MagicQ for Wholehog II Users revision 1.0		
software v1.4.4.5		
Setup		
Resetting the Console	Hog 2:	MagicQ:
	Push blue button on the rear	Press Setup > SHIFT+Quit >
	panel for Clean Start	Restart
Tawaha ana an Oantraat		Masia
Touchscreen Contrast	Hog 2:	Magicų:
	Hold down Setup and turn 2nd	Hold CTRL, then use Encoder
	or 3nd encoder knob for	wheels around main
	left/right screen	touchscreen to adjust Main
		Contrast or Wings Contrast
Touchscreen Calibration	Hog 2:	MagicQ:
	Press the Recalib Touch button	Press SETUP, then CAL TOUCH
	in the Control Panel	soft button
Adjusting LittleLite	Hog 2:	MagicQ:
levels and LED levels		
	no adjustments	Hold CTRL then use encoder
		wheels around touchscreen for
		adjusting Desklight Levels and
		brightness
Open the Control Panel	Hog 2:	MagicQ:
	Press the Setup button on the	Press SETUP
	console, then press the Control	
	Panel button on the Setup	
	toolbar	

Setup Peripherals	Hog 2:	MagicQ:
	Assign monitors, keyboard and	Press SETUP>View
	trackball options in the Control	System>View Monitors
	Panel	
External Devices	Hog 2:	MagicQ:
	Press Bus Devices in the	Press SETUP, then press VIEW
	Control Panel to display the	SYSTEM soft button, then select
	Expansion Devices window	between VIEW WINGS, VIEW
		MEDIA, VIEW STATUS, or
		VIEW REMOTE to
		enable/disable additional
		devices
Event Monitor	Hog 2:	MagicO:
	Press Event Monitor in the	SHIFT+SHIFT enters board test
	Control Panel to display the	mode: press SHIET+SHIET to
	Event Monitor window	avit
Default Timing	Hog 2:	MagicQ:
	Press Default Timing in the	Default timing is found in the
	Control Panel to display the	CueStack window for a selected
	Default Timing window	fader.
		1. Double tap on the <s> button</s>
		of a fader to open the Options
		WINDOW
		button
		3. press STEP TIMES tab to view
		the Default times assigned
Live Programmer	Hog 2:	MagicQ:
	Press Live Programmer in the	Timing can be applied to
	Control Panel to toggle on/off	Palettes as they are selected at
		any time; first type a number,
		then press the desired Palette
	•	

Page Holdover if Active	Hog 2:	MagicQ:
	Press Page holdover if Active in	In the CueStack window of a
	the Control Panel to toggle	fader, press VIEW OPTIONS
	on/off	soft button, then press
		Activate/Release tab to assign
		whether that CueStack is
		released automatically upon
		changing Pages
Confirm Overwrite	Hog 2:	MagicQ:
	Press Page Confirm overwrite in	Recording confirmations are
	the Control Panel to toggle	enabled in SETUP>VIEW
	on/off	SETTINGS>WINDOWS
Edits Track Forward	Hog 2:	MagicO:
	Press Edits Track Forward in	As of v1 4 Track Forward
	the Control Panel to toggle	editing features are not
	on/off	implemented
		Implemented
Guard Cuelists	Hog 2:	MagicQ:
	Press Guard Cuelists in the	No CueStore window playback
	Control Panel to toggle on/off	lockout feature is implemented
		as of v1.4
Diamlawa		MagiaQ
Displays	Rog 2:	Magicų:
	Touch or dial, the field in the	Onen the CETURN/iour
	Touch or click the field in the	Open the SETUP>View
	Touch or click the field in the Control Panel to open a pop-up	Open the SETUP>View System>View Monitors
	Touch or click the field in the Control Panel to open a pop-up menu of resolution settings	Open the SETUP>View System>View Monitors
Paaklight Off After	Touch or click the field in the Control Panel to open a pop-up menu of resolution settings	Open the SETUP>View System>View Monitors
Backlight Off After	Touch or click the field in the Control Panel to open a pop-up menu of resolution settings Hog 2:	Open the SETUP>View System>View Monitors MagicQ:
Backlight Off After	Touch or click the field in the Control Panel to open a pop-up menu of resolution settings Hog 2: Touch or click the field in the	Open the SETUP>View System>View Monitors MagicQ: As of v1.4, a fixed time screen
Backlight Off After	Touch or click the field in the Control Panel to open a pop-up menu of resolution settings Hog 2: Touch or click the field in the Control Panel, then enter a time	Open the SETUP>View System>View Monitors MagicQ: As of v1.4, a fixed time screen backlight timer is implemented,
Backlight Off After	Touch or click the field in the Control Panel to open a pop-up menu of resolution settings Hog 2: Touch or click the field in the Control Panel, then enter a time	Open the SETUP>View System>View Monitors MagicQ: As of v1.4, a fixed time screen backlight timer is implemented, and the Screen Saver can be
Backlight Off After	Touch or click the field in the Control Panel to open a pop-up menu of resolution settings Hog 2: Touch or click the field in the Control Panel, then enter a time	Open the SETUP>View System>View Monitors MagicQ: As of v1.4, a fixed time screen backlight timer is implemented, and the Screen Saver can be enabled/disabled in the
Backlight Off After	Touch or click the field in the Control Panel to open a pop-up menu of resolution settings Hog 2: Touch or click the field in the Control Panel, then enter a time	Open the SETUP>View System>View Monitors MagicQ: As of v1.4, a fixed time screen backlight timer is implemented, and the Screen Saver can be enabled/disabled in the SETUP>HARDWARE tab
Backlight Off After	Touch or click the field in the Control Panel to open a pop-up menu of resolution settings Hog 2: Touch or click the field in the Control Panel, then enter a time	Open the SETUP>View System>View Monitors MagicQ: As of v1.4, a fixed time screen backlight timer is implemented, and the Screen Saver can be enabled/disabled in the SETUP>HARDWARE tab
Backlight Off After	Touch or click the field in the Control Panel to open a pop-up menu of resolution settings Hog 2: Touch or click the field in the Control Panel, then enter a time	Open the SETUP>View System>View Monitors MagicQ: As of v1.4, a fixed time screen backlight timer is implemented, and the Screen Saver can be enabled/disabled in the SETUP>HARDWARE tab

