATE. This runs the "Lamp On" macro.

Modifying Attributes

Intelligent heads have several different attributes typically including pan and tilt, colour, gobo and iris. When the MagicQ lighting console 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, 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								
----------	------	------------	---------	--	--	--	--	--	--	--	--

GROUP (Mac 250 1,2,3,4,5)					POSITION (Mac 250 1,2,3,4,5)				
G1 [5] All Mac250	G2	G3	G4	G5	P1 x IPB centre	P2 x far left	P3 x C far right	P4 x far up	P5 x far down
G6	G7	G8	G9	G10	P6 x left	P7 x right	P8 x up	P9 x 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 (Mac 250 1,2,3,4,5)				
C1 PB White	C2 I Red	C3 IB Amber	C4 PCB Yellow	C5 ICB Green	B1 PB open gobo	B2 PCB cone	B3 PCB bar	B4 PCB fan hat	B5 ICB triple
C6 PB Cyan	C7 Blue	C8 ICB Pink	C9 IPB UV	C10 ICB Magenta	B6 PB dec beam	B7 PCB fibroid	B8 PCB rnd holes blue	B9 PCB pys cir mag	B10 ICB pys cir shake
C11	C12	C13	C14	C15	B11 PB rnd holes shake	B12 PCB fibroid shake	B13 PCB dec beam shake	B14 PCB triple shake	B15 PCB fan hat shake
C16	C17	C18	C19	C20	B16 PB bar shake	B17 PCB cone shake	B18 PB gobo scrll >>	B19 PCB gobo scrll <<	B20

The highlighted window enables controls the soft buttons and rotary encoders. 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 NEXT PAGE soft button.

PAGE 1	PAGE 2	PAGE 3	PAGE 4	B31 bar i	B32 fan i	B33 thin bars i	B34 grid ball i	B35 grid ball r	B36 thin bars r	B37 fan r	VIEW PALETTE
Shutter 034  open	BEAM (Mac500 63,64,65,66)										Rotate 128
	B31  bar i	B32  fan i	B33  thin bars i	B34  grid ball i	B35  grid ball r	B36  thin bars r	B37  fan r	B38  bar r	B39  triangle r	B40  dots	
Iris 100  wide > narrow	B41  lotus	B42  bricks	B43  cloud	B44  machine	B45  bamboo	B46  threads	B47  pling	B48  pling shake	B49  threads shake	B50  bamboo shake	Rotate1
	B51  machine shake	B52  cloud shake	B53  bricks shake	B54  lotus shake	B55  dots shake	B56  Dots (G1)	B57  Dots2 (G2)	B58  Tri (G3)	B59  Cir (G4)	B60  Star (G2)	
Focus 128	B61  Swirl (G3)	B62  Tri (G4)	B63  gobo rotation	B64  gobo rot	B65	B66	B67	B68	B69	B70	Gobo2 065  triangle i
	B71	B72	B73	B74	B75	B76	B77	B78	B79	B80	
Prism 000  OFF prism off	B81	B82	B83	B84	B85	B86	B87	B88	B89	B90	Gobo1 001  open gobo
	B91	B92	B93	B94	B95	B96	B97	B98	B99	B100	
B101 B102 B103 B104 B105 B106 B107 B108 B109 B110											
WiggleLapXP Sun Jan 20 19:03:19 2008 Ver 1.3.4.6 Page 1 : Add											

For indexed attributes such as colour wheels and gobo wheels, the button associated with each encoder can be used to bump the attribute value to the next range. Pressing SHIFT and the button bumps back to the previous range.

In addition the window enables selection of palette values for the attribute type using the touch screen. When heads are recorded the system automatically generates palettes for each attribute type. You can record new palette entries, or modify existing ones as you see fit.

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 or HIS model.

COL ATTRIBS	0 No col	1 Wheel	2 Mix	3 Maroon	4 SaddleBrown	5 DarkRed	6 Sienna	7 Brown	8 Firebrick	9 Crimson	COL TYPE
Cyan ..	COLOUR MIXS STD (CF7HE 51,52,53,54)										Col4
	0 No col	1 Wheel	2 Mix	3 Maroon	4 SaddleBrown	5 DarkRed	6 Sienna	7 Brown	8 Firebrick	9 Crimson	
Magenta ..	10 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 DarkGoldenrod	23 DarkOrange	24 Amber	25 Orange	26 Goldenrod	27 DarkKhaki	28 Burlywood	29 Tan	
	30	31	32	33	34	35	36	37	38	39	

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

To name the palette, key in the name on the external 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.

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 FX to add.

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.

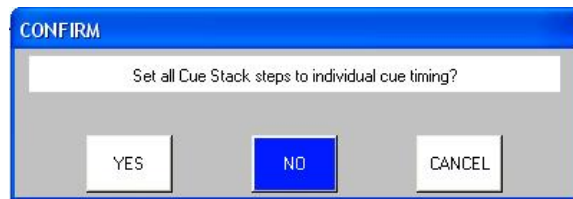
You can add multiple FX to a head, provided that the FX uses different attributes - e.g. you can mix a Pan Sine with a Tilt Sine.

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.

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.



Saving your show

The MagicQ PC utilises 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 PC will automatically set the file extension to .shw.

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

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!

Remember if you get stuck at any point, just press the HELP button!

Troubleshooting

No outputs

Check whether MagicQ PC is operating correctly by opening the Outputs Window and looking at the channel data. 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?
- 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

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 2.9.200.1 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 the MagicQ CD / ChamSys web site.

MagicQ PC 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)

Are all the Select 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

Enter board test mode to determine the cause of the fault (hold top left SHIFT button and press top right SHIFT button)

Check a button has not become stuck down

Check nothing is accidentally leaning on the keyboard or other buttons

Exit button test mode (hold top left SHIFT button and press top right SHIFT button)

Backup Archives

By default MagicQ PC 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 PC auto saves – so if auto saves are disabled then no archive files will be generated. If MagicQ PC 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 SHOW 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.

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 PC re-starts. The time and date of the file is the time that the session ended.

Please email the log files and show files to support@chamsys.co.uk.

Upgrading MagicQ PC software

To upgrade MagicQ PC software 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.