



MagicQ version 1.4.7.4

New Functions

Improvements to the FX Engine

The speed and size control should be much smoother.

Support for Pulse width effects (width parameter specifies width of the pulse). The inbuilt FX, pulse, ramp, dimmer chase, iris chase have all been modified to support Pulse Width. Pulse Width appears on Encoder C.

FX backwards / forwards now works correctly for all FX including single step FX.

Improved 16bit fading of FX with slow speed.

FX fade in / out times are now shown in the View Times view. The FX fade in / out times affect all FX in the Cue whose In and Out times are set to Default in the View FX view.

In-built FX waveforms are now protected against modifications - save the FX as a new name before modifying it.

Higher accuracy of speed of FX. Note that in order for wish the new higher resolutions to be saved to the show file you must select the option Higer res FX in Setup, Mode, Show Format. This option is for testing only and should not be turned on for real show files. This option makes the show file bigger so should be avoided unless really required.

Joining / Split FX

There is now a function to split some heads out of a FX or to join similar FX together in the Programmer – use SHIFT and the JOIN FX and SPLIT FX soft buttons.

When Split FX is pressed the currently selected heads are moved out of the FX that they are in, into a separate FX. If the selected heads are the only heads in the FX then no change is made to the FX.

When Join FX is pressed MagicQ analyses all the FX in the programmer and joins any similar FX of the same type together. The speeds/sizes/offsets are retained until the enlarged FX are modified.

Cloning Fixtures

There is now additional options when cloning heads. It is possible to choose whether both Palettes and Cues are cloned or just Palettes.



It is also possible to specify that FX are split when the heads are cloned so that the new heads are part of a different FX from the original FX. This function should be used with care when cloning multiple heads in order to avoid fragmenting the F X too much.

Execute Window

It is now possible to view directly an item in the Execute Window using the View Item soft button. This makes it easy to change FX and Chase speed quickly.

It is now possible to set a button in the Execute Window that is controlling a Cue or a Cue Stack to momentary rather than toggling. Move the cursor to the required item and use Soft button E to set the item type “Button Fl”.

Other Changes

There is now a safety timeout when using keypad syntax with the Page, Group and Colour, Position, Beam buttons. If the button is pressed and no other button is pressed for 10 seconds then the button is removed from the syntax line. This prevents accidental changes of page etc...

The legends on Wing Playbacks have now been changed so that if the Cue Stack has a name then the name is always displayed on the first line of the Wing Playback and the second line shows the current step. If no name is set for the Cue Stack then operation is as before – the first line shows the current step and the second line shows the next step.

The three spare buttons in the windows section now default to Layout 1, Layout 2 and Layout 3.

The View Palettes window has now been improved to show whether Palettes are linked to other Palettes (highlighted in Red). It is also now possible to step through the different Palettes using the Next Palette and Previous Palette buttons.

There is now a button to unlink the specific Palettes or using SHIFT, to unlink all the Palettes of that type (Position, Colour or Beam). Unlinking removes links within the Palettes to other Palettes – it does not affect the links within Cues.

Fixes

0000695 If a Grid with Groups contained heads with 16bit (fine) attributes then the Cue Engine would lock up.

0000549 It is now possible to record the first Cue in a Stack as a Cue Id other than 1.0



0000615 Clicking on the input window when all other windows were closed would cause a reset on MagicQ consoles.

0000632 Setting date values in the Output Window, View Horiz did not work correctly.

0000569 Setting 16bit values in the Media Window did not work correctly

The shortcuts for setting the attribute mask when recording or including by holding Pos, Col, Beam and pressing Record or Include did not work correctly in recent betas.

Fixed problem with waveform FX which used 4 or more different attributes. Changing the FX parameters using the ALL fields or the encoders did not change all heads correctly.

Fixed problem with morphing heads whereby Beam attributes did not get mapped from one head type to another correctly – the mapping was always linear.



MagicQ version 1.4.6.5

New Functions

Fixes

0000739 Fixed problem in recent betas including 1.4.6.4 which affected timed changes. The problem only occurs after you have done an UPDATE using the UPDATE method whereby you make some changes, press UPDATE and then it prompts you which Cue you wish to update. It does not affect the RECORD MERGE methods.

Once you have used an Update then the problem will affect any timed changes you make until you clear the programmer.

The effect of the problem is that after the UPDATE there is a random playback rate set for the programmer - so if you do a timed update it could complete very fast or it could go very slowly and then snap at the end of the time.



MagicQ version 1.4.6.4

New Functions

Fixes

0000471 Fixed problem with Mac version whereby (1.4.6.0 to 1.4.6.3) whereby it would not detect MagicQ Wings and Interfaces unless they had their EEPROM modified to the FTDI default PID. This problem could be overcome by copying a lib file into the MagicQ folder on the Mac.

0000610 Fixed problem with Programmer output in recent betas (1.4.6.1 to 1.4.6.3). The Programmer might not output correctly after a New Show is started or a Show is Loaded. A soft reset will fix the problem.

0000584 SEL + RECORD doesn't merge into some point cues - resolved.

0000298 Remove Cue from Cue Stack using Cue Stack Window did not always work. Using keypad to enter the Cue Id, pressing REMOVE and then the S button of the Cue Stack always worked correctly.



MagicQ version 1.4.6.3

New Functions

Fixes

0000531 Fixed problem with the setting serial port protocol if serial port was not selected.

0000545 Fixed problem with auto expansion of palettes whereby the fine values (16bit) did not get expanded correctly.

0000542 Fixed problem with the screen display when using MaxiWing with the MagicQ Architectural Controller.



MagicQ version 1.4.6.2

New Functions

Added manual crossfade % to Playback and Cue Stack status windows.

It is now possible to set chase speed by using the GO button to tap the time. Note that this only works on chases when the option “Go Jumps Out of Loop” is set to “No”.

Added new option to allow either the S buttons or the GO buttons to be used for tap to time – Setup, View Settings, Playbacks, Tap to time buttons.

Pixel Mapping improvements

Added support for rotate backwards in Pixel Mapper – set Rot to a value greater than 128.

Added Colour Type attribute to the Pixel Mapper. This allows the colour to be adjusted including inverts, mapping of colours, black and white and other colour effects.

Added Mult option to the Mix Type – this multiplies the layer with the previous (lower numbered) layers.

The Pixel Mapping FX speeds are now affected by FX Size Masters and also by the Global and Playback Rate Masters.

Audio Improvements

Added option in Setup, View Settings, Ports to set the minimum audio trigger level as well as the maximum audio trigger level. When set to non zero values any levels below the minimum or above the maximum are ignored and the levels are scaled appropriately.

Added option in Setup, View Settings, Ports to set the audio input to “ChamSys audio left only”. Any signals received on the left channel are automatically duplicated onto the right channel. This is useful in situations where only a mono audio feed is available.

Fixes

0000307: Using % in the Cue Name can corrupt the show file particularly when directly followed by a character such as %s. If this occurs then please send the show file to ChamSys support who can fix it.

0000030 / 0000436: Record Merge to point cues didn't always work.

0000289 / 0000339: The into centre auto group on grids was not always correct when using grids with odd numbers of rows.



Fixed “Fit to Grid” in Pixel Mapping when using Grids with odd numbers of rows / columns – the outermost column or row could get missed.

Fixed problem when using Pixel Mapping with the audio FX and the move FX on movies and pictures – if the movie/picture was smaller than the grid then it would not work. This did not affect the inbuilt bitmaps.

0000492: Fixed problem with MagicQ resetting when removing steps from a Cue Stack. Only affected Cue Stacks that were set with Release Resets to First Step = No.

0000465: Modifying the crossfade of a chase could result in some steps outputting the levels at 0% intensity for the next few steps.

0000433: It was sometimes difficult to read the head numbers in the Outputs, Plan View as the text colour sometimes was very similar to the background colour. Now the text colour is modified according to the background colour.

0000473: When adding more than one FX to Programmer MagicQ only showed the last FX added – it was necessary to scroll up to see the offer FX.

0000396: Trying to remove steps from a Cue Stack by clicking on any column other than the first column in the Cue Stack Window would not work correctly.

0000339: Auto Groups on grids did not always create the Into Centre group correctly if the grid size has an odd number of rows or columns.



MagicQ version 1.4.6.1

New Functions

Added support for setting the type of MIDI show control protocol. This is configured in Setup Window, View Settings, MIDI/Timecode, Show Control Type. The options are Normal, Cue Stack 1 and Playback 1. This is useful for integration with (e.g.) Strand consoles which only have 1 Cue Stack and which do not allow the show Control commands to be configured.

Fixes

Fixed problem with keyboard macro 40 – it was not saved to the show file correctly.



MagicQ version 1.4.6.0

New Functions

Support for the Iphone App which enables remote focus, colour picking and execute window from an Iphone, Itouch or Ipad. The App is called “MagicQ Remote” and can be downloaded from the Apple Itunes Store. The Iphone App can be used with MagicQ consoles and MagicQ PC/Mac systems when connected to a MagicQ Wing or MagicQ Interface.

MagicQ Pro 2010 consoles support a USB wireless interface directly on the console – see the MagicQ manual for full set up details. MagicQ Pro and Expert consoles and MagicQ PC/Mac applications require an external WIFI access point.

MagicQ for Mac now supports both Snow Leopard and Leopard. It is now possible to specify the size of the Window that MagicQ runs in when starting MagicQ on Mac. Instead of clicking on the MagicQ icon, instead click on the MagicQ 800x600 script and MagicQ will open in 800 by 600 resolution. If you wish to change the resolution then edit the MagicQ 800x600 script file to specify the required resolution.

The on line help has been updated to the latest version of the MagicQ manual.

Fixes

Fixed problem with pressing action keys when no windows were open which could cause a reset.

Fixed problem with Streaming DMX (ACN). Tracker 0000358.

Fixed problem whereby recent console software versions were named incorrectly and appeared in the software upgrade utility in the wrong order. This meant that when an “Erase Console” was performed the console reverted to an older version of software. To fix a system with the problem got to Setup, View Status, Change Software and the software will be renamed correctly.

Support for emergency save function in the very rare case that a MagicQ console could not write to the hard disk.



MagicQ version 1.4.5.3

New Functions

Modified Playback display so that for Cues with times over 20 seconds it shows a countdown in seconds rather than a % completion.

Fixes

Fixed problem with manual cross fade when using a Playback fader configured as a master fader. When the fader downwards if the fader was returned to the top before it fully reached the bottom then strange results could occur. Tracker 000068



MagicQ version 1.4.5.2

New Functions

New Short-cuts

There is a keypad shortcut for Record Cue Only - hold / and press REC.

There are new shortcuts for selected head recording

Hold * and press REC Record selected only
Hold * and + and press REC Record merge selected head only
Hold * and - and press REC Record remove selected head only

Support for recording into the current cue using the keypad. REC 0 ENTER will record into the current Cue on the playback.

Support for merging into the current Cue by pressing REC and then UPDATE (similar to holding S button and pressing REC, but does not require simultaneous multiple button press).

Quick Macro Tool Bar

It is now possible to open a new Quick Macro Tool Bar by pressing the screen in the Status Window (the area of the screen above Playbacks PB1 to PB5 with the Clock). The Macro Tool Bar can be closed by pressing in the Status Window again.

