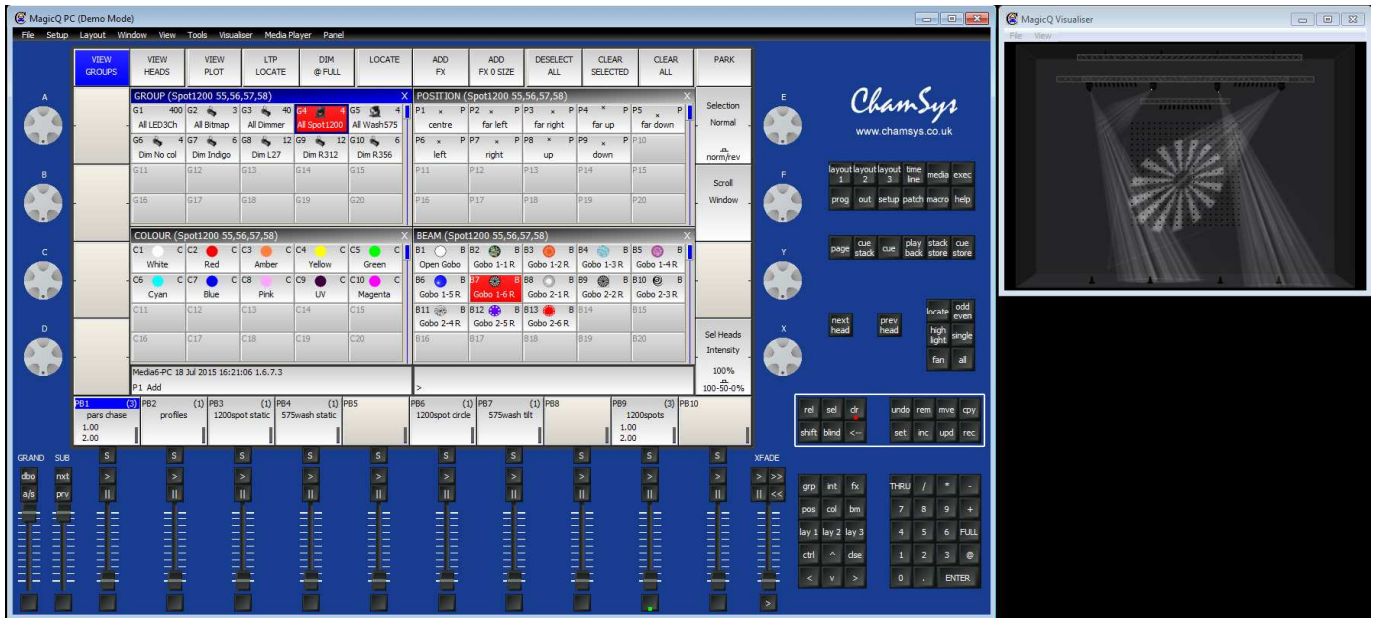


*ChamSys*

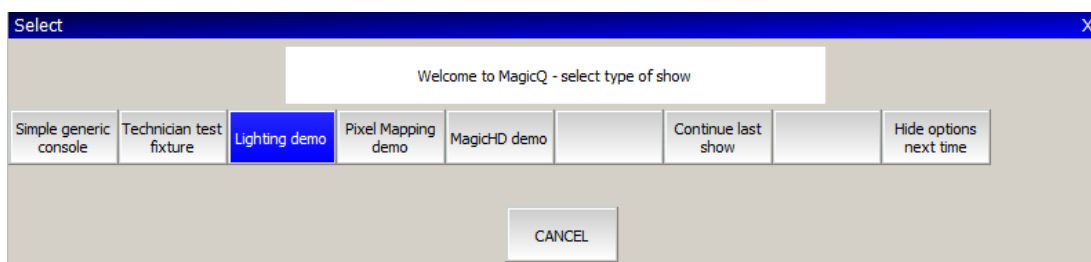
*MagicQ Tutorial*

## Tutorial 1 : Windows & Buttons

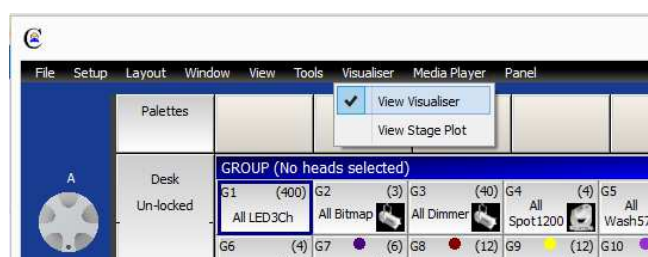
This tutorial introduces MagicQ, showing you how to open and close windows and perform simple operations using the MagicQ interface. It uses the robedemo.shw demo show together with the MagicQ visualisation window.



- Start up MagicQ software. The “Welcome to MagicQ” window should be shown. Chose the “Lighting Demo” option.



- If the “Welome to MagicQ” window does not appear then press the Setup button (towards the top right). Then press the top soft button View Settings. Then press Load Show, and confirm Yes when requested to erase the old show from memory. Choose the Demo folder and the robedemo.shw show.
- From the top toolbar select Visualiser, View Visualiser to open a visualiser window.



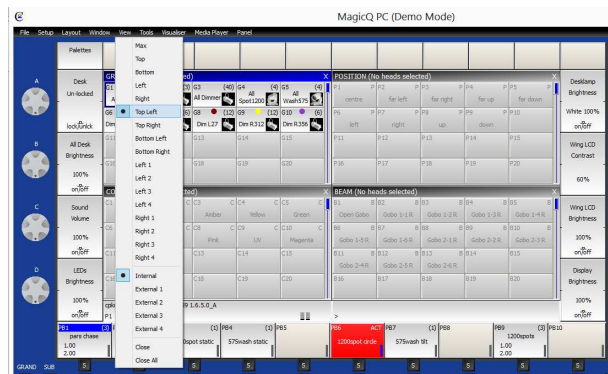
- Press the CLOSE button repeatedly to close all of the open windows.