Auto Exec Macros	Hog 2:	MagicQ:
	Enter macro commands in the	AutoExecuted macros are
	AutoExec Macro field	assigned under SETUP>View
		Settings>Playback
Encoder wheel &	Hog 2:	MagicQ:
peripheral Sensitivities		
	Touch or click the field in the	Encoder wheel damping and
	Control Panel to adjust	hysteresis adustments are
	sensitivity of wheels, mouse,	located in SETUP>HARDWARE
	and trackball	tab
Keep Parameters	Hog 2:	MagicQ:
Separate		
	Touch or click an I,F,C, and/or B	F,C,B parameters are separated
	field in the Control Panel	by default; Channels/Heads can
		be activated via Setup>View
		Settings>Prog>Activate
		Chans/Heads
Concele Looking		MagiaQ
	Hog 2:	Magicu:
	In the Control parter, press Lock	Press CTRL + top left soft button
		A, Programming and show
	programming functions of press	
	LOCK All to completely disable	
	Ithe desk. You can set a PIN with	SETUP>MODE tab
	Ithe Change PIN button. The	
Undating Software	Hog 2:	MagicO:
	1 Insert the new software disk	1 Boot the console
	2 Reset the console while	2 Connect the USB device with
	bolding Enter	the console software to the
	3. When the menu annears	3 Navigate to the SETURSEU F
	soloct Load Now Software	MANAGED window
		A Soloct the USP DDIVE soft
		4. Select the USB DIVIVE Solt
		5 Locate and select the new
		o. Locale and select life new
		top it to rup the opplication

Patching		
Opening the Patch	Hog 2:	MagicQ:
Window		
	Press Setup, then press Patch	Press PATCH hard button on
	on the main toolbar	console
Adding Fixtures	Hog 2:	
	Press Add Fixtures in the Patch	Press CHOOSE HEAD soft key
	Window, select and set desired	(for automated fixtures) or
	instrumentation	CHOOSE DIMMER soft key (for
		single channel fixtures)
Patching Fixtures	Hog 2:	
	1. Select the Output by touching	Once a Head type has been
	its column in the Main Patch	selected, enter the total number
	Window Screen	of units
	2. Select Fixture(s)	Туре @
	3. Press @	Type Universe#
	4. Type in the DMX address # of	Press -
	1st unit	
	5. Press Enter	Type DMX starting address,
		Enter
Unpatching Fixtures	Hog 2:	MagicQ:
	1. Select fixture(s)	Press Patch>View Heads
	2. Press @	place the cursor on the DMX
		address field of the head to be
		unpatched
	3. Type in DMX Address	Type 0, Enter
	4. Press Unpatch on the Patch	
	Window Toolbar	
Auto Menus	Hog 2:	MagicQ:
	Press AutoMenus in the Patch	Groups and Palettes are
	Window	automatically created when
		fixtures are added to patch
Unpatching Fixtures Auto Menus	 Select the Output by touching its column in the Main Patch Window Screen Select Fixture(s) Press @ Type in the DMX address # of 1st unit Press Enter Hog 2: Select fixture(s) Press @ 3. Type in DMX Address Press Unpatch on the Patch Window Toolbar Hog 2: Press AutoMenus in the Patch Window	Once a Head type has been selected, enter the total number of units Type @ Type Universe# Press - Type DMX starting address, Enter MagicQ: Press Patch>View Heads place the cursor on the DMX address field of the head to be unpatched Type 0, Enter MagicQ: Groups and Palettes are automatically created when fixtures are added to patch

Fixtures with Multiple Par	rts	
Scroller + Dimmer	Hog 2:	MagicQ:
	Add a Generic Scroller Dim	1. Press CHOOSE HEAD
	fixture type	
	Patch Intensity	2. Press GENERIC in the head
		library
	Press Fixture Part on the main	3. Select Scroller Head type
	tool bar to toggle between	
	Fixture and Intensity	
	Patch Color	4. Select WITH DIM (2 channel)
		5. Patch total number of
		Scrollers
		6. Select VIEW DIVIX Solt key
		7. Enter unique Divix values for
		Z Enter unique DMX volues for
		7. Enter unique Divix values for
VI -5 (or other type with	Hog 2:	MagicQ:
DMX address required	1109 2.	inagica.
for external DIMMER		
	Add a VL5 fixture type	open PATCH
	Patch address for first Fixture	Add a VL5 Head and patch to
	part	the address that will be used to
		control the Fixture, then;
	Press Fixture Part on the main	Switch to VIEW DMX and type
	tool bar to toggle between	in the Dimmer value
	fixture parts	
	Patch address for second fixture	
	part	
Edit Fixtures Window	Hog 2:	MagicQ:
	Press Edit Fixtures in the Patch	Select VIEW HEADS in the
	Window	Patch window
		Press EDIT HEAD soft key

Advanced Operations		
Additional Views in	Hog 2:	MagicQ:
Patch window		
	Press View button in the Patch Window and select from View Options	Available Patch views include VIEW CHANNELS and VIEW DMX, as well as Universe filters and Fixture selection sorting filters available on the soft keys on the left side of touchscreen
Proportional Patching	Hog 2:	MagicQ:
	1. Select Fixture	in the VIEW CHANS window of Patch, set the MIN and MAX value for each Head as necessary
	2. Press Reduce to % on the	
	Patch toolbar	
	3. Type in a %	
	4. Press Enter	
Detaking Multiple		MagiaQi
Dimmers to one Channel	Hog 2:	Magicų:
	from the Keypad, type Channel#, @, DIMMER number, @ DIMMER number, @ DIMMER number, etc until all dimmers have been assigned	in the VIEW DMX window, up to 6 unique DIMMERs can be assigned to a single channel
Show Management		
Opening a New Show	Hog 2:	MagicO:
	BLUE RESET the console and	Start the console and press
	choose NEW SHOW from	NEW SHOW from the startup
	startun snlash screen	snlash screen
 		Choose HOG2 WARP mode