The Macro Tool Bar shows the Key Macros 1 to 10.

Key Macros are recorded in the Macro Window. The Macro Window has been enhanced to enable selection of Macros from Inbuilt Macros. Move the cursor to a free space in the Macro Window and press the Inbuilt Macro soft button.

There are Inbuilt Macros for many of the key sequences that require simultaneous multiple button presses (e.g. SHIFT + RELEASE, S + REC)

Other Changes

Added Locate option to Execute Window.

Support for naming of User Dimmer Curves. In the CSV file the line after the last line of data (the 257th line) holds the curve name. The name has a maximum of 15 characters.

Increased refresh rate of Output Windows on consoles.

Increased refresh rate of Timeline Window.



Added Plan Intensity Type setting in Setup, View Settings, View Windows. This changes the way that intensity is represented in the Plan View – options are the default glass fill or colour grading.

Improved handling of fixtures with multiple parts where the main part is after the RGB parts such as Pixeline. Now the Patch Window shows the starting DMX address of the fixture rather than the starting address of the main part of the fixture.

Added new Touch2 mode to the PC / Mac application that makes remote control using low resolution tablets easier.

Added option for users to use their own MIDI conversion file “usermiditable.txt” rather than the in-built “miditable.txt”. This avoids user midi tables being overwritten when new software versions are loaded, since only the “miditable.txt” is updated on software updates.

Bug Fixes

Fixed problem when using the Locate Cue or Default Cue with Palettes. Updating the Palettes did not update the Locate Cue or Default Cue correctly.

When using MQ Wings then Setup DMX I/O could indicate incorrectly a port clash (a * in the Out Uni field).

Fixed problem with displaying Select box with no items – e.g. when clicking on a field that cannot be set.

Fixed Setup Window so that it is not possible to change the options from column 1, thus avoiding erroneous data changes.

Improved support for updating/record on remote interfaces.

Fixed problem in 1.4.5.1 which could stop copying and moving of multiple Cues in the Cue Stack Window, Head Editor and in other spread sheet style windows). This problem could also cause other odd effects after trying to move or copy multiple items including failure of that Window to refresh correctly.

Fixed redraw problems when changing between Normal and Touch mode in MagicQ PC / Mac.

Fixed problem with reselecting heads using the ALL button. Bugtracker 00000335.



MagicQ version 1.4.5.1

New Functions

Pixel Mapping

Added new Ramp and Wipe FX to the Pixel Mapper.

Ramp Horiz and Ramp Vert perform a ramp across the entire grid in the horizontal or vertical directions. FX P1 parameter controls the speed, FX P2 controls the crossfade and FX P3 controls the width.

Wipe Horiz and Wipe Vert perform a wipe of a colour across the entire grid in the horizontal or vertical directions. The colour wiped across the grid is determined by the red, green, blue colour attributes of the Pixel Map layer. It is possible to wipe multiple colours across a grid simultaneously by choosing different colours in sequence. When these FX are in use the red, green, blue attributes do not affect the overall colour of the layer as they would normally.

Improved the speed control of FX in the Pixel Mapper. The speed control is now more linear without a big jump at 128.

Improved moving heads in the Plan View so that can groups of heads can be moved around without overwriting heads.

Copying between from one grid to another grid is now supported. The grids should be the same size for this to work effectively.

Improved the thresholds on the mix modes priority > 0 and mask. Previously the mask needed to be completely black, now it must be less than 2%.

Added a “mask invert” mix type to complement the “mask” mix type. In “mask invert” mode any areas of the mask that are black are passed through from lower layers. Areas of the mask that are non-black, become black.

Added a “green key” and a “blue key” mix type.

When a layer is set to “green key” then any green pixels in that layer pass through the media from the lower layers. Non-green pixels play back the media on that layer. The mask must be pure green.

When a layer is set to “blue key” then any blue pixels in that layer pass through the media from the lower layers. Non-blue pixels play back the media on that layer. The mask must be pure blue.



Other changes

Added new flicker FX, “flickerxfade” which does random crossfades as well as random sizes.

Added function to allow preloading of Pages. The next Page can be preloaded in the Page Window. Pressing Next Page goes to the preloaded page. The preloaded page can also be loaded using the keypad syntax <Page> <number> *. So PAGE 34 * preloaded page 34.

Added new option to Playback Window to view a Cue Stack.

Added support for virtual dimmers on heads that have amber and white channels as well as red, green and blue. The personality of these fixtures must be modified to set the Colour Mix to RGBA or RGBAW (Head Editor, View Chans, Options). Bugtracker 0000047.

Added support for setting head numbers and DMX addresses backwards in the Patch Window – use SHIFT + the cursor keys to highlight from the last head to the first head. Bugtracker 00000293.

Added new MagicDMX option to Out Type for Universe 1 in Setup, View DMX I/O. This is not needed in order for the MagicDMX to output DMX, but choosing this option automatically sets the option Setup, Ports, MagicDMX Mode to DMX Output which is required.

Added functions for setting up a control network port and a wireless network port on MagicQ Pro 2010 consoles.

Bug Fixes

Fixed problem with Windows focus when pressing the BACKSPACE <-- key or the CLEAR key. This caused the Colour Window to open full size at unexpected moments.

Fixed Playback window so selecting a Playback with SEL button or soft button selects the playback as current regardless of current page. In previous versions it would open the Cue Stack window if the Playback Window page was different to the Main playback page.

Fixed problem with inserting heads into a Grid whereby RGB fixtures could appear inverted. After a reset / reload show the heads appeared correctly. This could be worked around in affected versions by repatching any head to a different DMX address and then returning to the original address. This would cause the Grid to be refreshed correctly.

The maximum Execute Grid size was 19 by 19. Changed to 20 by 20.



MagicQ version 1.4.5.0

New Functions

Added new start up options so that the first time MagicQ is installed users get a list of simple options to choose from including 48 channel desk, technician test mode, lighting demo or pixelmap demo.

Added support for moving and copying between different Execute Grids in the Execute Window. Added support for using Include & Update in the Execute Window. Added support for using Group Masters and Intensity Masters as faders in the Execute Window.

Added support for Make + Break option when using remote input.

Added support for MagicDMX interface.

Bug Fixes

Fixed usage of Range View in the Colour and Beam Windows so that it is now always possible to revert to the Palettes View by holding the soft button.

Fixed graphics problem when starting up PC versions with Wings attached when the display mode was changed (Normal,Maxi,Touch).

Simple View in v1.4.4.8 sometimes did not refresh the output values above the faders correctly.

Fixed graphic problem with audio display on Pro 2010 Consoles.

Fixed problem with Move When Dark when Playback faders were at 0%. Move when dark would occur if the Playback level was at 0% and the intensity was not in use on any other faders. It would only affect channels with intensity in the current Cue that had levels recorded. It would not affect channels that were tracking down the Cue Stack from previous Cues. Bugtracker 0000208.

Fixed problems in Execute Window. Problem with passwords when pressing ESC which caused MagicQ screen to be hidden. Also fixed display of Execute Window when set to 1 row only. Bugtracker 0000024, 0000029, 0000039, 0000064,

Added support for when using attribute masks (SHIFT INCLUDE) when including palettes. Bugtracker 0000224.

Fixed problem with Output Window, View Chans, View Names not showing all heads (v1.4.4.5 to 1.4.4.7). Bugtracker 0000221

Fixed problem on Pro and Pro 2010 consoles where using the remote trigger input would result in double triggers.



MagicQ version 1.4.4.7

New Functions

Support for setting multiple ArtNet Universes simultaneously in Setup, View DMX I/O.

Improved Simple View so that it shows the DMX output values above the faders. Values shown in yellow are in the programmer. Using SHIFT and the fader allows fine selection of values.

Bug Fixes

Fixed Plan View resizing on internal and external monitors.

Test shows were saved in the main folder not in the show folder. Some heads could not be used correctly for test shows.

Fixed flickering in Setup Views on large screen widths.

Fixed problem with virtual dimmers on LED fixtures patched as LTP. When releasing Cue Stacks sometimes the colour channels would remain at levels other than zero.

Fixed problem with Release Resets to First Step Cue Stack option. When this option was set to No then MagicQ still reset to the first step after a page change with the Cue Stack inactive. Bugtracker 0000184. This also fixes Bugtracker 0000168 whereby the same problem could occur after a normal release (no page change) if the Cue Stack had a release time.

Fixed problem with repatching dimmer of VL5 fixtures - Bugtracker 0000145.

Bugtracker 000163. Fixed minor problem in File Manager when switching from Adv view to Simple view. Previously it did not go back to the manufacturer index.

Fixed problem with inserted multi personality heads into Grids. Previously it was necessary to select the "main" part of the heads rather than the RGB elements. Now either is supported.

Bugtracker 0000192. Fixed problem when viewing Cues from Stack Store when Playback page was set to an empty page.

It is now not possible to record merge into or record remove from a Mark Cue.



MagicQ version 1.4.4.6

New Functions

Bug Fixes

Fixed problem with use of crossfader as Global Rate Master which could cause resets. Bugtracker 0000090 and Bugtracker 0000046.

Fixed problem with removing Cues from Cue Stack. If more than one column was highlighted then too many cues were removed. Bugtracker 0000136.

Fixed problem with unpatching multi part heads where the main part of the head was after the repeated part (e.g. James Thomas Pixeline). Only the main part of the fixture would be marked as unpatched. Bugtracker 0000058.

Fixed problem with changing the DMX address of multi part heads where the main part of the head was after the repeated part (e.g. James Thomas Pixeline). Only the main part of the fixture would be changed correctly.

Fixed problem (v1.4.5 only) with legends on Playback Wings set to Heads or Channels.

Fixed problem with the new Theatre repatch (v1.4.4.5 only) whereby it would not always correctly repatch to multiple addresses.



MagicQ version 1.4.4.5

New Functions

Theatre Modifications

Improved Outputs Window, Intensity View. The View Horiz (No Names) view now is clearer and easier to view.

In the Patch Window, Minimum and Maximum values for Intensity channels are now displayed as % instead of 0 to 255.

Support for patching multiple multiple DMX addresses to one head when using Theatre Patch syntax. For example to patch Head no 10 at DMX addresses 1, 2 and 3 enter

10 @ 1 + 2 + 3

As with the Patch, View DMX there is a maximum of 6 DMX addresses per Head.

It is now possible to repatch dimmer channels using the keypad when using Theatre Syntax – i.e. when Keypad Syntax – Theatre Patch is set to YES. If the head is already unpatched then just enter the new address – e.g. to repatch head number 20 to DMX channel 25.

20 @ 25

It is possible to repatch to multiple DMX addresses – e.g. to repatch head number 20 to DMX channel 25 and 26.

20 @ 25 + 26

If the head number is already patched then MagicQ will request confirmation whether to Repatch the exiting Head with the specified Head No or to patch another Head with the same number.

Other Changes

When creating Layout Views, the Views now remember the exact view options and grid numbers from the Outputs Windows. Previously Layout Views did not remember the grid id or the other view options.

Support for patching the dimmer channels of VL5s using the View DMX view in Patch to specify the real dimmer address.

Support for renumbering head numbers with offsets – for example entering 101/20 will renumber heads at 101,121,141 etc.. Also renumbering head numbers relative to existing head numbers – e.g. by entering 201/ in a head with head number 101 will add 100 to the head numbers.