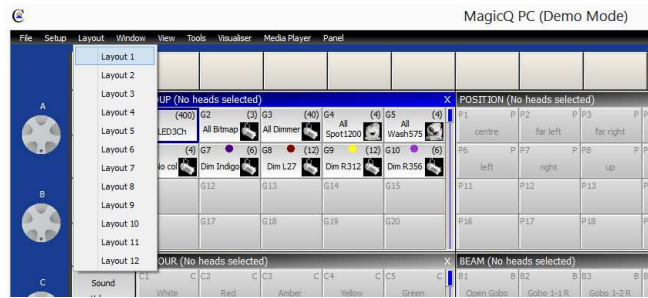
- Press the GROUP window to open the Group Window.



- The position and size of MagicQ windows is set using the options in View on the top toolbar. Close the GROUP window again by pressing the CLOSE button.



MagicQ allows access to layouts of Windows using the Layout buttons. There are physical buttons for Layout 1, 2 and 3. Further layouts can be selected from Layouts on the top toolbar or by holding down the CTRL key and selecting from the top soft buttons.



- Press Layout 1. The Group, Position, Colour and Beam windows should open each in a quarter of the window space.

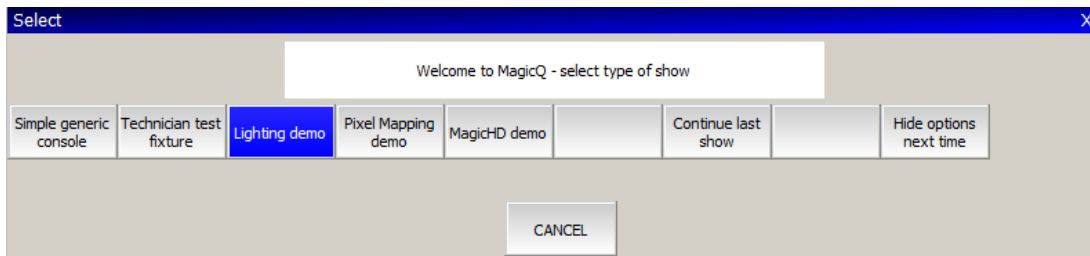
VIEW GROUPS	VIEW HEADS	VIEW PLOT	LTP LOCATE	DIM @ FULL	LOCATE	ADD FX	ADD FX 0 SIZE	DESELECT ALL	CLEAR SELECTED	CLEAR ALL	PARK
	GROUP (Spot1200 55,56,57,58) X					POSITION (Spot1200 55,56,57,58) X					Selection Normal
	G1 400 All LED3Ch	G2 3 All Bitmap	G3 40 All Dimmer	G4 4 All Spot1200	G5 4 All Wash575	P1 x centre	P2 x far left	P3 x far right	P4 * far up	P5 x far down	
	G6 4 Dim No col	G7 6 Dim Indigo	G8 12 Dim L27	G9 12 Dim R312	G10 6 Dim R356	P6 x left	P7 x right	P8 * up	P9 x down	P10	norm/rev
	G11	G12	G13	G14	G15	P11	P12	P13	P14	P15	Scroll Window
	G16	G17	G18	G19	G20	P16	P17	P18	P19	P20	
	COLOUR (Spot1200 55,56,57,58) X					BEAM (Spot1200 55,56,57,58) X					
	C1 White	C2 Red	C3 Amber	C4 Yellow	C5 Green	B1 Open Gobo	B2 Gobo 1-1 R	B3 Gobo 1-2 R	B4 Gobo 1-3 R	B5 Gobo 1-4 R	
	C6 Cyan	C7 Blue	C8 Pink	C9 UV	C10 Magenta	B6 Gobo 1-5 R	B7 Gobo 1-6 R	B8 Gobo 2-1 R	B9 Gobo 2-2 R	B10 Gobo 2-3 R	
	C11	C12	C13	C14	C15	B11 Gobo 2-4 R	B12 Gobo 2-5 R	B13 Gobo 2-6 R	B14	B15	
	C16	C17	C18	C19	C20	B16	B17	B18	B19	B20	Sel Heads Intensity
	Media6-PC 18 Jul 2015 16:21:06 1.6.7.3										100%
	P1 Add					>					100-50-0%
PB1 (3)	PB2 (1)	PB3 (1)	PB4 (1)	PB5	PB6 (1)	PB7 (1)	PB8	PB9 (3)	PB10		
pars chase 1.00 2.00	profiles	1200spot static	575wash static		1200spot circle	575wash tilt		1200spots 1.00 2.00			

- Use the shortcut Layout 1, Layout 2 and Layout 3 buttons to quickly change the layout view.
- Hold SHIFT and press CLOSE to close all the windows.
- To quit the MagicQ application, press the SETUP button to open the Setup Window, select View Settings and press QUIT. Confirm YES to close the application.

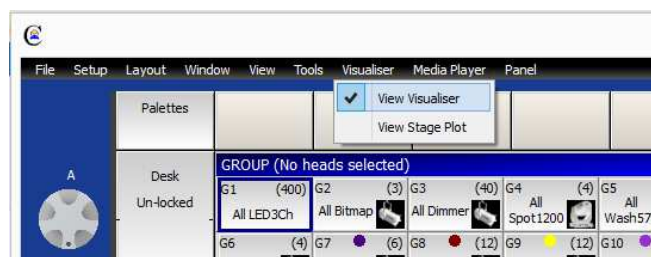
## Tutorial 2 : Soft Buttons & Encoders

This tutorial explains how the soft buttons and encoders around the edge of the main MagicQ window work.

