

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 panel for Clean Start	Press Setup > SHIFT+Quit > Restart
Touchscreen Contrast	Hog 2:	MagicQ:
	Hold down Setup and turn 2nd or 3rd encoder knob for left/right screen	Hold CTRL, then use Encoder wheels around main touchscreen to adjust Main Contrast or Wings Contrast
Touchscreen Calibration	Hog 2:	MagicQ:
	Press the Recalib Touch button in the Control Panel	Press SETUP, then CAL TOUCH soft button
Adjusting LittleLite levels and LED levels	Hog 2:	MagicQ:
	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 console, then press the Control Panel button on the Setup toolbar	Press SETUP

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

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Page Holdover if Active	Hog 2:	MagicQ:
	Press Page holdover if Active in the Control Panel to toggle on/off	In the CueStack window of a fader, press VIEW OPTIONS 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 the Control Panel to toggle on/off	Recording confirmations are enabled in SETUP>VIEW SETTINGS>WINDOWS
Edits Track Forward	Hog 2:	MagicQ:
	Press Edits Track Forward in the Control Panel to toggle on/off	As of v1.4, Track Forward editing features are not implemented
Guard Cuelists	Hog 2:	MagicQ:
	Press Guard Cuelists in the Control Panel to toggle on/off	No CueStore window playback lockout feature is implemented as of v1.4
Displays	Hog 2:	MagicQ:
	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	Hog 2:	MagicQ:
	Touch or click the field in the Control Panel, then enter a time	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 AutoExec Macro field	AutoExecuted macros are assigned under SETUP>View Settings>Playback
Encoder wheel & peripheral Sensitivities	Hog 2:	MagicQ:
	Touch or click the field in the Control Panel to adjust sensitivity of wheels, mouse, and trackball	Encoder wheel damping and hysteresis adjustments are located in SETUP>HARDWARE tab
Keep Parameters Separate	Hog 2:	MagicQ:
	Touch or click an I,F,C, and/or B field in the Control Panel	F,C,B parameters are separated by default; Channels/Heads can be activated via Setup>View Settings>Prog>Activate Chans/Heads
Console Locking	Hog 2:	MagicQ:
	In the Control panel, press Lock Edit to disable editing and programming functions or press Lock All to completely disable the desk. You can set a PIN with the Change PIN button. The default PIN is 0.	Press CTRL + top left soft button A; Programming and show modifications can be enabled/disabled in the SETUP>MODE tab
Updating Software	Hog 2:	MagicQ:
	<ol style="list-style-type: none"> 1. Insert the new software disk 2. Reset the console while holding Enter 3. When the menu appears, select Load New Software 	<ol style="list-style-type: none"> 1. Boot the console 2. Connect the USB device with the console software to the console 3. Navigate to the SETUP>FILE MANAGER window 4. Select the USB DRIVE soft button 5. Locate and select the new software on the drive and double tap it to run the application

Patching		
Opening the Patch Window	Hog 2:	MagicQ:
	Press Setup, then press Patch on the main toolbar	Press PATCH hard button on console
Adding Fixtures	Hog 2:	MagicQ:
	Press Add Fixtures in the Patch Window, select and set desired instrumentation	Press CHOOSE HEAD soft key (for automated fixtures) or CHOOSE DIMMER soft key (for single channel fixtures)
Patching Fixtures	Hog 2:	MagicQ:
	<ol style="list-style-type: none"> 1. Select the Output by touching its column in the Main Patch Window Screen 2. Select Fixture(s) 3. Press @ 4. Type in the DMX address # of 1st unit 5. Press Enter 	<p>Once a Head type has been selected, enter the total number of units Type @ Type Universe# Press - Type DMX starting address, Enter</p>
Unpatching Fixtures	Hog 2:	MagicQ:
	<ol style="list-style-type: none"> 1. Select fixture(s) 2. Press @ 3. Type in DMX Address 4. Press Unpatch on the Patch Window Toolbar 	<p>Press Patch>View Heads place the cursor on the DMX address field of the head to be unpatched Type 0, Enter</p>
Auto Menus	Hog 2:	MagicQ:
	Press AutoMenus in the Patch Window	Groups and Palettes are automatically created when fixtures are added to patch