Modified number of playbacks that can be synchronised between MagicQ consoles – previous software only supported synchronisation of 1 Playback Wing. Now up to 8 Playback Wings can be synchronised. Note that for security reasons MagicQ PC is limited to synchronisation of the 10 main Playbacks only (no Playback Wings).

Bug Fixes

Fixed problem with use of icons in Page Window.

Fixed problem with the option Setup, Playback, Activate Playbacks on start when set to PB1 – on MagicQ Pro systems it could cause a reset on start-up.

Fixed problem when cloning (or copying head programming) between fixtures with multiple part personalities where the repeated part was after the main part, such as James Thomas Pixeline. The clone would not work correctly and could cause the show file to be corrupted and need restoration by ChamSys. This only affected personalities with multiple parts and then only when the main personality section was after the repeated section.

Multiple part personalities with the main personality after the repeated section (e.g. James Thomas Pixeline) would not renumber the head numbers of the parts correctly when renumbering via the head number field in the Patch Window. The head numbers would start from the repeated part, whereas they should have started first with the main part and then with the repeated parts.

Fixed problem with FX in tracking Cue Stacks which could cause problems when jumping around within the Cue Stack.

Fixed problem in 1.4.4.4 which affected activating a Cue Stack by jumping directly to a Cue other than the first Cue. If there were no playbacks active then the jump would not work and the Cue Stack would be executed from the first Cue Id.

The Limit function in the Patch did not work for values greater than 127.

Fixed problem in recent betas whereby the Cue Window, View Tracking was not correct.



MagicQ version 1.4.4.4

New Functions

Hot Takeover

Added some new Hot Takeover Modes to MagicQ to make it easy to configure multiple MagicQ consoles as hot takeover and master/slave. The Hot Takeover Mode is set in Setup, View Settings, Multi Console. The options are:

Split	Same behaviour as in previous versions (default)
Equal	Both consoles have same priority
Pref Master	Console will always be Master
Pref Slave	Console will only be Master if another console is not detected

The mode defaults to Split which will give the same behaviour as in previous versions.

For all modes it is still necessary to set up Setup, View DMX I/O so that all universes that you wish to use as Hot Takeover have their Output and Input universes and type set correctly.

Split Mode

This mode makes the consoles operate as in previous version of software. Set Hot Takeover in Setup, View DMX I/O for the required Universes.

To make a single system a backup for another system set the universes to Hot Takeover only on the slave console. For a Master/Slave system with equal precedence, set the universes to Hot Takeover on both systems.

Equal Mode

Setting both consoles to Equal operates a Master/Slave mode whereby both Consoles have the same precedence. The first console to start becomes the Master. Take Control and Release Control can be used to swap which console is the Master.

All Universes are treated the same – enabling / disabling together. For systems which require hot takeover to operate independently on different Universes the Split mode should be used.

If the network cable between the consoles is broken then neither console will see the other console and both will become Master. If one of the consoles is still connected to the lighting rig then it will have control – both consoles will not be connected to the lighting rig – otherwise the consoles would see each other.

When the network between the consoles is reconnected then both consoles will detect the other consoles at the same instance. The console with the lower IP address will become the Master.



Using the Equal mode overcome limitations of the previous system (Split) whereby if a network cable problems (cable unplugged or broken) could cause some of the different Hot Takeover universes to be enabled on one system and others on the other system.

All required universes on both consoles should be set to Hot Takeover.

Preferred Mode

Setting one console to Preferred Master and the other to Preferred Slave operates a Master/Slave mode whereby one console will always be the Master, with the other console only taking control when that Preferred Master console is not available (shutdown, reset, disconnected from the network). As soon as the Preferred Master restarts or is connected back on the network then it will take control and the Preferred Slave will stop outputting.

All required universes on both consoles should be set to Hot Takeover (note that this is different to the previous version of software and the Split mode whereby only the universes on the preferred Slave were set to Hot Takeover).

Other Changes

Improved intensity masters so that it is now possible to have multiple intensity masters which refer to the same channels. The intensity masters multiply together to get the final level.

Added SEL button to Playbacks Window for selecting the virtual playback where the cursor is placed.

The Setup, View Status window now shows the MagicQ console kernel version and the console MAC address.

Bug Fixes

Fixed problem patching more than one internal Pixel Mappers. If the channels used by the grids for the Pixel Mappers were less than channels in existing Pixel Mappers in the show then the other Pixel Mappers would stop working until the show was restarted.

Fixed problem when patching Pixel Maps that caused the Output Window soft buttons to be changed to the Patch Window soft. The Output Window buttons could be retrieved by opening and closing the Output Window or pressing SHIFT + OUT.

Fixed problem when copying FX between heads. After performing the copy then opening the FX Window would cause a soft reset.

Fixed problem whereby changing page on the top section of a Playback Wing by using the keypad (enter bank number and press PREV) did not work correctly.

Fixed problem with release times on faders which could cause other previously playing playbacks to get “lost” so that LTP back to the original channels was not possible.



Fixed problem with MagicQ Playback Wings where on start-up they would not read the current state of the faders correctly.

Fixed problems with Layout Views (particularly the Outputs Window) whereby when changing between several different layouts with different cursor positions within the the same window, MagicQ would not remember the positions correctly.

Fixed problem with Cue Store Window with Cues generated as base for FX from the FX Window. These Cues did not indicate that they were used by FX and could be deleted.

Fixed problem in the FX Window whereby deleting a FX would not delete the associated base Cue in the Cue Store and would display an erroneous error message.



MagicQ version 1.4.4.2

New Functions

Group Masters

It is now possible to make intensity masters, size masters and speed masters that depend upon groups rather than the recorded channels within the Cue of the master.

Note that when a group number other than 0 is set in the Cue Stack Options, Function menu then MagicQ automatically edits and generates the Cue assigned to the first step in that Cue Stack. Ensure you set the group id on the correct Cue Stack.

It is possible to make a group intensity master quickly by simply selecting the group and recording an empty cue to a new Cue Stack. The programmer must not have any active values or FX, otherwise a normal Cue will be recorded.

Cue Stack Options

Added new options for use when using Cue Stacks with the Fader Releases set to NO and Flash releases set to NO.

In these situations it is now possible to specify that faders reassert the Playback when the level leaves zero. In Setup, View Settings, Playbacks, set the “Fader off zero reasserts channels” option.

Note that if you have Fader Activate set to YES and Fader Release set to YES then the Playback is automatically reasserted when the fader leaves zero.

A new option “Flash acts as FLASH + GO” has been added to the Cue Stack, Options, Buttons. This enables the FLASH button to act as both a FLASH and a GO button at the same time. Note that it is possible to get the same effect by using the Fader Releases set to YES, and setting Activate/Release, Release steps 1 step = YES, and Release resets to first step = NO.

Eliminated unused options “Go Jumps Step” and “Go restarts step” – these were never implemented and it was not clear what they were meant to do.

Cue Stack macros

Improved support for scheduled events and macros. It is now possible to have a scheduled event date mask and normal macro commands within the same cue stack macro. The date mask must be first. The normal macros are placed after the finishing Z of the date mask. So ZABZa9 will activate PB9 only on Monday and Tuesday.

Added cue stack macros to allow

H1 Lamp on all heads



- H2 Reset all heads
- H3 Lamp off all heads

Simple Mode

MagicQ PC (Windows/Linux/Mac) GUI now supports Simple Mode as well as Normal, Touch and MaxiWing. Simple Mode gives access to 48 DMX channels on Universe 1 only.

Simple Mode can be used to make MagicQ work as a simple 48 channel control desk. Cues and Chases can be generated by recording directly onto the Playbacks.

Simple Mode is divided into the Programmer section consisting of 48 faders and a CLEAR button, the Playback section with the 10 main playbacks and an Outputs View for the 48 channels.

Simple Mode has a Test button which generates a MagicQ show based on a single head, chosen from all of the heads in the MagicQ fixture library. The single head is patched at channel 1 on Universe 1. The MagicQ show created has playbacks for Macros, Locate, Col Wheel, CMY mix, Gobo wheels, and Iris / Focus / Zoom FX.

Simple Mode is just a different way of viewing the MagicQ show data - the MagicQ show file is exactly the same – you can swap between Simple Mode and Normal Mode at any time. However, if you patch heads outside of channels 1 to 48 on Universe 1 then they will not be visible in Simple Mode.

Other changes

Modified the behaviour when you delete an active Cue so that it goes to the previous Cue in the Cue Stack rather than returning to the first Cue.

Improved display in Help Window. Reduced time for loading the Help file.

Bug Fixes

Fixed problem when loading show files with several Waveform FX with the same names. MagicQ would display the “FX Waves with same name” error message. Now MagicQ will modify the names to make them different.

Fixed problem when using keypad to change PAGE. Pressing PAGE and a number followed by enter would not work correctly when the activate on page change and release on page settings were used. Changing page by selecting a new Page in the Page Window was not affected.

Fixed problem when using “release on page change” together with cue stack macros. In the situation where a cue stack is active with "release on page change" = "yes" and a page change



is made. Then if the cue stack on the new page has "activate on page change" = "no" then if you use the A or G macro to start the cue stack it would erroneously start at 0%. Moving the fader slightly would correct the problem. It only affected Cue Stacks started by the macros A or G and then only if the cue stack was released on a page change.

Fixed problem in Outputs, View Chans view where occasionally some channels were not shown correctly. This most often affected dimmer channels that were numbered after moving lamps which did not have intensity as their first channel.

Fixed >> and << (forward and aback without times) so that FX fade in and fade out times snap.

Fixed problem with virtual dimmers whereby selecting and setting levels might not work after selecting other groups of heads. This could be worked around by always selecting the group of virtual dimmer heads before entering an individual head number / level selection.

Fixed problem with loading in saved FX libraries in FX Window. If the channels the FX were originally built on were not patched in the new show then the FX would not load correctly. If those channels were patched (regardless of what they were patched as) then the FX would load correctly.

Fixed problem with using Intensity FX (and FX on RGB channels set as HTP channels) which would cause the FX to flicker when moving the playback fader. This problem only affected 1.4.4.0 and 1.4.4.1.

Fixed problem with using the option Setup, View Settings, Keypad Encoders - Map Keys To THRU, @, Full which could cause the DMX I/O settings to be corrupted.

Fixed problem when using Big Text Mode (All Caps, or First Letter Caps) which on MagicQ consoles, MagicQ Mac and MagicQ Linux would hide folders in File Manager.

Fixed problem when using tracking on a Cue Stack with the Cue Step Block FX option set to NO and the Ignore FX from other playbacks options set to NO. Occasionally FX could continue even though the Cue Step Remove Old FX option was set to YES. This was particularly noticeable if Cue Only steps were in use.

Fixed inserting heads into grid so that it now takes account of sub selection of heads such as odd/even.

Fixed problem on MagicQ consoles that meant when changing page sometimes Wing text got lost and LEDs did not show the correct state. This mostly affected ProX OS but was also seen on the non-ProX OS.



MagicQ version 1.4.4.1

New Functions

DMX I/O view now shows when multiple universes are set to output on the same network slot – for example on the same ArtNet universe. Clashes are marked with a *.