Loading an existing show	Hog 2:	MagicQ:
	From the startup splash screen,	Start a new show or continue
	choose LOAD SHOW	with last show, then press
		SETUP>LOAD SHOW and
		choose between local hard drive
		or USB drive
	NOTE: Show file must be on	
	floppy disk	
Saving a Show	Hog 2:	MagicO:
Saving a Show	Bross Sotup then pross Save	Dross SETURSSAVE SHOW
	Show on the right touchscreen	soft button to save to internal
	toolbar	UD or BACKUD TO USB coff
		hutton to save to USB device
Merging Shows	Hog 2:	MagicQ:
	1. Load the show you are	MagicQ allows the import of
	merging TO	Effects, Graphics, Fixture
		Libraries,Palettes, Settings,
		Cues, CueStacks, Pages and
		Icons through the Import Show
		menu
	2. Insert the show disk you are	Open SETUP
	merging FROM	
	3. Open the Change Show	Press and hold SHIFT and touch
	Window	IMPORT SHOW soft key
	4. Choose the items you wish to	
	merge (hold Pig to select	
	multiple items)	
	5. Press Merge	
Fine Control of Parameters	Hog 2:	MagicQ:
	Hold Pig while turning encoder	Hold SHIFT while turning
		encoder

Parking Fixtures	Hog 2:	MagicQ:
	To park a fixture, select it and	Select Fixture(s) and assign
	set desired parameters. Press	desired attributes in
	Park on the programmer toolbar	Programmer
	To Unpark a fixture, press Pig +	Switch to GROUP window
	Park	
		Press the PARK soft key
		Press SHIFT+PARK (UNPARK)
		to unpark the fixtures
		·
DBO	Hog 2:	MagicQ:
	The DBO (dead black out) key	The DBO (dead black out) key
	takes all intensities to 0 when	takes all intensities to 0 when
	pressed	pressed
-		

Select Toolbar	Hog 2:	MagicQ:
Operations		
	Press Select, then touch:	
	All-selects all fixtures in the	Press CTRL+ ALL hard key
	programmer	twice
	Odd- selects all fixtures in the	Press the ODD EVEN hard key
	programmer with odd user	to toggle between ODD and
	numbers	EVEN selections
	Even-selects all fixtures in the	Press the ODD EVEN hard key
	programmer with even user	to toggle between ODD and
	numbers	EVEN selections
	Previous- selects previously	Press the ALL Hard key once a
	selected fixtures	sub-selection has been made
	Invert-selects all fixtures in the	no equivalent
	programmer that are not	
	currently selected	
	Only-selects an intersection	Group 1 * 2 Enter
	between two groups	
	None-deselects all fixtures in	Type 0, ENTER
	programmer	
	Random- selects random	Press SHIFT+ALL>RANDOM to
	fixtures in the programmer	rearrange selected fixtures in a
		random order
	Calibrate-for use with XYZ	no equivalent
	programming	

Opening Windows	Hog 2 :	MagicQ:
	Press Pig and desired	Press the hard key on the
	feature/attribute button	console for the desired window
Closing Windows	Hog 2:	MagicQ:
	Press the Close Soft key on the	Press the CLOSE hard key in
	upper right touchscreen to close	the Window Control buttons, or
	the active window, or	
	Press the Close Window Icon in	Use SHIFT+CLOSE to close all
	the opened window	windows
Resizing Windows	Hog 2:	MagicQ:
	1. Select the window you wish	Press the MIN/MAX/or SIZE
	to resize	button to change the size of the
		selected window
	2. Press the Toggle Button	
Moving Windows	Hog 2:	MagicQ:
	1. Select the window you wish	Press the EXT button to shuffle
	to move	a window from the Main console
		screen to an external monitor
	2. Press the Shuffle button	
Recording Views	Hog 2:	MagicQ:
	Arrange windows across	Arrange Windows
	screens	
	Press Setup	Press CONTROL
	Press Save View on	Press Record
	touchscreen toolbar	
	Press a View Button on the	Press any VIEW LAYOUT button
	View Toolbar	at the top of the touchscreen
Name a View	Hog 2:	MagicQ:
	Press PIG and touch the view to	Type a label on the keyboard
	select it	
-	Press SET and type in a name	Press SET
		Hold down CTRL and select one
		of the top soft buttons.

The Programmer	Hog 2:	MagicO:
Window		magica.
Window	Bross Satur, then pross	Droop the DROCRAMMER
	Press Setup, then press	
		(PROG) naro key
	toolbar, or	
	Use the Programmer View from	
	the View Toolbar	
Clearing the	Hog 2:	MagicQ:
Programmer		
	Press Clear; use Pig+Clear to	Press CLEAR; use UNDO to
	restore	restore
Command Line Syntax	Hog 2:	MagicQ:
	Command, Source Object,	Command, Source Object,
	Mask, Destination	Mask, Destination
Canceling Modifications	Hog 2:	MagicQ:
in the Command Line		
	Use the Backspace key on the	Use the Backspace key on the
	keypad	keypad
Knockout	Hog 2:	MagicQ:
	To remove fixture from the	To remove a fixture from the
	programmer, select fixtures and	programmer, select fixtures the
	press Knockout	press SHIFT+CLEAR
	To clear parameters from	To clear parameters from the
	selected fixtures hold Undo and	selected fixtures press
	press (Colour Beam etc.)	REMOVE and touch the desired
		Parameter soft kov (novt to
		Parameter soit key (next to
		iouchscreen) or Attribute hard
		key (on console)
<u> </u>		

