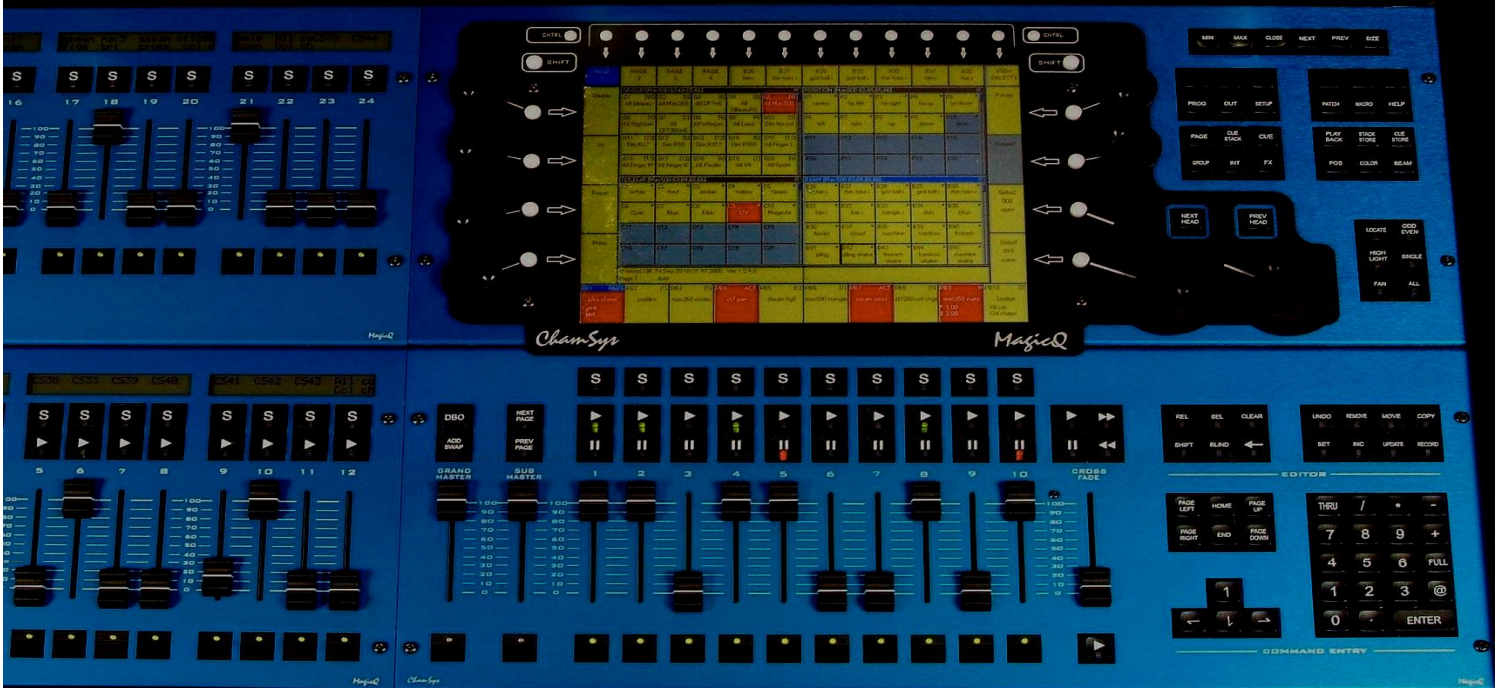




ChamSys



MagicQ

[www.chamsys.co.uk](http://www.chamsys.co.uk)

Tel: +44 (0) 2380 238666 Fax: +44 (0)5600 752260



## Live

MagicQ is certainly the most flexible console for live operation. Chase and FX speed, size, offset, and all other parameters can be changed live at the touch of a button or encoder wheel.

Faders can be configured in many different ways – control of HTP channels, control of LTP channels, control of FX speed, control of FX size, as Group Masters for Intensities, Group Masters for FX Size and Group Masters for FX speed.