- Start MagicQ application and choose the lighting demo.



- If the “Welome to MagicQ” window does not appear then press the Setup button (towards the top right). Then press the top soft button View Settings. Then press Load Show, and confirm Yes when requested to erase the old show from memory. Choose the Demo folder and the robedemo.shw show.
- From the top toolbar select Visualiser, View Visualiser to open a visualiser window.



- Click on the “All Spot 1200” Group in the Group Window to select the Robe Spot 1200 moving light heads. Note that the title bar of the Group Window shows you which heads are selected.



PAGE 1	PAGE 2	PAGE 3	PAGE 4	PAGE 5	VIEW PALETTE	B1 Open Gobo	B2 Gobo 1-1 R	B3 Gobo 1-2 R	B4 Gobo 1-3 R	B5 Gobo 1-4 R	B6 Gobo 1-5 R
Shutter 035 	GROUP (Spot1200 55,56,57,58) X					POSITION (Spot1200 55,56,57,58) X					Gobo 2 Rot 000 
Open	G1 400 All LED3Ch	G2 3 All Bitmap	G3 40 All Dimmer	G4 4 All Spot1200	G5 4 All Wash575	P1 x centre	P2 x far left	P3 x far right	P4 x far up	P5 x far down	No Rot Gobo
Iris 000 	G6 4 Dim No col	G7 6 Dim Indigo	G8 12 Dim L27	G9 12 Dim R.312	G10 6 Dim R.356	P6 x left	P7 x right	P8 x up	P9 x down	P10	Gobo 1 Rot 000 
Wide	COLOUR (Spot1200 55,56,57,58) X					BEAM (Spot1200 55,56,57,58) X					No Rot Gobo
Focus 070	C1 White	C2 Red	C3 Amber	C4 Yellow	C5 Green	B1 Open Gobo	B2 Gobo 1-1 R	B3 Gobo 1-2 R	B4 Gobo 1-3 R	B5 Gobo 1-4 R	Gobo 2 000
	C6 Cyan	C7 Blue	C8 Pink	C9 UV	C10 Magenta	B6 Gobo 1-5 R	B7 Gobo 1-6 R	B8 Gobo 2-1 R	B9 Gobo 2-2 R	B10 Gobo 2-3 R	Open Gobo
Zoom 128 	C11	C12	C13	C14	C15	B11 Gobo 2-4 R	B12 Gobo 2-5 R	B13 Gobo 2-6 R	B14	B15	Gobo 1 055 
Wide > Narrow	Media6-PC 18 Jul 2015 16:25:45 1.6.7.3					Set BEAM 7					Gobo 1-6 R
PB1 pars chase 1.00 2.00	PB2 (3) profiles	PB3 (1) 1200spot static	PB4 (1) 575wash static	PB5	PB6 (1) 1200spot circle	PB7 (1) 575wash tilt	PB8	PB9 (3) 1200spots 1.00 2.00	PB10		

- The window that is highlighted controls all the soft buttons around the window – the top 12 buttons are generally used for menu items – whilst the 4 on the left and the 4 on the right are for controlling parameters on the encoder wheels.
- Press the LOCATE soft button to bring all the attributes of the Spot 1200 heads into the programmer at their default values and with an Intensity of 100%. Note that the status window reports “Heads Located”.
- Click on the “Up” Palette in the Position Window to bring the Spot 1200 spots onto the wall where they are visible.
- Click on the “Gobo 1-6R” Palette in the Beam Window. The Beam Window now becomes the highlighted window and the encoders control the different Beam attributes of the Spot 1200 moving light heads including “Shutter”, “Gobo”, “Rotate”, “Prism” and “Focus”.
- Notice that the Beam Window has 5 different pages of encoders which can be selected by the top soft buttons – Beam Page 1 has the most commonly used attributes, whilst Beam 2 to Beam 5 are used for more advanced attributes.
- Click and move up/down on the X grey encoder wheel to increase the value of the encoder and to select different gobos – click on the bottom part of the wheel to decrease the value.
- It is also possible to click in the window with the legend for the encoder – clicking below the gobo icon moves to the next gobo on the gobo wheel. Clicking above the icon moves the previous gobo.
- Click and hold on the gobo icon to see a list of all the different gobos – pick one from the list.
- Now open the Outputs Window by pressing the OUT button.

VIEW HEADS	VIEW CHANS	VIEW PLAN	VIEW VALS	VIEW RAW	VIEW PLAYBACK	VIEW CUE IDS											VIEW INPUTS
OUTPUTS (Spot1200 55,56,57,58)																	X
	Hd name	Hd type	No	Dimm	Pan	Tilt	P/T	Col	Cyan	Mag	Yell	CTC	Shut	Iris	Gobo	Gobo	Gobo
	Spot1200	Spot1200	55	100%	128	128	Max Sp	Yellow	Yellow	Yellow	Yellow	000	Open	Wide	Gobo 1	Gobo 1	No Rot
	Spot1200	Spot1200	56	100%	128	128	Max Sp	Yellow	Yellow	Yellow	Yellow	000	Open	Wide	Gobo 1	Gobo 1	No Rot
	Spot1200	Spot1200	57	100%	128	128	Max Sp	Yellow	Yellow	Yellow	Yellow	000	Open	Wide	Gobo 1	Gobo 1	No Rot
	Spot1200	Spot1200	58	100%	128	128	Max Sp	Yellow	Yellow	Yellow	Yellow	000	Open	Wide	Gobo 1	Gobo 1	No Rot
View All	Key	No col	1	0%													
	Key	No col	2	0%													
	Key	No col	3	0%													
	Key	No col	4	0%													
All/Sel	PAR 64	Indigo	5	0%													
	PAR 64	R312	6	0%													
	PAR 64	R356	7	0%													
	PAR 64	L27	8	0%													
	PAR 64	R312	9	0%													
	PAR 64	L27	10	0%													
	PAR 64	Indigo	11	0%													
View All	PAR 64	R312	12	0%													
	PAR 64	R356	13	0%													
Media6-PC 18 Jul 2015 16:26:33 1.6.7.3								Set BEAM 7									
P1 Add								>									100%