Fixtures with Multiple Parts		
Scroller + Dimmer	Hog 2:	MagicQ:
	<p>Add a Generic Scroller Dim fixture type Patch Intensity</p> <p>Press Fixture Part on the main tool bar to toggle between Fixture and Intensity Patch Color</p>	<ol style="list-style-type: none"> 1. Press CHOOSE HEAD 2. Press GENERIC in the head library 3. Select Scroller Head type 4. Select WITH DIM (2 channel) 5. Patch total number of scrollers 6. Select VIEW DMX soft key 7. Enter unique DMX values for Dim and Colour channels 7. Enter unique DMX values for Dim and Colour channels
VL-5 (or other type with DMX address required for external DIMMER)	Hog 2:	MagicQ:
	<p>Add a VL5 fixture type Patch address for first Fixture part</p> <p>Press Fixture Part on the main tool bar to toggle between fixture parts Patch address for second fixture part</p>	<p>open PATCH Add a VL5 Head and patch to the address that will be used to control the Fixture, then; Switch to VIEW DMX and type in the Dimmer value</p>
Edit Fixtures Window	Hog 2:	MagicQ:
	<p>Press Edit Fixtures in the Patch Window</p>	<p>Select VIEW HEADS in the Patch window Press EDIT HEAD soft key</p>

Advanced Operations		
Additional Views in Patch window	Hog 2:	MagicQ:
	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:
	<ol style="list-style-type: none"> 1. Select Fixture 2. Press Reduce to % on the Patch toolbar 3. Type in a % 4. Press Enter 	in the VIEW CHANS window of Patch, set the MIN and MAX value for each Head as necessary
Patching Multiple Dimmers to one Channel	Hog 2:	MagicQ:
	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:	MagicQ:
	BLUE RESET the console and choose NEW SHOW from startup splash screen	Start the console and press NEW SHOW from the startup splash screen
		Choose HOG2 WARP mode

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Loading an existing show	Hog 2:	MagicQ:
	From the startup splash screen, choose LOAD SHOW	Start a new show or continue 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:	MagicQ:
	Press Setup then press Save Show on the right touchscreen toolbar	Press SETUP>SAVE SHOW soft button to save to internal HD or BACKUP TO USB soft button to save to USB device
Merging Shows	Hog 2:	MagicQ:
	1. Load the show you are merging TO	MagicQ allows the import of Effects, Graphics, Fixture Libraries, Palettes, Settings, Cues, CueStacks, Pages and Icons through the Import Show menu
	2. Insert the show disk you are merging FROM	Open SETUP
	3. Open the Change Show Window	Press and hold SHIFT and touch 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

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

The Programmer Window	Hog 2:	MagicQ:
	Press Setup, then press Programmer on the main toolbar, or	Press the PROGRAMMER (PROG) hard key
	Use the Programmer View from the View Toolbar	
Clearing the Programmer	Hog 2:	MagicQ:
	Press Clear; use Pig+Clear to restore	Press CLEAR; use UNDO to restore
Command Line Syntax	Hog 2:	MagicQ:
	Command, Source Object, Mask, Destination	Command, Source Object, Mask, Destination
Canceling Modifications in the Command Line	Hog 2:	MagicQ:
	Use the Backspace key on the keypad	Use the Backspace key on the keypad
Knockout	Hog 2:	MagicQ:
	To remove fixture from the programmer, select fixtures and press Knockout	To remove a fixture from the programmer, select fixtures the press SHIFT+CLEAR
	To clear parameters from selected fixtures, hold Undo and press (Colour, Beam, etc..)	To clear parameters from the selected fixtures, press REMOVE and touch the desired Parameter soft key (next to touchscreen) or Attribute hard key (on console)

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:
	<ol style="list-style-type: none"> 1. Select fixtures 2. Make parameter changes 3. Press Record 4. Select an occupied box in the chosen directory 5. Choose either Merge or Remove, or <ol style="list-style-type: none"> 1. Press Load 2. Select the palette you wish to modify 3. Make desired parameter changes 4. Press Update 	<ol style="list-style-type: none"> 1. Select fixtures 2. Make parameter changes 3. Press Record 4. Choose options from Record Toolbar: Normal, Merge, Remove, Sel Only and any masking 5. Select an occupied box in the chosen directory, or <ol style="list-style-type: none"> 1. Press INC 2. Select the palette you wish to modify 3. Make desired parameter changes 4. Press Update
Reference Palettes	Hog 2:	MagicQ:
	Embedded palettes are an automatic function.	Embedded palettes are an automatic function.