Palettes can be played back with times using keypad shortcuts, even with times fanned across all heads. A fader can be set up as a “busking master” so that live programmer changes are applied with a time controlled by a fader – enabling LDs to spontaneously generate cool effects.

Macros and user definable windows enable the user to design the layout of the console as they wish, customising the console for their personal preferences.

## MagicQ Media Server Control

MagicQ is ideally suited to controlling media servers through its powerful Cue Engine and its large colour touch screen. The eight separate encoder wheels enable quick and easy access to the large numbers of control parameters.

It is possible to connect to up to 50 different media servers each with different media content. MagicQ downloads and stores thumbnail previews for the media content from each media server independently.

MagicQ supports a special window, the Media Window, solely for controlling media servers making it much easier to use. You can select media server, media layer, attributes and media content all from the same window. You can also see what content is selected on each of the layers of the selected media server.

There is also a Live Preview window, which shows the output of the media server, transferred in real time from the media server – so that you can see exactly what the media server is playing. This is particularly useful in situations with many media servers, or media servers that are remote from the control position.

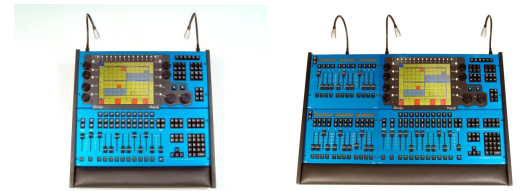
## Theatre & Performance

MagicQ is perfect for theatrical use, whether in purpose built venues, schools or travelling dance troupes. MagicQ has a comprehensive theatre tracking mode, “Move When Dark” options, split cross-fading, inhibit masters, timing master faders, and individual timing on any parameter or any lantern.

MagicQ theatre tracking mode enables Cues to be recorded as simply the change (deltas) from the previous Cue, thus making it easier to program when you have large numbers of lamps. MagicQ supports well known keyboard syntax for selecting lanterns, setting intensities and setting timings. Lamps can be patched, re-patched and moved at any time.

The Move When Dark option enables an entire Cue Stack (sequence of Cues) to be configured so that moving lights change position, beam and colour only when their intensity is at zero, thus avoiding unwanted changes during theatre scenes. Intensity masters enable faders to be set to control the overall level of a group of lamps.

MagicQ supports grouping of lamps by colour or name (position on the lighting rig) thus making it much easier to work with large lighting rigs. In addition a 2D plan can be set up to show the position of the lamps on the rig and their current levels. Using the touch-screen, this plan can be used to select lamps and to set their intensity levels.



## MagicQ Media FX Engine

MagicQ includes a powerful Media FX engine, which can control up to 2048 different RGB pixels, organised into up to 20 different grids or shapes. Simply assign your LED fixtures, moving lights or dimmers to the grid.

Playback colour FX, user defined bitmap patterns, scroll text on multiple different layers - you have a complete media generator at your fingertips.



MagicQ's ability to handle large numbers of heads independently ensures that Lighting Designers get to make the most of their LED arrays without being limited by the console. With MagicQ you can generate complete rainbow washes across all LED fixtures at the touch of a button with immediate live control during playback through encoders and buttons.





## Touring

MagicQ is the ultimate touring console. Flexible configuration enables the show to be quickly changed each day to suit the venue and equipment.

The Playback pages are split into sections, each with their own Page Up/Page Down button enabling the different playback sections to operate independently and on different pages.

MagicQ supports Head Morphing to enable changing from one head type to another. MagicQ automatically transfers the programming from the old head type to the new head type, taking into account the pan/tilt degrees of the new head and the palettes used to program the old head. This can be a valuable time saving feature when changing to different lamps.

MagicQ supports Head Cloning to enable you to upsize or downsize your show. A pre-programmed show can easily be expanded to support more of the same heads.

MagicQ has an extensive library of Head personalities. In addition it has an in-built Head Editor for modifying or creating new personalities. New Heads can be created immediately you require them rather than having to wait for the console manufacturer.