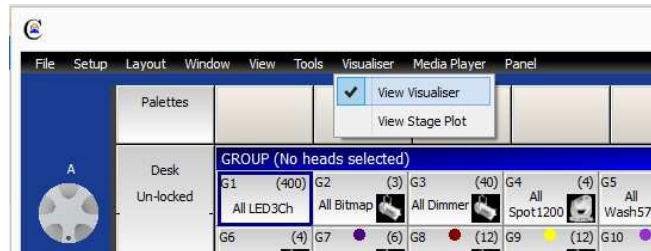
- The Outputs Window shows parameters that are in the Programmer in red. Note that the Spot 1200s are at 100% intensity.
- Press the CLEAR button to clear the programmer - the Outputs Window now shows the Spot 1200s at 0%.



## Tutorial 3 : Starting a new show with moving lights

This tutorial starts a new show and patches some Robe Spot 2500 moving lights. We will use four Robe Spot 2500s in mode 1 configured to respond to DMX addresses 100, 124, 148, 172 on Universe 2.

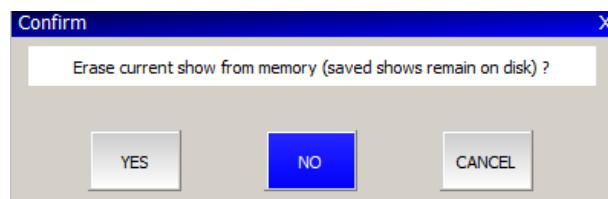
- Start the MagicQ application and from the toolbar Visualiser, View Visualiser to open the Visualiser window.



- Close all the MagicQ windows by holding SHIFT and pressing CLOSE.
- Open the Setup Window by pressing the SETUP button.
- Change the View to VIEW SETTINGS using the first top soft button.
- Press the NEW SHOW soft button

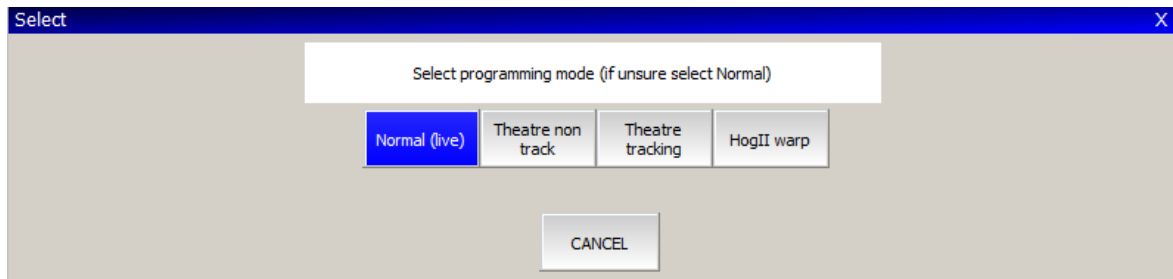


- You will then be prompted to erase the show from memory. This will not erase any shows that have previously been saved to disc – only the current show that is in memory. For this demo just press Yes to confirm.

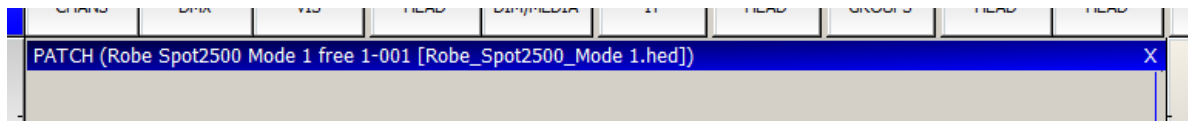


- Now you will be prompted which mode to use. Users that are familiar with Hog II systems should choose Hog II Warp. All other users should choose Normal.





- All show data and patch will be cleared and the show settings will be set according to the mode selected. The different modes simply choose slightly different console settings. All MagicQ features can be accessed from any of the modes.
- Open the Patch Window by pressing the PATCH button. The window should be empty as there are no items patched.
- Patching moving lights takes two steps – first choose the moving light, then second, patch it. Press the CHOOSE HEAD soft button. MagicQ will show a list of moving light manufacturers. Use Page Up and Page Down to move up and down the list, or type the starting characters of the manufacture on your keyboard..
- Chose Robe. MagicQ now shows a list of lights for the manufacturer. Select Robe Sport 2500. MagicQ now shows the possible modes for that light. Select mode 1. MagicQ now returns to the Patch Window – note that the window heading shows the chosen light – in this case Robe Spot 2500 Mode 1.



- Now press the PATCH IT soft button. MagicQ asks you to enter the number of lights and the DMX address. In this case we will patch 4 lights starting at DMX address 2-100. Type 4@2-100 followed by ENTER. MagicQ will patch the 4 lights one after another.