Groups	-	
Building Groups	Hog 2:	MagicQ:
	Select the fixtures you wish to	Select the fixtures you wish to
	be included in the group	be included in the group
	Press Record	Press Record
	Select a box in the Group	Select a box in the Group
Palettes		
Creating Palettes	Hog 2:	MagicQ:
	Select fixtures	Select fixtures
	Set desired parameters	Set desired parameters
	Press Record	Press Record
	Select a box in the appropriate	Select a box in the appropriate
	directory window or press the	directory window or press the
	specific attribute hard key	specific attribute hard key
	followed by a number, then	followed by a number, then
	Press Enter	Press Enter
Masking Palettes	Hog 2:	MagicQ:
	Select desired fixtures	Select desired fixtures
	Set desired parameters	Set desired parameters
	Press Record	Press Record
	Select desired parameters (Use	Select desired parameters (Use
	I, Use B, Use Cetc) from the	I, Use B, Use Cetc) from the
	toolbar	toolbar
	Select desired button in palette	Select desired button in palette
	window	window
		

Highlight/Lowlight Palettes	Hog 2:	MagicQ:
	For Highlight Palettes, create a Masked palette that contains all desired parameters.	Open the Patch Window
	Select this palette in the Directory window, then press Set twice.	Press SHIFT+CHOOSE HEAD to select the desired fixture type
	From the drop down menu, select Highlight.	Press EDIT HEAD
	Lowlight Palette settings are not available	Press VIEW CHANS
		Scroll to the right to the Highlight/Lowlight Levels column and make any changes
		Press SAVE HEAD to save changes
Editing Palettes	Hog 2	MagicQ.
	 Select fixtures Make parameter changes Press Record Select an occupied box in the chosen directory Choose either Merge or Remove, or 	 Select fixtures Make parameter changes Press Record Choose options from Record Toolbar: Normal, Merge, Remove, Sel Only and any masking Select an occupied box in the chosen directory, or
	 Press Load Select the palette you wish to modify Make desired parameter changes Press Update 	 Press INC Select the palette you wish to modify Make desired parameter changes Press Update
Defense - Delatter		MagiaQ
Reference Palettes	Embedded palettes are an automatic function.	Magicu: Embedded palettes are an automatic function.

Recording a Cue	Hog 2:	MagicQ:
	1. Select fixtures and set	1. Select fixtures and set
	parameters	parameters
	2. Press Record	2. Press Record
	3. Press Choose on desired	3. Press <s> on desired master</s>
	master to record as the next cue	to record as the next cue in the
	in the cuelist or press List (x)	cue stack
	Cue (v) Enter	
	or press List $(x)/(y)$ Enter	
	or press Cue (x) Enter to record	
	the cue to the currently selected	
	master or press Enter to record	
	as the next cue on the chosen	
	as the next cue on the chosen	
	Indstei	
Opening the Cue	Hog 2:	MagicQ:
Contents Window		
	Press Contents View or	Open the Cue Stack Window for
	Contents button located in the	the desired Fader
	Cuelist Window	
		Press the VIEW CUE soft key at
		top of touchscreen
Editing Cues	Hog 2:	MagicQ:
U	Method 1:	Method 1:
	1. Press Load Cue (x) Enter	1. Press INC Cue (x) Enter
	2. Make desired changes	2. Make desired changes
	3. Press Update	3. Press Update
	Method 2.	Method 2.
	1. Activate a cue	1. Activate a cue
	2. Select fixtures and make	2. Select fixtures and make
	changes	changes
	3. Press Update	3. Press Update
	4. Select the Cue(s) you wish	4. Select the Cue/Palette you
	to update from the update	wish to update from the
	window	selection screen that opens

Active Key Functions	Hog 2:	MagicO:
Active Rey Functions	Pig+Active	Press * + SET or
		Press SHIFT+ACTIVE in the
		PROGRAMMER window
	Hog 2:	MagicQ:
	Active, Enter	SHIFT+INCLUDE, ENTER will
		grab active values for fixtures
		with intensity above 0% from the
		Selected Master only
	Hog 2:	MagicQ:
	Active + (palette), Enter	Hold ALL and press the Palette
		or;
		HOLD ALL and type (COL 5 Enter)
	Hog 2:	MagicQ:
	Active Enter followed by Pig +	SHIFT+INCLUDE, Entire State
	Active	(NOTE: only selects active
		fixtures in current selected
		Master), or as a workaround:
		Select desired fixtures first then
		press SET and touch
		POS,COL,BEAM
		MassiaQu
	Hog 2:	
	Hold Active while touching a	Press SET + touch an encoder
	Parameter wheel (Grab)	or parameter Soft key next to
		touchscreen

Advanced Pig Key Funct	ions	
Cloning	Hog 2:	MagicQ:
	Source fixture(s) must already	Select Source Head (data must
	be in the Programmer, then:	be in Programmer)
	1. Select Destination Fixture(s)	Press COPY
	2. Pig + Copy	Type Destination Head number
	3. Select source fixture(s)	Press Enter
	4. Press Enter	
-		
Extract	Hog 2:	MagicQ:
	1. Select Destination Fixtures	Select Head (s)
	2. Pig + Load	Press SHIFT + INC
	3 Cue #	Press SELECTED ONLY soft
		key above touchscreen
	4 Entor	
		Type COE #, ENTER

Cue Types		
Blocking Cues	Hog 2:	MagicQ:
	Select all fixtures, press Pig +	In the CueStack Window of a
	Active, then record.	Master. select the Cue to be
		blocked, then press SHIFT and
		touch the BLOCK CUE soft key
		above the touchscreen. or:
	Press RECORD, then select	Press RECORD, the select
	State' on the Recording options	'Entire State' on the Recording
	toolbar	options toolbar. or:
		Select all fixtures, press SET+*,
Unblocking Cues	Hog 2:	MagicQ:
	Select Unblock in Cuelist	In the CueStack Window of a
	Window	Master, select the Cue to be
		blocked, then press SHIFT and
		touch the UNBLOCK CUE soft
		key above the touchscreen, and
		be sure to toggle the CUE ONLY
		status in the CueStack window
		to NO to allow tracking
Link Cuoo		MagiaQu
	HOG 2:	Magicu:
		NEXT COE column of the
	2. Coloct lost que in link	
	Sequence	
	3. Press insert Link	
	OI Dight click the sus in the suclist	
	Right click the cue in the cuelist	
	window and select from the	
	arop down menu	
	"You can change the first cue of	
	the loop in the fade box of the	