## Compatibility & Reliability

With MagicQ everything is compatible. The software on each MagicQ console and on MagicQ PC (whether Windows, Mac or Linux) has exactly the same functionality. Show files are completely interchangeable between different MagicQ consoles and between MagicQ PC.

Program a show on one type of MagicQ console, or on MagicQ PC, then load it into a different MagicQ console.

MagicQ hardware components can be plugged together to make bigger systems – e.g. extra Playback Wings can be added to MQ consoles or MagicQ PC. Ethernet Interfaces, USB DMX modules, MIDI/SMPTE modules can be used with any console or MagicQ PC.

MagicQ consoles are built on the ultra stable Linux operating system. MagicQ M100 series consoles have an in-built UPS to ensure integrity of the system in case of loss of power. MagicQ is designed for ultimate performance – we design and test our consoles to run multiple Cues and FX on all 6144 channels simultaneously.

MagicQ has an in-built show archive that store each iteration of your shows as you program, and has in-built crash protection and diagnostics

## Club, Install and Architectural

MagicQ consoles and MagicQ PC wings are ideally suited for use in night clubs and discos, where ease of use and flexibility are very important. MagicQ PC wings can support sound activated chases and chase and FX speed can be set using "Tap to Time".

MagicQ's special "Execute Window" allows a programmer to set up the console to provide a simple interface for visiting LJs and DJs to use. The Execute Window can contain Groups, Palettes, Cues, Cue Stacks and Macros thus allowing the programmer maximum flexibility. The Execute Window can be password protected so that only authorised users can change the programming.

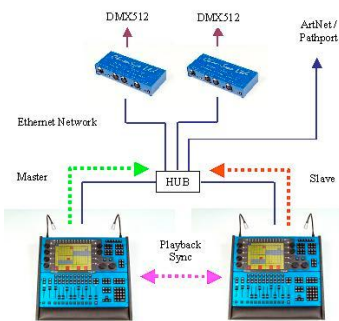
For architectural use MagicQ can connect to many different external interfaces using industry standard protocols thus enabling a complete "show system" to be built consisting of lighting, sound, media and control elements. Ideal for tightly coupled shows, presentations, theme parks and architectural installations.

MagicQ supports scheduled events so that you can set Cues and Cue Stacks to run at specified times of the day or on specific days of the week.



## Networking

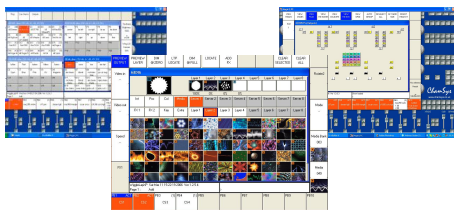
MagicQ supports a full range of networking options for connecting multiple consoles and multiple MagicQ PC systems together.



MagicQ Master / Slave Control

MagicQ consoles can work together over an Ethernet network – either in master/slave operation where only one console is live at a time, or synchronised together for playback to increase the number of universes or size of show. When in master/slave operation control can be taken or released from any console.

In addition a MagicQ console or MagicQ PC can be set to upload the show files from all the MagicQ elements on the network. MagicQ consoles can be controlled remotely over wired or wireless networks.





## MagicQ Technical Features

### GENERAL FEATURES

Touch screen control  
8 rotary encoder wheels  
Comprehensive personality library  
In built personality editor  
In built FX library  
Rainbow colour picker  
Gel range colour picker (Lee, Rosco, etc....)  
Visualiser support  
Live control of any parameter  
User defined key macros  
16 bit resolution  
Show merging  
Fixture cloning and morphing  
Scheduled and timed events

### CHANNELS

12 Universes, 6144 channels  
Any personality patched to any channel  
Direct DMX512 out (internal or USB module)  
3<sup>rd</sup> party DMX512 interface support  
Network – Ethernet 10/100 – ArtNet, Pathport  
Input, output, channel merge, over-ride, soft patch

### SHOW DATA

5000 Cues  
1000 Cue Stacks  
1024 Beam, 1024 Colour, 1024 Position palettes  
100 Playback Pages  
202 Playbacks  
200 Groups