VIEW HEADS	VIEW CHANS	VIEW DMX	VIEW VIS	CHOOSE HEAD	CHOOSE DIM/MEDIA	PATCH IT	EDIT HEAD	AUTO GROUPS	CLONE HEAD	MORPH HEAD	SORT	
Universe All	PATCH (Robe Spot2500 Mode 1 free 1-001 [Robe_Spot2500_Mode 1.hed]) X											
	Head type	DMX	Hd no	Name	Gel	P Inv	T Inv	Swap	Merge	From	P Off	T Off
	Robe Spot2500	2-100	1	Spot2500	Mix	no	no	no	Norm			
	Robe Spot2500	2-124	2	Spot2500	Mix	no	no	no	Norm			
	Robe Spot2500	2-148	3	Spot2500	Mix	no	no	no	Norm			
	Robe Spot2500	2-172	4	Spot2500	Mix	no	no	no	Norm			
View All												
All/Sel/Uni												
Head Test Off												
100%												

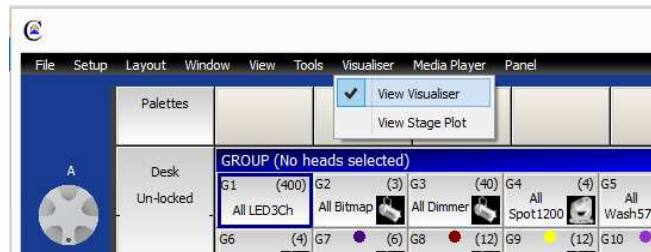
- Press the Layout 1 button – you will notice that MagicQ has automatically generated a group for the moving lights and allocated colour, position and beam Palettes.



## Tutorial 4 : Starting a new show with dimmers

This tutorial starts a new show and patches 44 dimmers on universe 1 at channel 1.

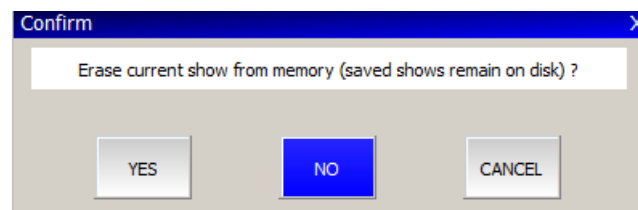
- Start the MagicQ application and from the toolbar Visualiser, View Visualiser to open the Visualiser window.



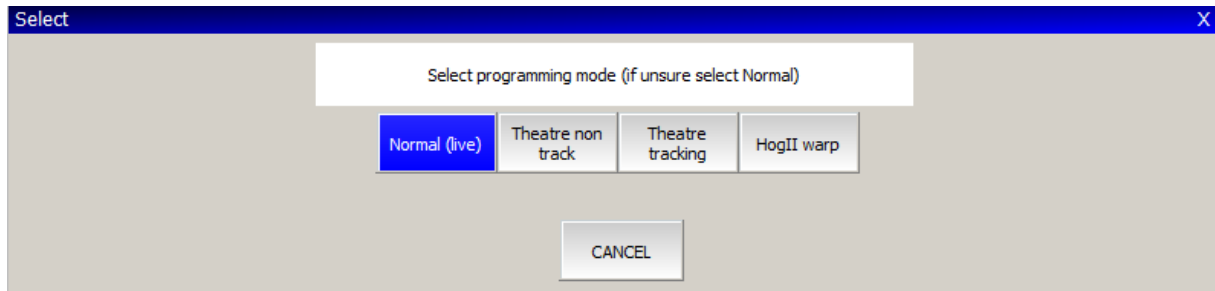
- Close all the windows by holding SHIFT and pressing CLOSE.
- Open the Setup Window by pressing the SETUP button.
- Change the View to VIEW SETTINGS using the first top soft button.
- Press the NEW SHOW soft button



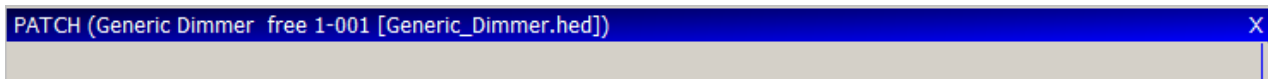
- You will then be prompted to erase the show from memory. This will not erase any shows that have previously been saved to disc – only the current show that is in memory. For this demo just press Yes to confirm.



- Now you will be prompted which mode to use. Users that are familiar with Hog II systems should choose Hog II Warp. All other users should choose Normal.



- All show data and patch will be cleared and the show settings will be set according to the mode selected. The different modes simply choose slightly different console settings. All MagicQ features can be accessed from any of the modes.
- Open the Patch Window by pressing the PATCH button. The window should be empty as there are no items patched.
- Patching dimmers takes two steps – first choose the dimmer, then second, patch it. Press the CHOOSE DIMMER soft button. MagicQ will choose the Generic Dimmer personality. Note that the window heading shows the Generic Dimmer.



- Now press the PATCH IT soft button. MagicQ asks you to enter the number of lights and the DMX address. In this case we will patch 44 dimmers at the address 1-1. Type 44@1-1 followed by ENTER. MagicQ will patch the 44 dimmers one after another.