Simplified setting of ArtNet/PathPort/CAN/Shownet universes – now the subnet and universe are set in the same field. To set a subnet use a-b where a is the subnet and b the universe.

FX Size display changed to 0% to 100% rather than 0 to 255.

Cue Window – the Levels View and Adv Times View now use the sort order for heads - previously these views were always sorted by DMX channel. The sort order is set in the Patch Window and is used in the Outputs, Programmer, Cue and Time Line windows.

Improved the audio input options. The original energy detection through the PC sound card is no longer supported. Audio input is now available exclusively through the ChamSys USB Audio Interface. It is now possible to select “Energy only ChamSys Audio Interface” which uses energy detection averaged from all frequencies on the interface. When this option is selected audio features will respond to energy detected over all frequencies, regardless of the frequency selected in the Cue Stack options.

Enhancements to remote protocol

Added new options to the remote control protocol to allow saving and loading of show files. It is possible to save and load show files with the specific names show0000.shw to show9999.shw. Show files are stored in the normal show folder.

To save a show

<90> , <showfile id> H

To load a show

<91> , <showfile id> H

Where showfile id is a four digit decimal number between 0000 and 9999.

Bug Fixes

Pixel-mapping on Grid 10 would not work in the Outputs, Plan View.

Faders on remote control would not work on recent beta versions.



The Edit Waveform FX Window would not change to show the last chosen FX correctly. Also when choosing a new FX it would not detect correctly when edits had been made to be previously chosen FX.

Fixed problem with tracking Cue Stacks with over 400 Cues whereby when making updates using S + RECORD would not take immediate effect – the Cue Stack would need to be restarted.



MagicQ version 1.4.4.0

New Functions

Options

Modified “Always copied unlinked” option to add the extra option of copying unlinked without state so that when Cues are copied within a Cue Stack only the “delta” values are copied not the state of the Cue at that step. The option is renamed to “Copy mode (linked/unlinked)”.

The tracking option “Maintain State on Jumps” has been renamed “Recalculate State on Jumps”. When set to “yes” then when a jump occurs (either forwards, backwards, or back around to the first step) MagicQ recalculates the state as if it had got to that step by stepping from Cue 1 to that step.

Bug Fixes

Pro 2010 console – on Pro 2010 running software prior to 1.4.4.0 the Linux kernel USB power management was not working correctly. This meant that some USB powered devices including some USB memory drives and the MagicQ MIDI/SMPTE interfaces would not work on the upper USB ports on the rear panel of a Pro 2010. The lower USB port on the rear panel would work correctly. Installing v1.4.4.0 of Pro 2010 software automatically updates the Linux kernel to a version with improved USB power management.

Improved response when retrieving thumbnails from media servers, in particular Catalyst.

Improved crossfading from one FX to another FX.

Fixed problem when recording Cue Stacks with multiple steps that the first time the Cue Stack was activated it did not play back correctly.



MagicQ version 1.4.3.8

New Functions

Merging / Exporting Shows

It is now possible to export selected items from a show rather than using selected heads. If no heads are selected then MagicQ looks for items that are selected in the Page, Stack Store, and Cue Store windows. Use SHIFT + the cursor keys to select items in these windows. Thus complete pages can be exported using the Page Window, complete Cue Stacks (including the Cues they use) from the Cue Stack Store or individual Cues from the Cue Store.

In addition the merging of multiple copies of existing shows has now been improved. To merge 2 versions of a show together select Import Show and use the Import Cues, Import Cue Stacks and Merge Cues options.

MagicQ will merge in Cues and Cue Stacks from the selected show file that are different to the Cues and Cue Stacks in the original show. Note that for this to work you should make sure the Cues and Cue Stacks that are different in the 2 show files have different names.

Other Changes

Improved MK II colour scheme for programmed / un-programmed items.

Support for Interim Architectural Controller 2.

Added 'O' macro command for setting External Timecode value when no external timecode is being received.

Hot takeover settings and some sync show settings were treated as show settings rather than console settings, so were overwritten when loading shows and starting new shows. These are now console settings.

Bug Fixes

Fixed problem when trying to record merge into point cues (e.g. cue id 1.10) – sometimes it would fail with the message “invalid cue id”.

Fixed problem when replacing a Cue in a Cue Stack using record and specifying the Cue id to replace – previously the Cue Stack would be restarted.

Fixed problem when in tracking modes. When going backwards in a Cue Stack or jumping around occasionally FX would not track correctly. This only affected Cues with fade times. Stepping forward through the Cue Stack operated correctly at all times.

Fixed problem with MIDI note input when using parse strings to map velocities to remote commands – MagicQ would interpret values less than 100 incorrectly.



Fixed problem with hot takeover between consoles with fixtures with pan or tilt inverts – the captured value would be incorrect.

Fixed problem with remote control. Under some circumstances the connection to the target system would not work. This occurred if Multiwindows was disabled on the target system. Connection would occur ok on Pro systems if the external monitor 2 on the target system was configured to a resolution other than “none”.

Fixed copying of Cues within a Cue Stack when using tracking modes. Copying Cues with complex times would not copy the complex times. A workaround was to use Include and Record.

Pressing Enter in the Wait field when using timecode caused the timecode to be set to 0.

Using the Encoder E to change the timecode times on multiple cues in the Cue Stack window would also change Cues with wait times.

When a Cue stack triggering other Cue Stacks with macros, the Cue Stack would not play back exactly the same when run from timecode as when run from the GO button. Timecode would not reassert the playback.

Fixed reset when changing FX speed in the programmer.



MagicQ version 1.4.3.5

New Functions

Support for Release times when releasing channels from a Cue Stack. When steps in a Cue Stack are set to “release unused channels” (Tracking not set to L) then unused channels will be released with according to the release time of the Cue Stack. Previously unused channels would be released immediately.

Added option in Setup, View Settings, Network to set the UDP port number used for synchronisation of MagicQ consoles and MagicQ systems.

Bug Fixes

Fixed problem when altering FX based on sines, cosines and circles. When changing the FX (especially the speed) the FX could jump unexpectedly.

Fixed problem introduced in v1.4.3.0 to 1.4.3.4 that could cause the mouse to stop working on MagicQ consoles. This only occurred after a change of the host name, or a change of IP address. A work around is to change to any version of MagicQ software outside of these versions and set the hostname again.



MagicQ version 1.4.3.3

New Functions

Windows

Added 2nd Media Window and 3rd and 4th Outputs Windows. Press CTRL + MEDIA to get the 2nd Media Window (MEDIA INFO). Press 3 OUT to open the 3rd Output Window, 4 OUT to open the 4th Output Window.

Added View Options to the Cue Stack Window (soft button A). The different view modes show the columns in different orders. View modes include Default, Info, Macro and Tracking.

Added extra views to the Media Window to enable selection of groups instead of media servers. The Media Window resizes to show the number of layers that will fit on the window size.

MIDI Show Control

Support for MIDI show control. MagicQ responds to the GO, STOP, RESUME and TIMED GO commands.

If a Cue is specified as well as a Cue List in the MIDI show control command then the operation will affect a Cue Stack in the Cue Store. If no Cue List is specified then operation will affect a Cue in the Cue Store.

For example:

```
F0 7F 7F 02 01 01 31 F7           // Go Cue 1 in the Cue Store
F0 7F 7F 02 01 01 32 30 F7       // Go Cue 20 in the Cue Store
F0 7F 7F 02 01 02 31 F7           // Stop Cue 1 in the Cue Store
F0 7F 7F 02 01 01 00 31 30 F7    // Go Cue Stack 10 in the Stack Store
```

MagicQ ignores the times in the TIMED GO command and uses the programmed times. GO and RESUME have the same effect.

The MIDI/SMPTE firmware must be modified by ChamSys to support MIDI show control messages. Please contact your dealer/distributor for more info.

Other Changes



Added Key Lock function to the Execute Window. A “Key Lock” Special Function button can be placed in the Execute Window. When pressed the Execute Window is locked and can only be unlocked by entering the password. If no password has been set, then entering a blank password will unlock the window.

Added extra automatic start-up options in Setup, View Settings, Playbacks, Activate Playbacks on Start. The options include:

- None
- PB1
- Last Active
- Wing 1 PB 1
- Cue Stack 1
- Macro 1
- Lamp On All

Bug Fixes

Fixed problem when using Bitmap FX on dimmers. If the Bitmap FX and the individual dimmer channel were recorded in a Cue then releasing the Cue Stack with the Release button could cause a level to remain on the dimmer channel. This only occurred if the Release time was zero seconds. The work around was to set a non zero release time.



MagicQ version 1.4.3.2

New Functions

Bug Fixes

Fixed problem with using the Remote option in the Cue Stack – under some circumstances MagicQ could reset when opening the Cue Stack Info window or pressing the S button of the Cue Stack.

Fixed problem with using the Remote option in the Cue Stack when using multiple Playbacks – the remote would only move the Cue Stack on when the Playback was the last touched. This could be worked around by setting the Cue Stack options “Priority = above programmer”.

Fixed problem when using the “Expand palettes to same head type option”. Resets could be caused when recording palettes.





MagicQ version 1.4.3.0

New Functions

MagicQ ProX operating system

Support for MagicQ ProX updated Linux operating system. The ProX Linux operating system brings improved operating system, monitor, keyboard and mouse handling to the MagicQ Pro consoles. MagicQ software features and show files remain compatible between all MagicQ consoles and operating systems.

MagicQ ProX operating system supports a continuous desktop between the internal monitor and up to two external monitors. The external monitors can be up to 1440x900 resolution each. Both external monitors can be touch screens. Elo, Egalix and ProTouch USB touch screens are supported. One of the touch screens can be serial RS232. External monitors should be plugged in and powered before starting the console.

MagicQ ProX supports a range of USB mice and USB keyboards. Mice and keyboard can be used at the same time as the touch screen and on screen keyboard. USB mice and keyboards should be plugged in before starting the console.

MagicQ console software is now available in 2 different variants – the existing Pro variant (.cde files) and the ProX variant (.cdx files). The MagicQ software features are the same – the software is just packaged for the relevant operating system. Both software variants are available from the ChamSys web site (www.chamsys.co.uk).

MagicQ ProX software variant will only run on MagicQ consoles running the ProX Linux operating system. The ProX operating system is installed on new MagicQ Pro consoles from September 2009. Upgrade packages will be available from October 2009 for existing MagicQ consoles – please contact your distributor/dealer for more details.

Other changes

Improved Plan view when being used as a map for selecting heads. Now shows both head number and name and indication of head selection is more pronounced. Multiple head selection now works the same was as in the Group window.

Added short cut bar for selecting group order – hold ALL. On MagicQ PC press SHIFT + ALL.

Added new text mode setting “First Letter” whereby MagicQ always capitalises the first letters of your text regardless of what you type. This saves programming time.

Head Editor –added option to save to new mode.



Monitor and USB touch settings now moved to Setup, View System, View Monitors. There is now a status display for connected USB touch screens in Setup, View System, View Status, View Touch.

Bug Fixes

Fixed problem when changing DMX address in Patch Window with Move Aside – sometimes the DMX address would not change the first time even though MagicQ indicated patch changed.

Improved morphing when morphing between heads with the same range data – e.g. different modes of the same head. This improves mapping of rotation speeds, gobo indexing, focus, zoom.