### MODES

Normal & Safe playback modes  
Tracking / non tracking programming mode  
Inhibit programming option  
Inhibit live modifications option  
Lock console option  
User defined Execute Window with password lock

### PERSONALITY LIBRARY

Over 800 personalities  
Patch multiple heads at a time  
Patch heads at defined offsets  
Move heads after patching  
Cloning of heads (expand programming)  
Morphing from one personality type to another  
Auto load patch from visualiser (Capture, Wysiywg)  
Configurable default for channels  
Configurable default for locate values  
Configurable min and max values  
Pan invert and tilt invert  
Pan and tilt swap  
Split personalities (like VL5)  
"Lamp on all" button  
"Lamp off all" button

### IN BUILT PERSONALITY EDITOR

Create new personalities  
Copy existing personalities  
Range information for gobos, colours, etc....  
Icons on all channels and ranges  
Range info dependent on other channels  
Personalities can contain macros  
Transfer between consoles and MagicQ PC

### PROGRAMMING

HTP tracking option  
FX tracking option  
FAN mode (symmetric, asymmetric, end)  
Individual head select mode  
Highlight mode  
Option to highlight into open white no gobo  
Blind mode  
FLIP button for flipping moving head position  
Option for channels to return to defaults

Select heads using groups  
Select heads using keypad  
Select heads from 2D plan  
Select Palettes and Times from keypad  
Editing by Include and Update  
Record Merge and Record Remove  
Record Merge / Remove entire Cue Stacks  
Copy data between heads  
Auto build Cue Stacks from Palettes

### FX

Comprehensive FX library  
FX can be applied to any attribute  
FX can be applied to dimmers and HTP channels  
Part FX  
LED specific FX  
User defined FX  
Create FX from chases  
Store combinations of FX  
Include base levels in stored FX  
Modify FX live  
Tap to time FX speed  
Individual control of FX parameters for each head  
FX add mode – normal, plus, minus  
Fanning of FX parameters over multiple heads

### CUE STACKS

Halt and wait times in each step  
Execute multiple steps simultaneously  
Cue Ids for each step  
Renumber option for Cue Ids  
Cue Step naming  
Cue Stack can contain chases  
Configuration of Cue Stack defaults

Separate HTP in and HTP out times  
Individual times on any attributes  
Fanned times across heads  
Defaults Cue times are configurable

Cue stack macros  
Jump live to any step in a Cue Stack  
Pre-load any step in a Cue Stack  
Jump to specified step id  
Tap to time chase speed  
Manually step chase  
Sound to light bumping Cue Stack  
Sound to light levels  
Timed release  
Mark Cues (for Move When Dark)

### PLAYBACK

Cue Stacks on any Playback  
Split Playback Pages  
Default Playbacks  
Master cross-fade control  
Split cross-fade faders  
Rate master fader – individual or global  
Grand Master and Sub Master  
DBO button  
Add / Swap selection  
202 Virtual Playbacks  
Control of Virtual Playbacks from touch screen  
Activation, release of Virtual Playbacks

### PLAYBACK OPTIONS

Playback faders can control HTP fading  
Playback faders can control LTP fading  
Playback faders can control FX size  
Playback faders can control FX speed

Fader can be an Intensity sub-master  
Fader can be an FX size sub-master  
Fader can be an FX speed sub-master  
Move When Dark function

Playbacks can be set high priority  
Playbacks can be set to ignore master levels  
Playbacks can be set to always SWAP  
Playbacks can be set to handle all channels as LTP  
Make flash button toggle, Cue Stack activate/release

### LIVE PROGRAMMING (BUSKING)

Modify any value live  
Modify any FX parameter live  
Busking rate sub master  
Timed Clear  
Timed enter and exit of Blind mode  
Palette playback with times  
Palette playback with fanned times