VIEW HEADS	VIEW CHANS	VIEW DMX	VIEW VIS	CHOOSE HEAD	CHOOSE DIM/MEDIA	PATCH IT	EDIT HEAD	AUTO GROUPS	CLONE HEAD	MORPH HEAD	SORT	
	PATCH (Generic Dimmer free 1-045 [Generic_Dimmer.hed])											
Universe	Head type	DMX	Hd no	Name	Gel	P Inv	T Inv	Swap	Merge	From	P Off	T Off
All	Generic Dimmer	1-028	28	Dimmer	No col				Norm			
	Generic Dimmer	1-029	29	Dimmer	No col				Norm			
	Generic Dimmer	1-030	30	Dimmer	No col				Norm			
	Generic Dimmer	1-031	31	Dimmer	No col				Norm			
View	Generic Dimmer	1-032	32	Dimmer	No col				Norm			
	Generic Dimmer	1-033	33	Dimmer	No col				Norm			
	Generic Dimmer	1-034	34	Dimmer	No col				Norm			
	Generic Dimmer	1-035	35	Dimmer	No col				Norm			
All/Sel/Uni	Generic Dimmer	1-036	36	Dimmer	No col				Norm			
	Generic Dimmer	1-037	37	Dimmer	No col				Norm			
Head Test	Generic Dimmer	1-038	38	Dimmer	No col				Norm			
	Generic Dimmer	1-039	39	Dimmer	No col				Norm			
	Generic Dimmer	1-040	40	Dimmer	No col				Norm			
	Generic Dimmer	1-041	41	Dimmer	No col				Norm			
100% On / Off	Generic Dimmer	1-042	42	Dimmer	No col				Norm			
	Generic Dimmer	1-043	43	Dimmer	No col				Norm			
Test Cursor	Generic Dimmer	1-044	44	Dimmer	No col				Norm			
Head	Media6-PC 18 Jul 2015 16:12:22 1.6.7.3					Patched 44 Generic_Dimmer						
	P1 Add					>						
PB1	PB2	PB3	PB4	PB5	PB6	PB7	PB8	PB9	PB10			

- Press the Head Test soft button. MagicQ will test the dimmer which the cursor is on. Use the UP and DOWN arrows to move through the list testing the different dimmers. When you have finished testing press the CLEAR button.



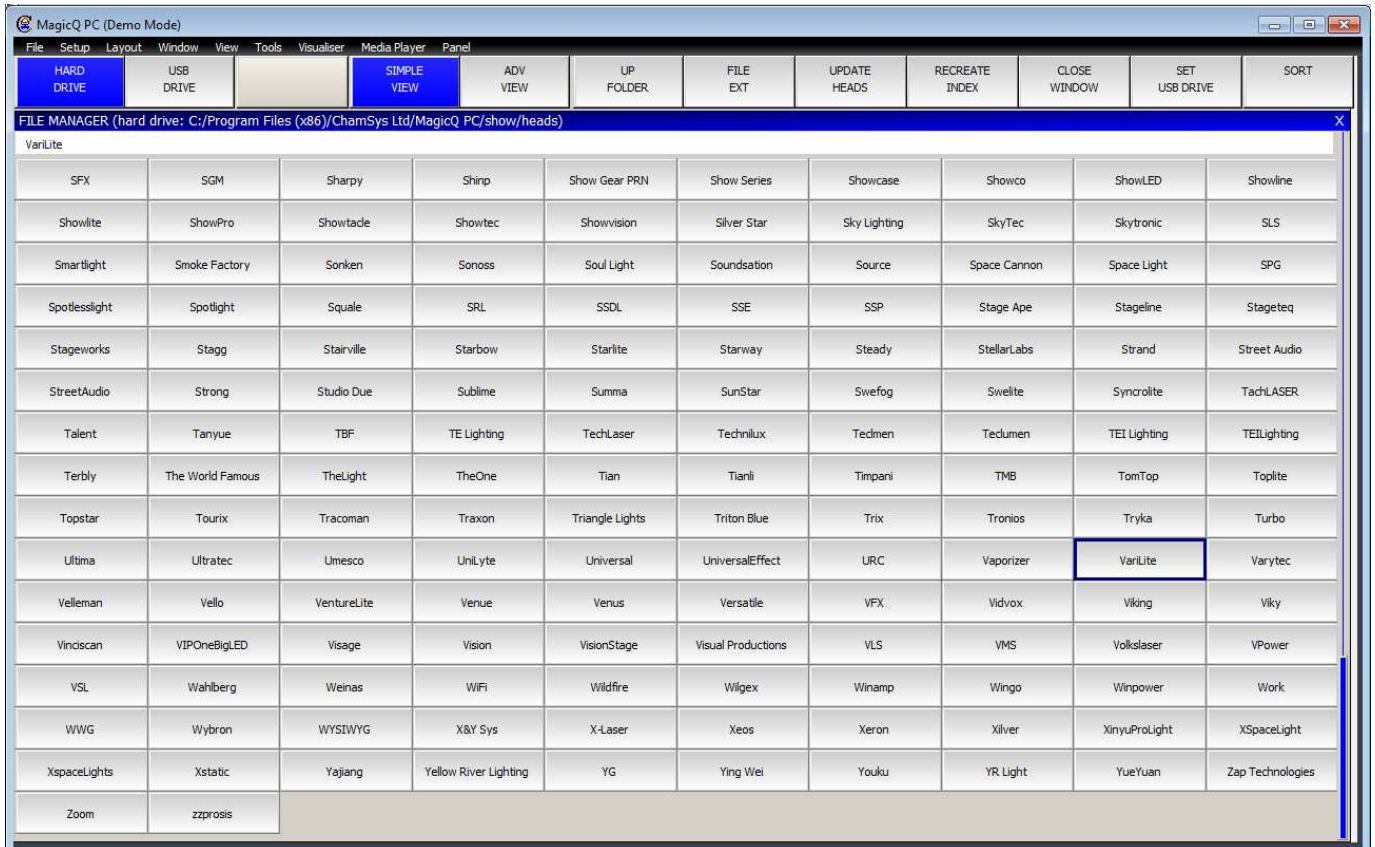
## Tutorial 5 : Using Technician Test Mode

This tutorial demonstrates how to test a fixture in technician test mode. We will test a Varilite VL3500 Spot.