Fixed problem with faders set to control FX speed. When raising the fader slowly from 0% the spread (offset) of the FX would be incorrect. This could be worked around by setting the LTP activation level (Setup, View Settings, Hardware, “Level above 0 to active LTP”) to 30.

Fixed bug in random order selection whereby repeated randomises removed heads from the currently selected heads.



MagicQ version 1.4.2.5

New Functions

Added additional remote input options to control PB10 and Wing 1 PB 12.

Bug Fixes

Fixed problem with FX palettes and FX libraries which could cause resets when selecting FX palettes in the FX Window.



MagicQ version 1.4.2.4

New Functions

Bug Fixes

Fixes to remote control when using a lower resolution screen (e.g. 800x600) to remote control a MagicQ console – scroll and page up/dn now work correctly.

Support for mouse controls pan/tilt in remote control mode.



MagicQ version 1.4.2.3

Bug Fixes

Fixed problem which could cause a reset when using release times on Cue Stacks using the option “All channels controlled LTP”. This would only occur if more than 10 playbacks were active at one time.

Fixed problem with activation / pressing GO on Cue Stacks which could cause a reset when using release times and cue stack macros.



MagicQ version 1.4.2.2

New Functions

Palettes

Added option to automatically expand palettes to all heads of the same type. This enables palettes to be built up on a single head and then expanded to all of the patched heads of that type. Setup, View Settings, Cue Storage Options, Expand palettes to same head type. It is possible to choose just Colours and Beams to be expanded or all Palettes. Palettes are expanded when patching a new head and when recording palettes.

Ping Test

Added ping test for resolving network problems. At the command line type ping followed by the IP address, e.g. to test network connection to IP address 2.0.0.3

```
ping 2.0.0.3
```

There is a short cut for use on the console keypad enter three dots and then the IP address (no space)

```
...2.0.0.3
```

Other changes

Added option in Playback Window to set Playback Page to the Page used by the Main Bank of faders.

Added option to unpatch heads rather than move them aside when repatching and morphing. Setup, View Settings, Cue Storage, Heads moved aside are unpatched. When repatching, any heads that need to be moved aside to make room for new heads are unpatched.

Added option to only change page using Next Page and Prev Page to programmed pages. Any page can be accessed through the Page Window. Setup, View Settings, Playback, Next Page changes to next used

Improvements to Media connections for thumbnails including better status reporting. Added Get Thumbs button to Setup, View System, View Media. Renamed Erase Cache to Erase Thumbs. Adding SHIFT + GET ALL THUMBS to Media Window.

Improved copy options (SHIFT COPY).

Added support for Extron and Folsom switchers to MagicQ Media Centre.

Bug fixes



Fixed reset problem when removing channels in programmer or selected (betas 1.4.2.0 and 1.4.2.1 only).

Modified ACN so that ACN 0 is not useable as per the spec. Fixed ACN input.

Fixed bug when editing new Waveform FX in FX Editor.

Fixed problem when “Maintain encoders as Pos,Col,Beam” was set and pressing and holding soft buttons to see range information.

Fixed problem with 16bit values and defaults – when playbacks were released the 16bit fine value would return to 0 rather than the default value.

Fixed problem with removing the values for virtual dimmer channels in the Programmer Window.



MagicQ version 1.4.2.1

New Functions

Art-Net II support

MagicQ now supports Art-Net II. This is useful when using large numbers of Art-Net universes or when using wireless networking.

Each Universe on MagicQ can be set to Unicast to a specific IP address rather than broadcast as in Art-Net I. The IP addresses of Art-Net compliant devices on the network can be viewed in Setup Window, View System, View Status, Art-Net nodes.

For shows programmed prior to v1.4.1.8 to be fully Art-Net II compliant, the Setup option, Hardware, Reduced Rate DMX should be set to “Mixed + Changes”.

ACN support

MagicQ now supports ACN DMX Streaming on all universes.

Other changes

Support for SET to set an offset on Encoder E (Offset) in FX Window.

Cue Stack Window – now shows MWD in the Cue Status when it is executing a Move when dark.

Added support for generating auto groups for heads with multiple elements – for example this allows a group to be automatically created for each LED stick.

Support for Intensity Encoder X in Outputs Channel View and Head View. Corrected scrolling in Outputs Window.

Added support for crossfade master to be a “Tested Stacks Rate Master” – so only tested Cue Stacks from the Execute Window or externally triggered are affected by rate changes.

Bug fixes

Fixed problem with repatching of dimmers in Patch, DMX View. When multiple DMX channels were patched to one dimmer then they might not always work correctly. Removing all unpatched channels and repatching the affected channels would solve the problem.

Fixed refresh of Windows after copying palettes to playbacks.

Fixed problem with keyboard macros where they would not record the last step if you did not end the macro by pressing MACRO and then END MACRO.



Fixed problem with keyboard macros where they did not play back on Wings.

Fixed reset problem in versions 1.4.1.6 to 1.4.2.0 when using crossfade master to control the Playback Rate and Global Rate of high values (e.g. > 999%) with the Playback Window open.

Fixed minor irregularities with display for Executor buttons on Extra Wing.

Fixed problem with Cue Window (tracking mode) whereby soft buttons would become unusable (only affected 1.4.2.0).

Fixed problem on some MagicQ PC systems when using more than one MagicQ device or interface whereby one or more interfaces might not work correctly.



MagicQ version 1.4.2.0

New Functions

MagicQ Pixel Mapping Live Feed

The MagicQ Pixel mapper (generic bitmapfx2) now includes a “Live feed” option for capturing live feed video signals and playing them back on the grids. This enables any movie, animation, or live camera input that can be displayed on a PC to be captured and pixel mapped onto the Grids in MagicQ.

MagicQ supports up to 5 different live feed sources. Live feed sources are captured from the screen of a PC running MagicQ Media centre. MagicQ Media centre then sends the live feed information over the network, making it available to all consoles on the network.

On MagicQ, select the Pixel Mapper layer and then set Media Page = “Live Feed” (value 127) and select 1 to 5 for the 5 live feeds.

In MagicQ Media Centre select Devices, Live Feeds to configure the live feeds. For each live feed the user can set the position and size of the capture area on the PC screen. In addition the resolution of the live feed sent over the network can be configured – generally this should be set to the same size as the grid being used on the MagicQ consoles/MagicQ PC systems.

The position and size of screen capture on the MagicQ Media Centre PC can be remote controlled from a MagicQ system using ArtNet. This allows different capture areas for the sources to be recorded into the Cues on MagicQ.

In MagicQ Media Centre select Devices, DMX Devices and select the Type as “Live Feed Position”. Select the ArtNet Universe and Channel to respond to. Note that ArtNet Universes start at 0 so if you are using Universe 1 on a MagicQ Console you will most likely need to select ArtNet Universe 0 Channel 1.

MagicQ Media Centre maps 50 consecutive DMX channels for controlling Live Feeds – each Live Feed consisting of a simple 10 channel personality. On MagicQ patch the number of live feeds required using the Generic Live Feed personality. The channels are

Chan	Description	Default
1	Control	0
2	X coarse	1
3	X fine	0
4	Y coarse	1
5	Y fine	0
6	Width coarse	0
7	Width fine	100
8	Height coarse	0
9	Height fine	100
10	Spare	0



The values for control are:

- 0 No changes
- 1 Change Position
- 128 Change Position and Size

The width and height controlled via remote are the width and height of the capture area for the live feed. The resolution for the feed (pixel width and pixel height) is configured on MagicQ Media Centre only.

Using MagicQ to control remote video switchers and mixers

MagicQ can now be used to control remote video switchers and mixers such as the Kramer VS series of video switchers and Panasonic MX50 video mixer. These devices are connected to a PC system running MagicQ Media Centre using RS232 and then remote controlled from the console using ArtNet.

In MagicQ Media Centre select Devices, DMX devices and then configure the Type, Universe, Channel and COM port.

Kramer VS808

- 1 Video Out 1
- 2 Video Out 2
- 3 Video Out 3
- 4 Video Out 4
- 5 Video Out 5
- 6 Video Out 6
- 7 Video Out 7
- 8 Video Out 8
- 9 Spare
- 10 Spare
- 11 Spare
- 12 Spare

- 0..31 Video In 1
- 32..63 Video In 2
- 64..95 Video In 3
- 96..127 Video In 4
- 128..159 Video In 5
- 160..191 Video In 6
- 192..223 Video In 7
- 224..255 Video In 8

Panasonic MX50

- 1 A Bus (0-64 Source 1, 65-128 Source 2, 129-192 Source 3, 193-255 Source 4)
- 2 B Bus (0-64 Source 1, 65-128 Source 2, 129-192 Source 3, 193-255 Source 4)



- 3 Take (>0, value is time)
- 4 Take immediate (when value changes greater or less than 128)
- 5 T-bar
- 6-12 Spare

ChamSys will add support for alternative video switchers and mixers on request.

MagicQ Media Centre DMX Viewer

MagicQ Media Centre now includes a DMX viewer for monitoring ArtNet on the Network – select Devices, DMX View.

The data on the network is shown in pictorial form. Universes that are active are shown in white whilst universes that are inactive are shown in grey.

Other Changes

Now removing heads / moving heads can be carried out with values in active in the programmer. Heads affected by the remove or move will be cleared from the programmer before they are removed / moved.

Improved text fit in select boxes.

Added Highlight option that allows highlight mode to remain after a CLEAR (i.e. Highlight mode is only cleared by using toggling HIGHLIGHT).

It was not possible to enter the # key into names and text.

Change tap to time so that it takes effect after the 2nd tap but requires 4 or more taps to complete.

Bug fixes

Fixed problem when using FX Window with multiple FX types which could cause a reset or lock-up. This would only occur if the selected fixtures did not have the same attributes as the FX stored in the FX Window.

Fixed problem with CLEAR with times in 1.4.1.9. This would cause the sub master to be set to 0.

Fixed problems with playbacks with release times in recent betas – after the release the page might get incorrectly changed for that playback.

Fixed problem when loading new shows which could cause a reset.



Fixed reset when displaying last chequeboard bitmaps (page down to last inbuilt bitmaps) using Pixel Mapping in Media Window.

Fixed problem when using GO to step through more than 1 step before the steps are completely faded – channels fading out to zero will snap rather than fade.

MagicQ Matrix Viewer / Media Centre would ignore ArtNet received from devices with an IP address of 2.9.200.5 (the default setting).



MagicQ version 1.4.1.9

New Functions

Improved the resolution of chase speed and the response on Encoder X so that it is less sensitive at fast speeds. Use SHIFT + the Encoder to make small changes to chase speed.

It is now possible to set user spreads on FX and they will not be affected by subsequent changes to chase speed. In addition the offset for selected heads can be set in the FX Window using Encoder E.

Added display option in Setup, View Settings, Windows to determine how attributes values are displayed for Encoders – normal, 16bit, %, or pan and tilt in %.

Bug fixes

Fixed problem with activating/releasing on page changes with release times – Cues with more than one FX could cause a reset (1.4.1.7 and 1.4.1.8)

Fixed problem with reduced rate DMX modes. The “changes” and “mixed+changes” mode did not always work correctly.

Re-adjusted Wysiwyg and Capture refresh rates.