Recording a Cue	Hog 2:	MagicQ:
	<ol style="list-style-type: none"> 1. Select fixtures and set parameters 2. Press Record 3. Press Choose on desired master to record as the next cue in the cuelist or press List (x) Cue (y) 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 master 	<ol style="list-style-type: none"> 1. Select fixtures and set parameters 2. Press Record 3. Press <S> on desired master to record as the next cue in the cue stack
Opening the Cue Contents Window	Hog 2:	MagicQ:
	Press Contents View or Contents button located in the Cuelist Window	<p>Open the Cue Stack Window for the desired Fader</p> <p>Press the VIEW CUE soft key at top of touchscreen</p>
Editing Cues	Hog 2:	MagicQ:
	<p>Method 1:</p> <ol style="list-style-type: none"> 1. Press Load Cue (x) Enter 2. Make desired changes 3. Press Update <p>Method 2.</p> <ol style="list-style-type: none"> 1. Activate a cue 2. Select fixtures and make changes 3. Press Update 4. Select the Cue(s) you wish to update from the update window 	<p>Method 1:</p> <ol style="list-style-type: none"> 1. Press INC Cue (x) Enter 2. Make desired changes 3. Press Update <p>Method 2.</p> <ol style="list-style-type: none"> 1. Activate a cue 2. Select fixtures and make changes 3. Press Update 4. Select the Cue/Palette you wish to update from the selection screen that opens

Cue Types		
Blocking Cues	Hog 2:	MagicQ:
	Select all fixtures, press Pig + Active, then record,	In the CueStack Window of a 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 'State' on the Recording options toolbar	Press RECORD, the select 'Entire State' on the Recording options toolbar, or;
		Select all fixtures, press SET+*,
Unblocking Cues	Hog 2:	MagicQ:
	Select Unblock in Cuelist Window	In the CueStack Window of a 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 Cues	Hog 2:	MagicQ:
	<ol style="list-style-type: none"> 1. Open cue list 2. Select last cue in link sequence 3. Press 'Insert Link' or Right click the cue in the cuelist window and select from the drop down menu *You can change the first cue of the loop in the fade box of the link cue Timing	Type in a Cue number in the NEXT CUE column of the CueStack window

TIMING		
Fade Time	Hog 2:	MagicQ:
	1. Open the time window 2. Select fixtures 3. Select the fade box next to 4. Press Set 5. Enter fade time	Open the Programmer Press the VIEW TIMES soft key at the top of the touchscreen 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
Setting Default Times	Hog 2:	MagicQ:
	Edit in Control Panel Window	Edit Default times in the CUESTACK>VIEW DEFAULTS>STEP TIMES window
Fanning Time	Hog 2:	MagicQ:
	1. Select fixtures 2. 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
Delay Time	Hog 2:	MagicQ:
	1. Open Cuelist Window 2. Press Set in desired Delay Column box 3. Enter desired time 4. Press Enter	Open the PROGRAMMER>VIEW TIMES window and add DELAY time next to the desired parameter under INDIVIDUAL TIMES

TO MOVE A CUE WITHIN A CUELIST:	Hog 2:	MagicQ:
	Press Move Cue (x) @ Cue (y) Enter	NOTE: Must use touchscreen to 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)
TO COPY OR MOVE A SEQUENCE OF CUES:	Hog 2:	MagicQ:
	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:	Hog 2:	MagicQ:
	Press Copy, List (a), Cue (x), List (b), Cue (y)	Open the CUE STORE directory and copy the cue from there to the desired master

TO COPY A SEQUENCE OF CUES INTO A DIFFERENT CUELIST	Hog 2:	MagicQ:
	Press Copy List (a) Cue (x) Thru (y) List (b) Cue (z)	Use SHIFT+ARROWS to select all desired cues in the CueStack window
		Press COPY
		Touch <S> of the destination fader
TO MOVE A CUE INTO A DIFFERENT CUELIST:	Hog 2:	MagicQ:
	Press Move Cue List (a) Cue (x) List (b) Cue (y)	Select source Cue first
		Press MOVE
		Press <S> of destination fader
TO MOVE A SEQUENCE OF CUES INTO A DIFFERENT CUELIST:	Hog 2:	MagicQ:
	Press Move List (a), Cue (x), Thru (y), List (b), Cue (z)	Use SHIFT+ARROWS to select all desired cues in the CueStack window
		Press MOVE
		Touch <S> of the destination 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