TIMING		
Fade Time	Hog 2:	MagicQ:
	 Open the time window Select fixtures 	Open the Programmer Press the VIEW TIMES soft key
	3. Select the fade box next to4. Press Set	Use SET and type in a value into NOTE: Auto Enter on Keypad Intensity set must be set to NO in SETUP>Keypad Encoders tab
	5. Enter fade time	
Sotting Default Times		MagiaQ
	Edit in Control Panel Window	Edit Default times in the CUESTACK>VIEW DEFAULTS>STEP TIMES window
Fanning Time	Hog 2:	MagicO:
	 Select fixtures Press (Time) Pig + Thru (Time) Enter or Set Set (hold) while turning the left encoder knob 	syntax as follows: Head #s @ Intensity% / Delay Time value/Fade Time Value
	 Hog 2: 1. Open Cuelist Window 2. Press Set in desired Delay Column box 3. Enter desired time 4. Press Enter 	MagicQ: Open the PROGRAMMER>VIEW TIMES window and add DELAY time next to the desired parameter under INDIVIDUAL TIMES

Wait Time	Hog 2:	MagicQ:
	1. Open Cuelist Window	In a CueStack window, enter a value into the WAIT column of the desired Cue
	2. Press Set in desired Wait Column box	
	 Enter desired wait time Press Enter 	
	Hog 2:	MagicQ:
	Press Pig + Choose	Double tap the <s> button above a Fader</s>
COPYING CUES WITHIN A CUELIST	Hog 2:	MagicQ:
	Press Copy Cue (x) @ Cue (y) Enter	NOTE: Must use touchscreen to COPY/MOVE cues within a CUESTACK Press COPY Select the Source cue on the screen Select the destination Cue on the screen ARROW keys can be used to make selecting a cue location easier

TO MOVE A CUE WITHIN	Hog 2:	MagicQ:
A CUELIST:	_	_
	Press Move Cue (x) @ Cue (y)	NOTE: Must use touchscreen to
	Enter	COPY/MOVE cues within a
		CUESTACK
		Press MOVE
		Select the Source cue on the
		screen
		Select the destination Cue on
		the screen
		ARROW keys can be used to
		make selecting a cue location
		easier
		NOTE: using MOVE adds a link
		between that cue and other
		cuestacks where the same cue
		is used, whereas using COPY
		creates a new cue in the
		CueStore window (not linked to
		other cuestacks)
SEQUENCE OF CUES:	Hog 2:	MagicQ:
	Press Cue (x) Thru (y) Copy	NOTE: Must use touchscreen to
	Cue (z) Enter	NOTE: Must use touchscreen to COPY/MOVE cues within a
	Press Cue (x) Thru (y) Copy Cue (z) Enter	NOTE: Must use touchscreen to COPY/MOVE cues within a CUESTACK
	Press Cue (x) Thru (y) Copy Cue (z) Enter	NOTE: Must use touchscreen to COPY/MOVE cues within a CUESTACK Select the Source cues on the
	Press Cue (x) Thru (y) Copy Cue (z) Enter	NOTE: Must use touchscreen to COPY/MOVE cues within a CUESTACK Select the Source cues on the screen first
	Press Cue (x) Thru (y) Copy Cue (z) Enter	NOTE: Must use touchscreen to COPY/MOVE cues within a CUESTACK Select the Source cues on the screen first Press COPY or MOVE
	Press Cue (x) Thru (y) Copy Cue (z) Enter	NOTE: Must use touchscreen to COPY/MOVE cues within a CUESTACK Select the Source cues on the screen first Press COPY or MOVE Select the destination Cue on
	Press Cue (x) Thru (y) Copy Cue (z) Enter	NOTE: Must use touchscreen to COPY/MOVE cues within a CUESTACK Select the Source cues on the screen first Press COPY or MOVE Select the destination Cue on the screen
	Press Cue (x) Thru (y) Copy Cue (z) Enter	NOTE: Must use touchscreen to COPY/MOVE cues within a CUESTACK Select the Source cues on the screen first Press COPY or MOVE Select the destination Cue on the screen SHIFT+ARROW keys can be
	Press Cue (x) Thru (y) Copy Cue (z) Enter	NOTE: Must use touchscreen to COPY/MOVE cues within a CUESTACK Select the Source cues on the screen first Press COPY or MOVE Select the destination Cue on the screen SHIFT+ARROW keys can be used to make selecting a range
	Press Cue (x) Thru (y) Copy Cue (z) Enter	NOTE: Must use touchscreen to COPY/MOVE cues within a CUESTACK Select the Source cues on the screen first Press COPY or MOVE Select the destination Cue on the screen SHIFT+ARROW keys can be used to make selecting a range of cues easier
	Press Cue (x) Thru (y) Copy Cue (z) Enter	NOTE: Must use touchscreen to COPY/MOVE cues within a CUESTACK Select the Source cues on the screen first Press COPY or MOVE Select the destination Cue on the screen SHIFT+ARROW keys can be used to make selecting a range of cues easier
TO COPY A CUE INTO A DIFFERENT CUELIST:	Press Cue (x) Thru (y) Copy Cue (z) Enter Hog 2:	NOTE: Must use touchscreen to COPY/MOVE cues within a CUESTACK Select the Source cues on the screen first Press COPY or MOVE Select the destination Cue on the screen SHIFT+ARROW keys can be used to make selecting a range of cues easier MagicQ:
TO COPY A CUE INTO A DIFFERENT CUELIST:	Press Cue (x) Thru (y) Copy Cue (z) Enter Hog 2: Press Copy, List (a), Cue (x),	NOTE: Must use touchscreen to COPY/MOVE cues within a CUESTACK Select the Source cues on the screen first Press COPY or MOVE Select the destination Cue on the screen SHIFT+ARROW keys can be used to make selecting a range of cues easier MagicQ: Open the CUE STORE directory
TO COPY A CUE INTO A DIFFERENT CUELIST:	Press Cue (x) Thru (y) Copy Cue (z) Enter Hog 2: Press Copy, List (a), Cue (x), List (b), Cue (y)	NOTE: Must use touchscreen to COPY/MOVE cues within a CUESTACK Select the Source cues on the screen first Press COPY or MOVE Select the destination Cue on the screen SHIFT+ARROW keys can be used to make selecting a range of cues easier MagicQ: Open the CUE STORE directory and copy the cue from there to
TO COPY A CUE INTO A DIFFERENT CUELIST:	Press Cue (x) Thru (y) Copy Cue (z) Enter Hog 2: Press Copy, List (a), Cue (x), List (b), Cue (y)	NOTE: Must use touchscreen to COPY/MOVE cues within a CUESTACK Select the Source cues on the screen first Press COPY or MOVE Select the destination Cue on the screen SHIFT+ARROW keys can be used to make selecting a range of cues easier MagicQ: Open the CUE STORE directory and copy the cue from there to the desired master