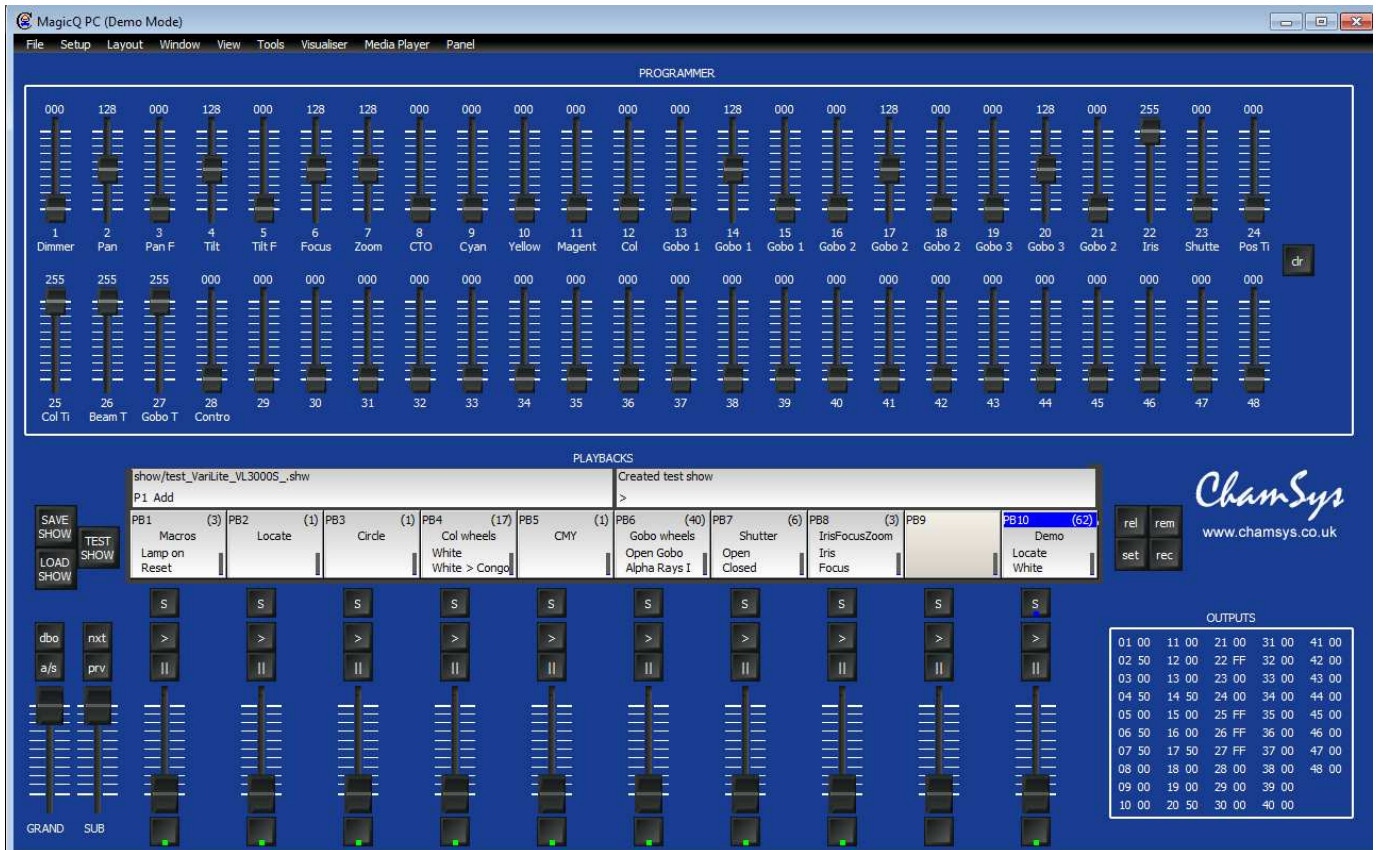
- Start up MagicQ software. The “Welcome to MagicQ” window should be shown. Chose the “Technician Test Fixture” option.
- If the “Welome to MagicQ” window does not appear then from the toolbar select Panel, and Simple – this will take you into the Simple Mode which allows simple testing of fixtures.



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



- Use the Page Up and Page Down keys on your keyboard to go to move up and down the list. Choose Varilite. MagicQ will now show you a list of lights. Choose VL3500 spot.
- MagicQ now creates a new show with just one Varilite VL3500 Spot patched at DMX address 1. MagicQ automatically creates up to 10 Playbacks with useful test functions including Lamp On, Locate, and tests of the movement, colour and beams.

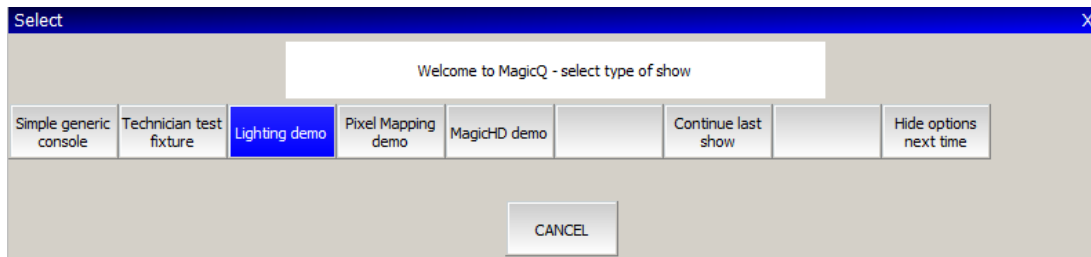


- The top 48 faders allow you to control the individual channels of the light. Hold the SHIFT key if you wish to have higher accuracy on the faders. The Output values are shown in the Outputs section. Press CLEAR to clear the changes you have made with these faders.
- If you have a ChamSys MagicDMX interface you can connect this to a USB port and control the fixture directly.
- If you have a 3rd party DMX interface then you will need to change into the Normal mode by pressing the Norm button on the top right. Then go to Setup, View DMX I/O and set up Universe 1 to the type of your DMX interface and enable Universe 1.