Fixed USB stats added in 1.4.1.8.

Fixed problem with LED test that would leave some LEDs flashing green.

Fixed problem when using multiple Dual DMX interfaces on MagicQ PC – sometimes the 2nd box would not be detected.



MagicQ version 1.4.1.8

New Functions

Timeline

MagicQ supports a timeline facility for viewing the contents of Cues in a Cue Stack in a timeline format. Open the Timeline Window using the Timeline Button (on consoles this is the 4th spare button next to the Media button).

Use encoders A to specify the level of detail shown for each head and encoder B to choose specific attribute masks.

Encoder D is used to modify the horizontal scale to choose how many Cue Steps are shown in the window.

Use encoders X and Y to scroll around the timeline.

By default all of the heads in the Cue Stack on the selected Playback are shown – use the SEL HDS ONLY soft button to make it only show the currently selected heads from that Playback.

View Vals and View Raw can be used to view the data values rather than the timeline.

Note that the Timeline is still under development and testing - we recommend that it is used during programming rather than show playback.

Network and USB refresh rates

By default MagicQ now sets the reduced rate DMX in Setup, View Settings, Hardware to “Mixed + Changes only”. This reduces the amount of network/usb traffic when DMX values are not changing. It also interleaves the ArtNet frames so that ArtNet devices with small buffers will still be able to decode the correct ArtNet universes on heavily loaded networks.

Consoles and PC installations that have been programmed on older versions of MagicQ software will automatically have this option turned to “Mixed + Changes only” when the system is first started after the upgrade. Users can change the setting back to the previous setting if required. The previous setting “Normal” has been renamed “Continuous”. We recommend using the “Mixed + Changes only” option as your normal setting particularly when using wireless networking.

Data packets sent to WWIWYG and Capture are now only sent when the data changes – thus significantly reducing network traffic when data is not changing. The “reduced rate DMX” options do not affect the WYSIWYG or Capture data.

The DMX data sent to MagicQ Wings and Interfaces is now only sent when the data changes – this reduces USB data traffic. When the data is constantly changing there will be no difference. The RX data LED on MagicQ Wings & Interfaces shows the level of DMX traffic



– when DMX data is not changing this LED will flicker a few times a second instead of being on constantly.

Other Changes

Increased maximum number of Cue Stacks from 1000 to 2000.

Copying of head programming now copies the timing as well as the attributes.

Support for copying of programming between groups of heads using the Group window.

Improved USB fault diagnosis. Added USB transmit/receive statistics to Setup, View System, View Status.

Increased maximum hold time for the action buttons (Record, Include, Set etc..) so that users can press the keys for longer.

Pressing SHIFT + UNDO now resets all LEDs on MagicQ consoles and Wings to their correct state.

Support for Pro Touch serial protocol for use with Pro Touch touch screens.

Bug fixes

Fixed HTP stomping so that playbacks set with “All channels controlled LTP” can stomp other playbacks regardless of HTP level.

Fixed bug in Media Window with box redraw after changing the size of the overall MagicQ window, or changing between Normal and MaxiWing mode on PC systems.

Multiwindow settings were overwritten when starting a new show or loading a show.

Playback rates did not take into account Wait times correctly.

Fixed bug when using Hog II Warp (or settings where the Programmer overrides FX from Playbacks) with the programmer. When adjusting values using the encoders the attributes would fade back from the previous FX position.

Fixed bug when using FX fade in and fade out times. The first time the fader was moved after the FX was started the FX would jump.

Fixed problem when using Hog II Warp (or settings where the Programmer overrides FX from Playbacks) with FX fade out times within a Cue Stack. FX would not fade out smoothly when individual channels were set to specific values (no FX). The fade was smooth if using the “Zero Old FX” Cue Stack step option to zero all tracked FX.

Fix to board LED test which could leave LEDs on incorrectly.





MagicQ version 1.4.1.7

New Functions

When changing pages and using “Activate on page change” and “Release on page change” the Cue Stacks now crossfade correctly from one Cue Stack to the next using the programmed times.

When you set Cue Stacks to be Intensity Masters, FX Speed or FX Size Masters it is no longer necessary to set Fader Activates Stack to No and Fader Releases Stack to No. Now, MagicQ will ignore these settings and always activate only using the GO button and release using the RELEASE button.

Cue Window – if no heads are selected then the column titles are set according to the first head in the Cue. If heads are selected then column titles are set as per the selected head.

Improved the mixing between layers in the Pixel Mapper. The colour mix mode now includes options of priority, priority > 0 and masking.

When double clicking on a text field (or using SET SET) to change the text, the existing text will now be shown for editing rather than starting from blank text.

Improved “Insert Heads” in Outputs Window, Plan View so that it is now possible to insert heads into a cursor selected area. First select an area using the mouse or using SHIFT and the cursor keys. Then press the “Insert Heads” soft button. The currently selected heads will be inserted into the area according to the direction that the area was selected. If no heads are currently selected then all patched heads will be inserted.

Bug fixes

Fixed problem when cloning fixtures. The IPCB mask would be set up incorrectly. User generated Palettes that had icons would lose the icons.

Fixed problem with Intensity channels when mixing playbacks with and without FX and using the HTP Always Active option. Now when HTP Always Active is set, HTP channels will running FX will not be blocked by other playbacks.

Fixed problem with Intensity channels when using release times on playbacks. If playbacks are set to “All channels controlled LTP” then when a playback was released MagicQ would not take this into account when fading to the new value – it would fade to the HTP value first before snapping to the correct LTP value.

Using the active function on heads with virtual dimmers did not bring the virtual dimmer into the programmer.

Remote control did not support the pop-up select bars – record options, odd/even and fan.



When using remote control on tablets with screen resolution less than 1024 by 768 the screen scrolling did not always work correctly.



MagicQ version 1.4.1.6

New Functions

Keyboard Macros

Added support for playback of keyboard macros using the times that the macro was recorded with or using external time code sources. By default macros are played back using “Immediate” timing. Use the SET TIMING soft button to change the timing to “Real time” or “Time code”.

The timing type can be changed after the macro has been recorded – however if external time code timing is required then this should be selected before the macro is recorded. This enables the console to record the key and button presses according to the received time code signal.

Times can be modified in the View Data view of the Macro Window using the keypad and Encoder E. Multiple items in the macro can be changed at one time using SHIFT and the cursor keys to select the items.

When using time code timing, the + and – operators can be used to offset the timing of a sequence of items.

Macro steps can be deleted using the REMOVE key. Note when a button is pressed there is a “press” and a “release” – both should be removed – otherwise the button state will become confused.

Playback Rate

It is now possible to set the playback rate of a Playback using Encoder X in the Playback Window. Press the S button of the required playback to choose which playback to change.

By default the playback rate is locked to 100%. Press the X soft button to enable changes to playback rates. The playback rate % is shown for each of the main playbacks when the % is other than 100%.

The playback rate is stored in the show file, so that the rate will persist over resets and power downs.

Other Changes

Layer preview windows for Pixel Mapper now supported.

Media settings are now stored as console settings rather than show settings.



The Help file information is now not loaded until the Help button is pressed. This improves start up time.

When using the Execute Wing then legending for the in-built Pixel Mapping did not always fit in the 6 character displays correctly.

Improved colouring of buttons in Execute Window. Enabled text to be displayed when using custom button bitmaps. For complete user button bitmaps without text, remove the text from the items in the Design View.

Added status of consoles on the network to the Setup, View System, View Status window.

Bug fixes

Fixed problem when using Preload Cue and Crossfade together – the Cue Stack would get stuck until the GO or BACK button was pressed – it was not possible to change steps using the crossfade master.

In the PixelMapper if the text speed was 0 then the text only appeared when the text string was changed / speed was set to non-zero.

Fixed problem when updating Cues with the option “Update Clears Programmer” = “Yes”. Sometimes during the Update it would return to the previous value a fade back to the new value.

Fixed problem when using 24bit bmp files on MagicQ consoles and on MagicQ Linux versions – the bitmap could get mis-aligned. Standard 32bit bmp files were not affected.



MagicQ version 1.4.1.5

New Functions

Pixel Mapper

The internal pixel mapper has been improved so that it is now possible to control pixel mapping from within the Media Window. The internal pixel mapping appears as a media server just like an external media server. When the internal Pixel Mapper is patched for a grid then MagicQ sets up the media settings automatically so that the Pixel Mapper appears in the Media Window.

Once a grid has been designed in the Plan View of the Outputs Window, then pressing the PATCH PIXMAP soft button automatically patches the internal pixel mapper (personality generic bitmapfx2).

MagicQ asks the user to specify the number of layers required and will patch that number of layers (generic bitmapfx2 heads). The layers will be named according to the grid that is selected in the Outputs Window. MagicQ uses head numbers above the other patched fixtures

When operating on a layer within the pixel mapper it will default to operating on the grid that was selected when it was patched. MagicQ now overrides the default value for Grid Number specified in the Head Editor for generic bitmapfx2.

MagicQ automatically adds the settings for the Pixel Mapper to the Media View of the Setup Window. This enables the Pixel Mapper to be accessed immediately from the Media Window without further set up.

User pictures and movies can be loaded into the internal pixel mapper directly from the Media Window using the LOAD PIC / LOAD MOVIE soft button available when the Pixel Mapper server is selected and the appropriate Media Bank is selected.

MagicQ supports picture files in .bmp or .jpeg format. Movie files should be converted into .cmv format using the MagicQ Media Centre application (installed as part of the MagicQ PC download).

Text strings can be entered directly into the appropriate box.

Execute Window

The Execute Window now supports faders as well as buttons. Cue Stacks and Cues can be represented as faders. To set a Cue Stack or Cue as a fader, move the cursor to the item and press SOFT button E to toggle between button and fader. A 'F' appears in the corner of the item when it is set to be a fader. Faders are only shown in Execute View, not in Design View.

Faders can be twice as tall as buttons. When setting faders in the Execute Window leave the box below the fader free. The fader will automatically be adjusted in the Excute View to fill the two boxes.



Soft button B has been renamed “Appearance” and it is now possible to select “Boxes” or “Coloured” for the appearance of the buttons and faders. Names for buttons and faders now use a bold font.

It is possible to set custom pictures for the buttons in the Execute Window. Move the cursor to the button you wish to set a custom bitmap on and then press the BUTTON BITMAP button and select the a picture file (bmp or jpeg).

If you wish to have separate button images for a button when it is inactive and active then create 2 image files named with “up” and “dn” as the last 2 characters of the filename before the file extension – for example

mybuttonup.bmp
mybuttondn.bmp

When selecting the file, choose the “up” file. MagicQ will automatically substitute the “dn” file when the button is active.

Playback mode

A new mode has been added to MagicQ PC which enables MagicQ to be run in a pure “Playback” mode. This mode is selected by clicking on the new Playback mode Icon on the desktop or in the Programs, ChamSys MagicQ PC menu.

Playback mode is only supported when connected to a MagicQ Wing or MagicQ USB interface. The MagicQ interface must be connected and powered on before MagicQ is started in Playback mode.

In Playback mode MagicQ it is not possible to record or make changes to the show data. MagicQ will not save the show files / status files. Changes (e.g. change of chase speed) will be lost when the application is stopped and restarted.

Playback Mode shows a much reduced set of buttons on the screen – only buttons required for show playback are shown.