TO COPY A SEQUENCE	Hog 2:	MagicQ:
OF CUES INTO A	_	_
DIFFERENT CUELIST		
	Press Copy List (a) Cue (x)	Use SHIFT+ARROWS to select
	Thru (v) List (b) Cue (z)	all desired cues in the CueStack
		window
		Press COPY
		Touch <s> of the destination</s>
		fader
TO MOVE A CUE INTO A	Hog 2:	MagicQ:
DIFFERENT CUELIST:		
	Press Move Cue List (a) Cue (x)	Select source Cue first
	List (b) Cue (y)	
		Press MOVE
		Press <s> of destination fader</s>
TO MOVE A SEQUENCE	Hog 2:	MagicQ:
OF CUES INTO A		
DIFFERENT CUELIST:		
	Press Move List (a), Cue (x),	Use SHIFT+ARROWS to select
	Thru (y), List (b), Cue (z)	all desired cues in the CueStack
		window
		Press MOVE
		Touch <s> of the destination</s>
		fader
		NOTE: using MOVE adds a link
		between that cue and other cue
		stacks where the same cue is
		used, whereas using COPY
		creates a new cue in the
		CueStore window (not linked to
		other cuestacks)
OPENING THE CUELIST DIRECTORY	Hog 2:	MagicQ:
	Press Pig + List	Press the STACK STORE hard
	-	key

COPYING AND MOVING E	ENTIRE CUELISTS	
Copy a Cuelist from one	Hog 2:	MagicQ:
master to another:		
	Press Copy Choose (Source	Press Copy <s> (Source</s>
	Press Choose (Destination	Press <s> (Destination Cuelist)</s>
To Move a Cuelist From	Hog 2:	MagicQ:
One Master To Another		
	Press Move Choose (source)	Press MOVE_touch CueStack in
	Choose (destination)	the STACK STORE window
		nress <s></s>
To Attach a Cuelist to a	Hog 2:	MagicQ:
Master		
	Press Move List (a), Choose	Press MOVE, touch CueStack in
		the STACK STORE window,
		press <s></s>
To Attach a Copy of a	Hog 2:	MagicQ:
Cuelist To A Master		
	Press Copy List (a) Choose	Press COPY, touch CueStack in
		the STACK STORE window,
		press <s></s>

Cuelist Options		
Fader Actions		
	Hog 2:	MagicQ:
	Use HTP -	In the CueStack Window, press
		the VIEW OPTIONS soft key
	Selecting this box will set the	Touch the Activate/Release tab,
	cuelist to Highest Takes	and toggle HTP ALWAYS
	Precedence as opposed to	ACTIVE (USE HTP) to YES
	Latest Takes Precedence	
	Inhibitive -	
	Selecting this box will define the	In the Cuestack>VIEW
	fader as an intensity control for	OPTIONS>FUNCTION tab,
	the group assigned to it.	toggle CUESTACK IS AN
		INTENSITY MASTER to YES
	Selecting this box will cause the	in the Cuestack>\/IEW
	Selecting this box will cause the	ODTIONSSEADED tob. togglo
	feder is moved from 0	OF HONS-FADER (ab, loggie
		VES
		123
	Use IFCB Crossfade -	
	Selecting this box will cause all	in the Cuestack>VIEW
	parameters to crossfade when	OPTIONS>FADER tab, toggle
	the fader is brought up	FADER CONTROLS LTP
		CHANNELS to YES
	+ Release at zero-	
	When this option is activated,	in the Cuestack>VIEW
	moving the fader to 0% will	OPTIONS>FADER tab, toggle
	release the cuelist	FADER RELEASES STACK to
		YES
-		