### MEDIA SERVER CONTROL

Control of up to 50 different media servers  
Media servers can have different content  
Display of thumbnail images on screen  
Live previews of outputs / layers on screen  
Uploading of thumbnail images in real time  
Touch screen selection of images  
All parameters 16 bit

### MEDIA FX ENGINE

In-built Media FX Engine  
20 output grids  
128 pixels wide, 128 pixels high  
Total 6144 B/W pixels or 2048 RGB pixels  
Assign heads to grids (LED, dimmers, movers)  
Auto group generation from grid (horz, vert, centre)

Up to 20 media layers per grid  
Layer parameters – Intensity, Position, Rotation,  
Zoom, Scrolling, Colour, Strobing, Irising  
Display bitmaps on grids (bmp, jpeg)  
Display scrolling text on grids  
2 separate Media Text Engines  
Live changing of text from keyboard

### THEATRICAL

Cue Store (with test facility)  
Stack Store (with test facility)  
Split cross fade faders  
Move When Dark option  
Choice of keypad protocol  
Global playback rate changing  
Lamp selection by gel colour / name  
Internal time-code generation

### WINDOWS

Sizing and placements of Windows  
Saving and restoring of preferred Windows layouts  
Windows presented as spread sheets  
Direct editing of spread sheet items  
Encoder wheel control of spread sheet items  
Select multiple items within spread sheets

View Output and Input DMX data  
View Intensity Levels (theatre style)  
View Head data (raw, palette info, playback info)  
View Heads in 2D plan  
View Head Movement

### USER SETTINGS

Individual user settings store / load  
User selectable colour schemes  
All capitals mode for visually impaired persons  
Swapping of pan/tilt encoder wheels and direction  
Software controlled dimming of console lamps  
Software controlled dimming of screen

### REMOTE OPERATION

Remote operation of console (network or serial)  
Remote operation can be wireless  
Remote file access (MS Explorer, Mac Finder)  
Remote control of all functions  
Remote triggering (contacts)

### MULTIPLE CONSOLE OPERATION

Master/slave console operation  
Multiple MagicQ consoles and/or MagicQ PC  
Hot take-over mode, on a per universe basis  
Force master/slave from any console  
Auto change console (immediate or faded)  
Synchronise playback  
Synchronise Add/Swap, Swap and DBO  
Grab shows from another MagicQ console  
Automatic remote backup of show files

### SHOW STORAGE

40GB Hard drive for storing shows (consoles)  
Typical show size 1MB  
Saving of partial shows (selected heads)  
Merging of shows  
Automatic backups (every 2 minutes)  
Backup only on changes option  
Back-up archive  
Back up to external systems (network or USB stick)  
Automated back-up of files to external systems  
Access to console via Windows Explorer

### DOCUMENTATION

Full reference manual  
Key specific help  
Consoles contain manual on board

### DIAGNOSTICS & MAINTENANCE

In-built diagnostic test mode  
Fault masking (faulty faders/encoders)  
Key stroke log to disk  
2 second soft reset time (approx.)  
2 second application reset time (approx.)  
Holds output during reset  
15 minute run time from internal battery (approx.)

### MAGICQ SOFTWARE

Free MagicQ PC software – outputs enabled  
Support for 3<sup>rd</sup> party DMX interfaces  
Windows, Linux or Mac  
Live show programming and playback  
Off-line show editing  
Connection to MagicQ Wings

### MAGICQ CONSOLES (MO100+)

Industrial motherboard  
Linux operating system  
In-built UPS  
Locking powercon power connector  
Keyboard, mouse  
USB (rear panel and under arm-rest)  
10/100 BaseT Ethernet  
Dimmable LED console lamps (3 pin XLR, 12V)  
Serial RS232  
Audio in/out ports – phono connectors  
Remote switch (contacts)  
MIDI/SMPTTE (option)

MagicQ products are designed & manufactured in Southampton, UK. Sold throughout the world.  
[www.chamsys.co.uk](http://www.chamsys.co.uk) Tel: +44 (0) 2380 238666 Fax: +44 (0)5600 752260