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

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	Hog 2:	MagicQ:
	Reset When Released -	
	Resets the cuelist when fader is released	in the Cuestack>VIEW OPTIONS>ACTIVATE RELEASE tab, toggle RELEASE RESETS TO 1ST STEP to YES
	Maintain State -	
	Defines the cuelist as tracking (on) or non-tracking (off)	no equivalent
	...But Not in Jumps -	
	Will allow fixtures to track when cues within the cuelist are skipped	in the Cuestack>VIEW OPTIONS>ADVANCED tab, toggle RECALCULATE STATE ON JUMPS
Manual Fade Time	Hog 2:	MagicQ:
	Sets the Time for Release, Goto, and Back	SETUP>ACTIVATE RELEASE tab>RELEASE TIME
Loop Options	Hog 2:	MagicQ:
	Start Next, Skip Loop-Jumps to the next cue after the link	GO always jumps out of loop to the end
	Start Next, Exit Loop at End-Completes the loop, then plays the next cue after the link	CUESTACK>VIEW OPTIONS>BUTTONS>GO 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	

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Comment (CueStack) Macros	Hog 2:	MagicQ:
Command Code Action	Go G(#) Go on specified master	G <playback #>
	Pause S(#) Pause specified master	S <playback #>
	Release R(#) Release specified master	R <playback #>
	Page P(#) Load specified page	P <page #>
	Goto T(#) Go on specified cue	J <Cue id>
	Choose C(#) Highlight specified choose button	C <playback #>
	View V(#) Loads specified view to the interface	V <view #>
	Release (virtual) J Releases a virtual cue list	F <cuestack#>
	Release (macro) K Releases a macro	no equivalent
	Go (virtual) L Go on a virtual cue list	E <Cuestack #>
	Go (macro) M Go on a macro	B <key macro>
	Tcode I Timecode Start	Q <time code> :sets current timecode gen
	Tcode H Timecode Stop	W<enable> (1 enable, 0 disable)
	Reset n Fn Resets timecode option 1, 2, or 3 where n is the Number	no equivalent
Keystroke Macros	Hog 2:	MagicQ:
	1. Press Record Macro 2. Select a box in the macro window or type in a macro number and press Enter 3. Enter desired keystrokes 4. Press Record while holding Pig	Press MACRO hard key Touch START MACRO soft key Perform all steps of macro Press END MACRO soft key

Auto-Exec Macro	Hog 2:	MagicQ:
	Auto executing macros can be entered in the control panel	Open SETUP>PLAYBACK tab
		Startup actions are assigned under ACTIVATE PLAYBACKS ON START
Effects Engine		
Opening the Effects Engine	Hog 2:	MagicQ:
	Press Effect while holding Pig	From within the PROGRAMMER, press ADD FX
Recording an Effect into a Cue	Hog 2:	MagicQ:
	<ol style="list-style-type: none"> 1. Select desired fixtures 2. Open Effects Window and Select desired effect 3. Record cue, scene, etc...as you normally would 	<ol style="list-style-type: none"> 1. Select desired fixtures 2. Press ADD FX and Select desired effect 3. Record cue, scene, etc...as you normally would
Adjusting Effects	Hog 2:	MagicQ:
	After applying an effect to a fixture or group, select desired parameters from the Effects Engine to manipulate using the encoder knobs	Select VIEW FX from within the PROGRAMMER window to access Effects Engine; FX settings are located alongside of the touchscreen on Encoder wheels
Fanning Effects Parameters	Hog 2:	MagicQ:
	Hold Set while turning the encoder for Rate, Offset, and Size	Use FX PARTS, FX 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 default tables (None)	Press the REMOVE FX soft key (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 2. Make sure the Guard button is inactive 3. Press an entry in the directory or 1. Press List (x) Enter	Press STACK STORE hard key Press any Cuestack button
Pages		
Opening the Page Directory	Hog 2:	MagicQ:
	Pig + Page	Press PAGE Hard key
Creating A New Page	Hog 2:	MagicQ:
	Page (x) Enter or touch an empty page button	Press NEXT PAGE button, or open the PAGE DIRECTORY and touch a page
Creating A Template Page	Hog 2:	MagicQ:
	1. Open the Page Directory Window 2. Choose a page 3. Press Set As Template	Cue Stacks can be made to appear on all pages of a Playback. Record a Cue Stack on Page 1 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 Window	Hog 2:	MagicQ:
	1. Press Setup 2. Press Levels on the toolbar	Select the VIEW CHANS soft key in the OUTPUT window
Opening the Stage Output Window	Hog 2:	MagicQ:
	1. Press Setup 2. Press the Output key on the toolbar	Press the OUTPUT (OUT) hard key on the console
Peripherals		
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 4. Choose desired fonts (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	