Flash Button Actions	Hog 2:	MagicQ:
	Swaps -	
	Causes all other masters to go	in the Cuestack>VIEW
	to 0 when flash button is	OPTIONS>BUTTONS tab,
	pressed	toggle FLASH ALWAYS SWAPS
	+ Go -	
	Flash Button will act as Go	In the Cuestack>VIEW
		OPTIONS>BUTTONS tab,
		toggle FLASH ACTS AS
-		GO/BACK or FLASH + GO
	+ Release -	
	Releasing the flash button	in the Cuestack>VIEW
	releases entire cuelist	OPTIONS>BUTTONS tab, set
		'Flash Button Releases"=YES
		and "Fader Releases"=YES
		Marta
Cuelist Options	Hoa 2:	IMADICQ:
Cuelist Options	Hog 2: High Priority -	
Cuelist Options	Hog 2: High Priority - This ensures that the cuelist will	in the Cuestack>VIEW
Cuelist Options	Hog 2: High Priority - This ensures that the cuelist will not be overridden	in the Cuestack>VIEW
Cuelist Options	Hog 2: High Priority - This ensures that the cuelist will not be overridden	in the Cuestack>VIEW OPTIONS>ADVANCED tab, toggle PLAYBACK PRIORITY to
Cuelist Options	Hog 2: High Priority - This ensures that the cuelist will not be overridden	in the Cuestack>VIEW OPTIONS>ADVANCED tab, toggle PLAYBACK PRIORITY to HIGH
Cuelist Options	Hog 2: High Priority - This ensures that the cuelist will not be overridden	in the Cuestack>VIEW OPTIONS>ADVANCED tab, toggle PLAYBACK PRIORITY to HIGH
Cuelist Options	Hog 2: High Priority - This ensures that the cuelist will not be overridden Persist on Override -	in the Cuestack>VIEW OPTIONS>ADVANCED tab, toggle PLAYBACK PRIORITY to HIGH
Cuelist Options	Hog 2: High Priority - This ensures that the cuelist will not be overridden Persist on Override - This prevents the cuelist from	in the Cuestack>VIEW OPTIONS>ADVANCED tab, toggle PLAYBACK PRIORITY to HIGH in the SETUP>View
Cuelist Options	Hog 2: High Priority - This ensures that the cuelist will not be overridden Persist on Override - This prevents the cuelist from getting stomped	in the Cuestack>VIEW OPTIONS>ADVANCED tab, toggle PLAYBACK PRIORITY to HIGH in the SETUP>View Settings>Playback>Stomp
Cuelist Options	Hog 2: High Priority - This ensures that the cuelist will not be overridden Persist on Override - This prevents the cuelist from getting stomped	in the Cuestack>VIEW OPTIONS>ADVANCED tab, toggle PLAYBACK PRIORITY to HIGH in the SETUP>View Settings>Playback>Stomp Playbacks=NO
Cuelist Options	Hog 2: High Priority - This ensures that the cuelist will not be overridden Persist on Override - This prevents the cuelist from getting stomped	in the Cuestack>VIEW OPTIONS>ADVANCED tab, toggle PLAYBACK PRIORITY to HIGH in the SETUP>View Settings>Playback>Stomp Playbacks=NO
Cuelist Options	Hog 2: High Priority - This ensures that the cuelist will not be overridden Persist on Override - This prevents the cuelist from getting stomped Release on Next Go -	in the Cuestack>VIEW OPTIONS>ADVANCED tab, toggle PLAYBACK PRIORITY to HIGH in the SETUP>View Settings>Playback>Stomp Playbacks=NO
Cuelist Options	Hog 2: High Priority - This ensures that the cuelist will not be overridden Persist on Override - This prevents the cuelist from getting stomped Release on Next Go - This causes the cuelist to	in the Cuestack>VIEW OPTIONS>ADVANCED tab, toggle PLAYBACK PRIORITY to HIGH in the SETUP>View Settings>Playback>Stomp Playbacks=NO no equivalent
Cuelist Options	Hog 2: High Priority - This ensures that the cuelist will not be overridden Persist on Override - This prevents the cuelist from getting stomped Release on Next Go - This causes the cuelist to release when another cuelist is	in the Cuestack>VIEW OPTIONS>ADVANCED tab, toggle PLAYBACK PRIORITY to HIGH in the SETUP>View Settings>Playback>Stomp Playbacks=NO no equivalent
Cuelist Options	Hog 2: High Priority - This ensures that the cuelist will not be overridden Persist on Override - This prevents the cuelist from getting stomped Release on Next Go - This causes the cuelist to release when another cuelist is played	in the Cuestack>VIEW OPTIONS>ADVANCED tab, toggle PLAYBACK PRIORITY to HIGH in the SETUP>View Settings>Playback>Stomp Playbacks=NO no equivalent
Cuelist Options	Hog 2: High Priority - This ensures that the cuelist will not be overridden Persist on Override - This prevents the cuelist from getting stomped Release on Next Go - This causes the cuelist to release when another cuelist is played	in the Cuestack>VIEW OPTIONS>ADVANCED tab, toggle PLAYBACK PRIORITY to HIGH in the SETUP>View Settings>Playback>Stomp Playbacks=NO no equivalent
Cuelist Options	Hog 2: High Priority - This ensures that the cuelist will not be overridden Persist on Override - This prevents the cuelist from getting stomped Release on Next Go - This causes the cuelist to release when another cuelist is played	in the Cuestack>VIEW OPTIONS>ADVANCED tab, toggle PLAYBACK PRIORITY to HIGH in the SETUP>View Settings>Playback>Stomp Playbacks=NO no equivalent
Cuelist Options	Hog 2: High Priority - This ensures that the cuelist will not be overridden Persist on Override - This prevents the cuelist from getting stomped Release on Next Go - This causes the cuelist to release when another cuelist is played Add Blank First Cue -	in the Cuestack>VIEW OPTIONS>ADVANCED tab, toggle PLAYBACK PRIORITY to HIGH in the SETUP>View Settings>Playback>Stomp Playbacks=NO no equivalent
Cuelist Options	Hog 2: High Priority - This ensures that the cuelist will not be overridden Persist on Override - This prevents the cuelist from getting stomped Release on Next Go - This causes the cuelist to release when another cuelist is played Add Blank First Cue - Inserts an empty cue at the	in the Cuestack>VIEW OPTIONS>ADVANCED tab, toggle PLAYBACK PRIORITY to HIGH in the SETUP>View Settings>Playback>Stomp Playbacks=NO no equivalent

	Hog 2:	MagicQ:
	Reset When Released -	
	Resets the cuelist when fader is	in the Cuestack>VIEW
	released	OPTIONS>ACTIVATE
		RELEASE tab, toggle RELEASE
		RESETS TO 1ST STEP to YES
	Maintain State -	
	Defines the cuelist as tracking	no equivalent
	(on) or non-tracking (off)	
	Dut Natio Jurges	
	I Dut NOL IN JUMPS -	in the Questeeles \/IF\\/
	will allow fixtures to track when	
	cues within the cuelist are	
	Іѕкірреа	
		UN JUMPS
Manual Fade Time	Hog 2:	MagicQ [.]
	Sets the Time for Release	SETUP>ACTIVATE RELEASE
	Goto and Back	tab>RFI FASE TIME
Loop Options	Hog 2:	MagicQ:
- • •	Start Next, Skip Loop-Jumps to	GO always jumps out of loop to
	the next cue after the link	the end
	Start Next, Exit Loop at End-	CUESTACK>VIEW
	Completes the loop, then plays	OPTIONS>BUTTONS>GO
	the next cue after the link	JUMPS OUT OF LOOP
	Restart-will go back to the first	
	cue of the loop	
	Stop At Next-Finishes the	
	current cues, then freezes in the	
	next	