In Playback Mode only pages of playbacks that have been programmed are shown – pressing NEXT PAGE will automatically change to the next programmed page and will cycle around all programmed pages.

Bug fixes

When using the manual master to crossfade Cues, MagicQ did not take into account if a Preload (jump to another Cue) was set.

Retrieving thumbnails for Catalyst would not work unless the thumbnails for all banks were retrieved together.



MagicQ version 1.4.1.2

New Functions

Bug fixes

When using MagicQ in Theatre / Film / Hog Warp modes (modes with the option Programmer overrides FX set to Yes), MagicQ overrides FX from Cues whenever there is a level for those channels in the programmer. Previously if a level was in the programmer (but no FX for that channel) then when doing a Record Merge into the a Cue, MagicQ would not remove any existing FX for that channel from the Cue.

Knocking out attributes from the programmer using the REMOVE button only removed levels, not FX.

When using MagicQ PC with MagicQ wings, there could be occasional drop outs on the USB link and incorrect LED settings when used with some PCs with the DMX outputs enabled. On version 1.4.0.0 this problem could be improved by setting the Setup option, Hardware, Reduced Rate DMX = "Test 2".

Recovery from errors on the communications link with the front panel on MagicQ consoles was accidentally reduced in beta versions 1.4.0.3 to 1.4.1.1.

Cue Window, View Tracking showed FX tracking incorrectly in Cues if the FX was tracking through and the channels were used at a level without FX. This also affected copying of entire state and including entire state from a Cue.



MagicQ version 1.4.1.1

New Functions

Implemented flicker sync FX for synchronised flickering.

Bug fixes

Fixed problem with Snapshot where FX could get included into the Programmer or into a subsequent Cue multiple times.

Copying entire state would not set the correct Q id in the new Cue.

Unused LEDs could be left flashing after board test.

Pressing Next Head with a single head selected did not change Outputs Window selection order.

When selecting heads using next head it did not update the sort order in the Outputs Window.

Fixed problems with HTP stomping when using fade times.



MagicQ version 1.4.1.0

New Functions

Head Editor

The Head Editor has been enhanced to divide the general settings into tabs.

The Channels View now has separate fields for the Attribute No and the Encoder. This enables channels to be assigned to specific encoders independent of their attribute type. The attribute type is used in all internal functions (masking, morphing and cloning) whilst the encoder field is only used to specify which encoder controls the channel in the Position, Colour or Beam windows.

New fields in the General settings include WYSIWYG and Capture patch information. From v1.4.0.9 MagicQ no longer uses the file headmapcapture.csv for the mapping for AutoPatch – instead it uses the fields from the individual personality files. All personality files have been updated to include the information that was previously stored in the headmapcapture.csv file.

It is now possible to set the dimmer curve in the General settings. This applies to the intensity attribute within the head.

MagicQ versions prior to v1.4.0.9 will continue to use the headmapcapture.csv file.

Personalities

Improved indexing of personalities. The console now generates an index of personalities whenever it is restarted if new personalities have been added. The index enables faster access to the personalities. To force the index file to be regenerated, go to File Manager and press SHIFT + RECREATE INDEX.

Improved auto patch from Capture for single channel fixtures to map to generic dimmer if there is no explicit head mapping available.

Other Changes

Shortcut for remove (knockout) of selected heads. Hold * and press REMOVE.

Improved remote page on web server to add a few extra buttons and to provide status feedback when selecting heads or changing their levels.

Improved Programmer FX View and Cue FX View so that when viewing using View Simple it removes some of the unused columns to make it simpler to understand and easier to find the relevant information.



Following selection of a single head using the keypad, subsequent use of NEXT HEAD and PREV HEAD to select the next/prev head of this type will now use head number order rather than patch order to determine the next head to select.

A new option “Last active” has been added to the “Activate Playback on start” options in Setup. When set, after a power up or a reset, MagicQ will reactivate Cue Stacks that were running when the console was powered down or reset. MagicQ will start the Cue Stacks from the step that they were previously on.

Added support for MagicQ Wand via Ethernet – set the Wand field to “Yes” for Wing 1 in the Wing setup.

Added support for statistics on input universes in Setup, DMX I/O.

Bug fixes

Fixed several problems with the new Unblock Cue function added in v1.4.0.8 when used with Cues with FX – it would often not unblock the FX from the Cue.

Fixed problem when using multiple Cue Stacks with intensity levels in them and crashing through multiple steps using the GO button. Pressing the GO button on a particular Playback (1) whilst another Playback (2) was fading a Cue, would cause the intensity channels that were fading on the Playback (2) to end up at incorrect values. This occurred regardless of the content of the Cues on the Playback (1).

Fixed problem with tracking of intensity values in tracking modes when moving back through Cue Stack steps quickly (faster than the programmed fade times). Channels could end up at incorrect values.

Fixed reset problem when viewing FX in the Cue Window with Cues with more than 1 FX in them – if the cursor in the View FX was not on the first row then a reset occur after updates/changes to the FX.

Include Entire State did not include Cues with more than 1 FX correctly.

Cue Window, View Cue, View Tracking did not show the tracking FX correctly when there was more than 1 FX.

Entering a DMX address with a leading 0 when changing DMX address caused the head to be unpatched rather than patching to the required address.

The time code generate function could not be disabled using the W0 command.

The time code generate function did not select the correct frame rates.

Sometimes the LEDs on MagicQ Wings may end up in an incorrect state. Pressing ← when the command line is empty now resets the LEDs.



Colours scheme Grey – black text did not work in recent betas.



MagicQ version 1.4.0.8

New Functions

Copying Cues in tracking mode

When in tracking mode, performing an unlinked copy of a Cue in a Cue Stack now copies the entire state of the Cue, not just the specific cue values. When copying multiple Cues from one Cue Stack to another Cue Stack, the first Cue will be copied entire state with the following cues being just the changes.

If Cues are copied linked in tracking mode then they will always be just the change values not the entire state.

When using Theatre Tracking mode, Hog II Warp mode, MagicQ now defaults the Cue Storage option “Always copy unlinked” = “yes”.

Blocking / Unblocking Cues

In tracking mode it is now possible to block and unblock Cues from the Cue Stack Window and from the Cue Window through soft buttons.

Multiple Cues can be blocked / unblocked in the Cue Stack Window by selecting a range using SHIFT and the cursor keys.

Record Merge / Remove ranges using keypad

MagicQ now supports record merging / record removing to a range of cues using the keypad – for example, to merge into Cue ids 2 through 4:

RECORD MERGE 2 THRU 4 S

This function also works for the shortcuts – e.g. holding S and then typing a range of Cue Ids before pressing RECORD.

Both the THRU and the + and – operators are supported.

Dimmer curves

New dimmer curves added – Limit and Offset.

Limit enables a maximum level to be set for the channel whilst retaining the normal linear dimming curve. When dimmer curve is set to “Limit” the channel has a linear curve up to the maximum value rather than using the normal linear curve and then stopping at the maximum value.



Offset enables an offset value to be applied to a channel – this can be useful if a moving light is not calibrated correctly or it has been moved. When dimmer curve is set to “Offset” then the minimum value specifies the offset to be applied. When a channel value exceed 255 then it wraps back to 0.

MagicQ Media Centre

MagicQ Media Centre (previously called MagicQ Matrix Viewer) now supports scanning of the network for MagicQ consoles and MagicQ PC systems. A MagicQ system can be chosen and the matrix set up according to the show running on that console. This avoids the need for manually copying show files to the Media Centre.

Other changes

Modifying the Cue Text will also modify the Cue name in the Cue Store if they were previously both the same.

Improved the confirm box text when removing Cues from Cue Stacks.

Bug fixes

Fixed reset problem when viewing FX in the Cue Window in Advanced View after channel data had got corrupt.

Fixed problem with Outputs Info window where it did not react like the Outputs Window – numbering of grids backwards and selecting items in grids.

Fixed problem with AND ONLY function. If THRU was used on both sides of AND ONLY (e.g. GROUP 1 THRU 3 * 11 THRU 13 ENTER) then it would not work correctly.

Fixed problem with unpatched heads which meant that they could still output non 0 levels on the channels where they were previously patched. Also, it was not possible to channel test the channels where they were previously patched.

Fixed FX built on sines and cosines which could show a small jump at the transition of the FX when using 16bit values.

Initial offset column was missing in the Cue Window, FX view.

Snapshot and record snapshot would incorrectly give precedence to values from playbacks even if the values were in the programmer already.



Fixed problem with WYSIWYG patch transfer which could cause a failure or reset if changing the address of a moving light. With v1.0.7.0 of the MagicQ WYSIWYG driver it is now no longer necessary to set the Spot number field in WYSIWYG – the Channel number can be used instead.



MagicQ version 1.4.0.7

New Functions

Selection of heads in Outputs Plan View

When the Outputs Plan view is used as a stage plan it is now possible to select multiple heads in a row or column by clicking on blank spaces in the grid.

Clicking on a blank space at the top edge of the grid will select/deselect heads in the whole column depending on the current selection state of the heads.

Clicking on a blank space on the left edge of the grid will select/deselect heads in the whole row depending on the current selection state of the heads.

Clicking on a blank space at the bottom edge of the grid will select the whole column regardless of the current state of selection of the heads.

Clicking on a blank space at the right edge of the grid will deselect the whole row regardless of the current state of selection of the heads.

Clicking within the grid on a blank space that is adjacent to a head will have the same effect as above – but only for all the heads directly adjacent to each other. As it is possible that the blank space that is clicked on may have more than one adjacent head, the priority is left, top, right, bottom.

For other plans where head numbers are packed into the grid with no blank spaces – e.g. LED arrays, it is still possible to use this method but the grid must have blank spaces around the edges of the grid.

Other Changes

Increased number of different personalities allowed in a single show to 100.

Added support for MagicWand – radio playback version. This should be connected to the serial port with the serial remote protocol set to “MagicWand”. Serial settings should be baud rate 19200, data bits 8, stop bit 1, even Parity.

Improved screen layout and refresh when using “Touch Mode” and “Reduced Mode” on screen resolutions less than 1024x768. Improved display of encoder text and also sizing and positioning of keyboard, select, confirm and toolbars.

Bug fixes



Fixed problem with creating FX from chases that affected versions to 1.4.0.3 to 1.4.0.6 – the first attribute in the chase would be missing from the FX.

Remote control – fixed refresh of screen in spreadsheet views with more columns than can fit on the screen (e.g. Programmer Window). Previously the window would not be updated when the cursor was moved / values changed.

Remote control – fixed problems with encoder soft buttons – previously the button always acted as SHIFT + the button.

Fixed problem with keyboard mode, Getac tablet which meant this option had to be set on both the remote device and the console. Now it only needs to be set on the remote device.



MagicQ version 1.4.0.6

New Functions

And Only

Support for AND ONLY function when selecting groups. When selecting a number of groups then the * operator can be used to specify that only the heads that are in both groups are selected.

GROUP 1 * 2 ENTER

This selects heads which are in both groups 1 and 2

And Only can be used with the THRU, + and – operators.

GROUP 1 THRU 4 * 5 THRU 8 ENTER

This select heads which are in one of the groups 1 to 4 and also in one of the groups 5 to 8.