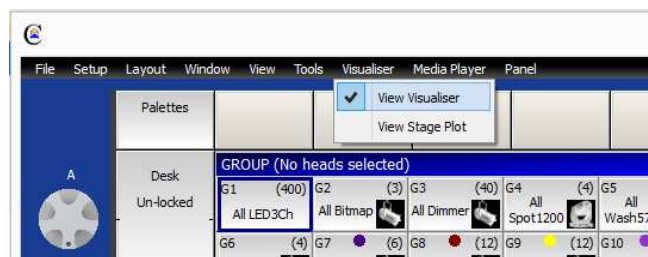
## Tutorial 6 : Recording a Cue and a Cue Stack

This tutorial will show you how to record a Cue and a Cue Stack (sequence of Cues).

- Start up MagicQ software. The “Welcome to MagicQ” window should be shown. Chose the “Lighting Demo” option.



- If the “Welome to MagicQ” window does not appear then press the Setup button (towards the top right). Then press the top soft button View Settings. Then press Load Show, and confirm Yes when requested to erase the old show from memory. Choose the robedemo.shw from the demo folder.
- From the toolbar select Visualiser, View Visualiser to open the Visualiser window.



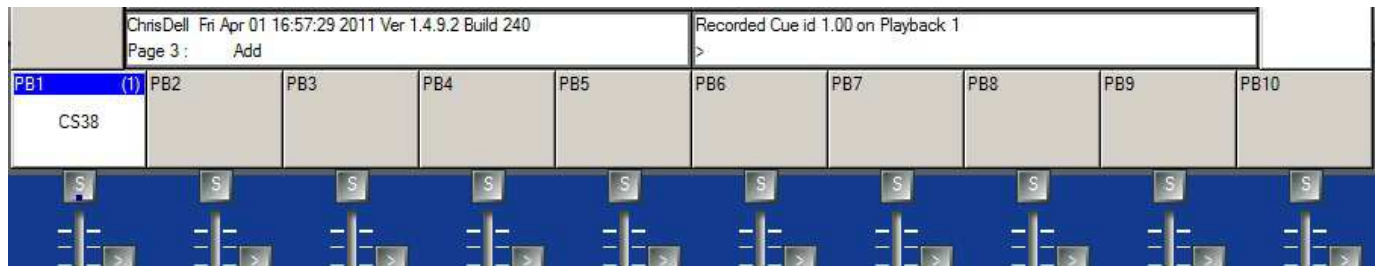
- First we will create a simple “look” in the Programmer. Press Layout 1 to open the Group, Position, Colour and Beam Windows.
- In the Group Window select the “All Spot 1200” Group.
- In the Colour Window select colour “Yellow” and in the Position Window select “Up”.
- In order to program a new Cue we need to find a Playback page with free Playbacks. Press the Page Up / Page Down buttons to change Page to Page 3. The Page number is shown to the left of the clock.



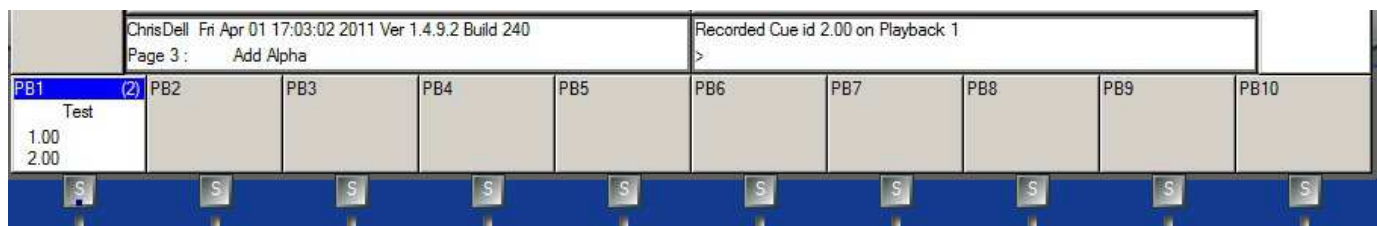
- To record a Cue press the REC button (in the action buttons on the left side) and then press the S button above the first Playback (PB1)



- MagicQ records the Cue on the Playback. As the Playback was empty, MagicQ automatically creates a Cue Stack with the single cue in it. The cue is given the Cue ID 1.00 with the Cue Stack.



- Initially the Cue Stack has no name – so MagicQ displays the number of the Cue Stack (in this case CS38) above the fader. The number in the top right is the number of steps in the Cue Stack – in this case (1).
- To name the Cue Stack press the SET button and then press the S button of the Playback. MagicQ opens a keyboard where you can enter in the name. In this case we will name it “Test”.
- Now make a new look in the Programmer – select colour “Magenta” and position “Down”.
- Record a 2<sup>nd</sup> Cue on the Playback by pressing REC and then pressing the S button above the Playback.



- The Cue Stack now indicates (2) in the top right corner to show you have 2 Cues and it also shows the Ids of the current Cue (1.00) and the next Cue (2.00).
- Press the CLEAR button to clear the Programmer. Raise the fader of the Playback – the Cue Stack will run. If you are in normal mode it will default to a chase. If you are in Hog II Warp then it will default to a timed cue Stack and you must press the GO (>) button to step between the 2 steps.
- Double click the S button of the Playback to open the Cue Stack Window for that Playback.

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



- It is possible to change between a Chase and Cue Timing using the CHASE TIMING and CUE TIMING top soft buttons.
- To name the individual steps double click on the Cue Text field and enter a name.