Cuelist Defaults	Hog 2:	MagicO:
	Cuelist Defaults can be	Cuelist Defaults are accessed
	accessed from the control panel	via CLIESTACK window>VIEW
		DEFAULTS soft key
Advanced Operations	1	
Recording Selected	Hog 2:	MagicQ:
Use this feature to record	Press	Press RECORD>SEL ONLY
ONLY selected fixtures in	Record>Options>Selected	
the programmer		
Crossfade Path	Hog 2:	
	1. Open the Time Window	
	2. Press Set	Press VIEW TIMES
	3. Select a path	Under INDIVIDUAL TIMES, use
		ENTER to toggle through FADE
		TYPE choices
	4. Press Enter	

Comment (CueStack) Macros	Hog 2:	MagicQ:
Command Code Action	Go G(#) Go on specified master	G <playback #=""></playback>
	Pause S(#) Pause specified master	S <playback #=""></playback>
	Release R(#) Release specified master	R <playback #=""></playback>
	Page P(#) Load specified page	P <page #=""></page>
	Goto T(#) Go on specified cue	J <cue id=""></cue>
	Choose C(#) Highlight specified choose button	C <playback #=""></playback>
	View V(#) Loads specified view to the interface	V <view #=""></view>
	Release (virtual) J Releases a virtual cuelist	F <cuestack#></cuestack#>
	Release (macro) K Releases a macro	no equivalent
	Go (virtual) L Go on a virtual cuelist	E <cuestack #=""></cuestack>
	Go (macro) M Go on a macro	B <key macro=""></key>
	Tcode I Timecode Start	Q <time code=""> :sets current timecode gen</time>
	Tcode H Timecode Stop	W <enable> (1 enable, 0 disable)</enable>
	Reset n Fn Resets timecode option 1, 2, or 3 where n is the Number	no equivalent
Kevstroke Macros	Hog 2:	MagicQ:
	1. Press Record Macro	Press MACRO hard key
	2. Select a box in the macro	Touch START MACRO soft key
	window or type in a macro	,
	number and press Enter	
	 Enter desired keystrokes Press Record while holding 	Perform all steps of macro Press END MACRO soft key
	Pig	

Auto-Exec Macro	Hog 2:	MagicQ:
	Auto executing macros can be	Open SETUP>PLAYBACK tab
	entered in the control panel	
		Startup actions are assigned
		under ACTIVATE PLAYBACKS
		ON START
Effects Engine		
Opening the Effects	Hog 2:	MagicQ:
Engine		
	Press Effect while holding Pig	From within the
		PROGRAMMER, press ADD FX
		·
Recording an Effect into	Hog 2:	MagicQ:
a Cue		
	1. Select desired fixtures	1. Select desired fixtures
	2. Open Effects Window and	2. Press ADD FX and Select
	Select desired effect	desired effect
	3. Record cue, scene, etcas	3. Record cue, scene, etcas
	you normally would	you normally would
Adjusting Effects	Hog 2:	MagicQ:
	After applying an effect to a	Select VIEW FX from within the
	fixture or group, select desired	PROGRAMMER window to
	parameters from the Effects	access Effects Engine; FX
	Engine to manipulate using the	settings are located alongside of
	encoder knobs	the touchscreen on Encoder
		wheels
Fanning Effects	Hog 2:	MagicQ:
Parameters		
	Hold Set while turning the	Use FX PARTS, FX
	encoder for Rate, Offset, and Size	SEGMENTS and FX SPREAD
		encoder wheels to adjust Offset:
		Use FX SPEED for Rate: use
		FX SIZE for size

To Remove an Effect	Hog 2:	MagicQ:
	Reset affected attributes to	Press the REMOVE FX soft key
	default tables (None)	(removes FX from entire
		Programmer), or
		Switch to ADV VIEW and select
		an individual Head and use the
		REMOVE FX HEAD button
Playback		
Virtual Cuelists		
Playing A Virtual Cuelist	Hog 2:	MagicQ:
	1. Open the cuelist directory	Press STACK STORE hard key
	2. Make sure the Guard button	Press any Cuestack button
	is inactive	
	3. Press an entry in the	
	directory	
	or	
	1. Press List (x) Enter	
Pages		
Opening the Page	Hog 2:	MagicQ:
Directory		
	Pig + Page	Press PAGE Hard key
Creating A New Page	Hog 2:	MagicQ:
	Page (x) Enter or touch an	Press NEXT PAGE button, or
	empty page button	open the PAGE DIRECTORY
		and touch a page
Creating A Template	Hog 2:	MagicQ:
Page		
	1. Open the Page Directory	Cue Stacks can be made to
	window	appear on all pages of a
		Playback.
	2. Choose a page	Record a Cue Stack on Page 1
	3. Press Set As Template	In the Playbacks Window set
		"Default Cue Stack" to "On" for
		the selected Playback.
		The Cue Stack on Page 1 then
		appears on any Pages which do
		not have a Cue Stack assigned.

Feedback Displays		
Opening the Levels	Hog 2:	MagicQ:
Window		
	1. Press Setup	Select the VIEW CHANS soft
		key in the OUTPUT window
	2. Press Levels on the toolbar	
Opening the Stage	Hog 2:	MagicQ:
Output Window	_	_
•	1. Press Setup	Press the OUTPUT (OUT) hard
		key on the console
	2. Press the Output key on the	- ,
	toolbar	
Peripherals	1	1
Printing		
Supported Printers	Hog 2:	MagicQ:
	Any printer that uses postscript	
	(level 2) or PCL (level 5) as its	
	command language	
Printing a Report	Hog 2 [.]	MagicQ:
	1 Open the report manager	
	window (Setup Reports)	
	2 Press Printer Setup	
	3 Select the appropriate driver	
	for your printer	
	A Chapped desired fents (make	
	4. Choose desired forms (make	
	sure your printer supports them)	
	5. Press Print and the desired	
	information to be printed (ex.	
	List 11)	
	6. Press Enter	
	For more printing choices, press	
	Others after pressing Print	