It is possible to use And Only together with the @ operator to set levels directly.

GROUP 1 * 3 @ FULL ENTER

Note that if the option “Select heads and palettes from keypad” is set to “No” – then the ** operator must be used to select groups from the keypad:

1 * 2 * *

1 THRU 4 * 5 THRU 8 * *

1 * 3 * * @ FULL ENTER

Other Changes

Added option to force a single window to the external monitor output. The Window will remain on the external monitor except when a SHIFT CLOSE is performed. This option is set in the Setup Window, View Settings, Windows, Force Window on External Monitor 2.

Support for auto patch of fixtures with multiple dimmers from WYSIWYG.

When “Always show Record Options” is set to yes, a toolbar is now shown when including as well as recording.

Bug fixes



Fixed problem with FX stored in FX Window – playing back FX based on Palettes could cause a reset if the number of selected heads was more than the number of heads in the stored FX.

Fixed selection of intensities from keypad or from palettes whereby fading would start from 0 regardless of current level of the channels.

UNDO did not work to undo changes made to intensities via the keypad.

UNDO did not refresh the sort order in the Outputs Windows.

Include – Update, now shows Cue Id within the Cue Stack updated not the Qid within the Cue Store.

Stack Store showed Cue Stacks used on Playbacks as Playback number 1 to 202 not using Wing numbers and playbacks 1 to 24.



MagicQ version 1.4.0.5

New Functions

Movie support in the Media Engine

MagicQ now supports playback of movies as well as bitmaps, text and FX in its internal media (pixel mapping) engine. MagicQ supports up to 1024 different movie files.

There is an enhanced Generic BitmapFX called Generic BitmapFX2. This contains 4 more channels including movie speed. It is possible to morph from Generic BitmapFX to Generic BitmapFX2 so old shows that used the media engine can be upgraded to use the new features.

Movies are accessed through Beam Page 1 – there are 4 new ranges on the “Bitmap Page” encoder – Movie 1, Movie 2, Movie 3, Movie 4. These ranges are after the custom user bitmap Pages, User 1 to User 4.

Movies are stored in the movies folder (show\movies) in a similar way that bitmaps are stored in the bitmaps folders. Movie files are stored in a special ChamSys movie format which compresses the data to the required grid resolution. The files are named movie001-001.cmv, movie001-002.cmv, etc...

ChamSys movie files are created using Tools in the MagicQ MediaCentre application (this now incorporates the MagicQ Matrix Viewer) which is installed when you install MagicQ PC.

MagicQ MediaCentre uses the free software VirtualDub under the GPL licence to perform the movie conversion to new the new resolution. VirtualDub is installed in the VirtualDub folder under the MagicQ PC folder.

When converting movie files we recommend you choose the same movie resolution as your grid size on MagicQ. Click the auto install feature to automatically install the converted media file into the movies folder naming it with the next free movie ID.

The speed of movie playback can be controlled by the movie speed encoder.

Remote control

Improved remote control of a MagicQ from another MagicQ. Now there is a Remote icon when you install MagicQ PC – this runs MagicQ in remote mode.

In remote mode MagicQ acts only as a remote control system; it does not send transmit any ArtNet or any other network traffic except for the control of the remote MagicQ system.

When you start up MagicQ in remote mode it will scan for MagicQ consoles on the network and give a list of the available consoles to select from.

To stop remote control of a MagicQ console click on “Quit”. Select “yes” to quit from MagicQ or “no” to return to the list of MagicQ consoles to control another console.



Other changes

Modified web server for remote to improve performance on Iphones which erroneously zoom out every time the web page is refreshed.

Added Flicker FX to the FX Engine. Set the Random option in the FX Editor to Flicker or Flicker Sync.

Bug fixes

Fixed problem in v1.4.0.3 when using the new “Keypad Syntax – Theatre Patch” option – it would erroneously patch heads when entering data in the Patch Window.



MagicQ version 1.4.0.3

New Functions

Patching

Added option to enable easier patching of dimmers – View Settings, Keypad, Keypad Syntax Theatre Patch. When this option is set to “yes” the keypad can be used to patch a dimmer or moving light directly to a DMX address and head number – e.g.

Improved status messages when handling bigger shows including loading of shows, saving shows, repatching heads.

Reselecting heads using Palettes and Intensities (Active Palette and Active Intensity)

To reselect all heads using a particular palette, hold ALL and press the palette entry.

<Hold ALL> <Green>

Or use the keypad

<Hold ALL> <COL 5 ENTER>

To reselect all heads at or above an intensity level hold ALL and type the level. Then release ALL or press ENTER.

<Hold ALL> <50 ENTER>

To reselect all heads at a specific intensity level hold ALL and type @ followed by the level. Then release ALL or press ENTER.

<Hold ALL> <@ 60 ENTER>

FX

Added FX speed, size and crossfade encoders to the FX Window. These encoders apply changes to the FX of the currently selected heads. Note they affect all FX running on those heads so if the head has a circle and a CMY colour FX then both will be changed. To change FX individually use the encoders in the Programmer Window, FX View.

Waveform FX can now have more than 3 attributes. Note that shows that use Waveform FX with more than 3 attributes will not run correctly on older versions of software.

Creating Waveform FX from Chases now supports any number of attributes. If the Cue Stack has more than 1 attribute in it, then the user is prompted to choose which attributes to use in the Waveform FX. It is recommended that only a small number of attributes are stored in



Waveform FX – e.g. just position, colour mix or intensity. For more complex FX store the FX in the FX Window and save to a FX Library.

If only 1 attribute is chosen then the user is prompted with the option to make the FX apply to any attribute.

Web Server

Added Clear, Group, Next Head and Highlight buttons to the web remote keypad.

There is now support for user HTML pages. These pages should be stored in the web folder and their name should start with “user” e.g. user1.html, user2.html. The MagicQ remote commands can be sent from the HTML using the button/input types to submit.

```
<html>
<head><META NAME="HandheldFriendly" content="True"><META
NAME="MobileOptimized" CONTENT="240">
<title>MagicQ User HTML Page</title>
</head>
<body>

<!-- User forms must start with the name user - e.g. user1, user2 -->
<!-- Remote commands can be found in the MagicQ manual -->

<FORM ACTION="user.html" name="user" METHOD=GET>

<!-- Remote commands are sent using input types -->
<!-- Place the command in the value and set the name to "cmd" -->

<input type="submit" value="1T" name="cmd">
<input type="submit" value="1U" name="cmd">
<p>

<!-- Or as button types -->
<!-- Note for Internet Explorer to work the value feature below is not
used and you must put the remote command in the name after cmd -->

<button type="submit" name="cmd1T" value="1T">PB1 act</button>
<button type="submit" name="cmd1U" value="1U">PB1 rel</button>
```

Other changes

Improved performance on larger shows with lots of heads when doing a Locate or activating heads or attributes in the programmer.

Added new reduced rate output mode to reduce network activity when using lots of ArtNet / Visualiser universes. Set View Settings, Hardware, Reduced Rate Output to “Change” or “Mixed + Changes”. ArtNet and Visualiser packets will then only be sent on changes rather than repeatedly.

If a Playback is set to “HTP Always Active” then raising the fader or pressing the FLASH button will not use any specified Intensity delay or fade times. If the Cue Stack has multiple



steps then delay and fade times will still be used when changing steps – i.e. pressing the GO or BACK buttons.

There is now an option in Setup Window, View Settings, Windows to choose how speed is displayed for chases and FX - seconds, BPM, or frames.

Improved AutoPatch and Auto Focus with WYSIWYG to support selection of generic lights and lamps with multiple dimmers.

The keypad always select options have been expanded to support a “Strict Mode”. In this mode it is not possible to toggle or choose items simply using the ENTER key. You must use SET first. This should help keypad fanatics to avoid setting options in Windows accidentally.

Added new Cue Stack macros to activate (E) and release (F) Cue Stacks. For example, E1 activates Cue Stack 1. This has the same effect as testing the Cue Stack in the Cue Stack Store window.

Added new Crossfade Master options for controlling Cue Stack Rate Master and Cue Stack Global Rate Master. The existing Rate Master and Global Master have been modified so that they affect both the Cue Stack times and FX times.

Bug fixes

Fixed problem with calibration of external touch screens – calibration might not work if the bottom left cross was pressed to close to the bottom left. In these cases press the cross slightly higher and to the right than the centre of the cross.

Fixed problem when morphing from a head with only Col wheels to a head with CMY – it would expand the colour channels incorrectly causing erroneous parameter information in the Palettes and Cues.

Outputs Window, View Chans, View Int window did not scroll down correctly which meant that it was not possible to view all of the patched heads in larger shows. This affected both the Outputs Window and the Outputs Info Window whichever monitors (internal or external) they were displayed upon.

Clicking on Sub menus in the Setup and Cue Stack Windows would not work correctly on MagicQ PC when using large screen resolutions or when MagicQ PC was run in MaxiWing mode.

Setting numeric values onto Beam encoders for Bitmap FX page 1 and page 3 would erroneously try to set text.

Fixed problems on consoles where repatching or morphing a large number of heads at one time with a large show (lots of Cues) could take a longer time than the internal watchdog causing the console to auto reset.



WYSIWYG Auto Patch. On MagicQ consoles and MagicQ Linux the auto patch sometimes failed to map the Wysiwig patch name to the MagicQ patch name event though the names were correct in the headmapcapture.csv mapping file. This affected Dimmers and a few other fixtures.

In the Macro Window moving keyboard macros from one position to another would not work correctly after a show was saved and reloaded.

A reset could occur during test mode if a head with multiple elements was patched and then the repeated / extra elements were repatched away from the main element or removed.



MagicQ version 1.4.0.1

New Functions

Patching

Added option to enable easier patching of dimmers – View Settings, Keypad, Keypad Syntax Theatre Patch. When this option is set to “yes” the keypad can be used to patch a dimmer or moving light directly to a DMX address and head number – e.g.

10 @ 2 – 5 will patch head number 10 to Universe 2 channel 5.

In the Patch Windows the soft buttons have been re-arranged slightly to enable support of CHOOSE MEDIA SERVER. Renumber head number option is now under SHIFT + RENUM HEAD NOS.

If you have not chosen a head and you press EDIT HEAD it will edit the head where the cursor is.

Other changes

It is now possible to reset an entry in the Wing or Media Server views of the Setup Window by using the REMOVE key in Column 1 of the field you wish to reset.

New shortcut for making all attributes of the selected heads active – hold * and press SET.

New shortcut for recording a snapshot. Hold THRU and press REC.

Linux version – ability to set screen size for the Linux window – this enables reduced size screens – e.g. the 1024x600 resolution used on micro PCs such as the Acer One. In Setup, View System, View Remote set the first window to the required size. The window should be set to disabled.

Improved the Execute Window – now it is possible to set the execute buttons to be of type Ellipse in both Windows and Linux. By default the buttons are now coloured according to their function. When that function is active the button appears brighter.

Improved the re-draw speed in MagicQ Linux and MagicQ Mac.

Bug fixes

Fixed problem with merging 2 versions of the same show together.





MagicQ version 1.4.0.0

New Functions

Re-release of 1.3.8.6 as a stable release with latest personality library.



MagicQ version 1.3.8.6

New Functions

Bug fixes

Fixed problem in beta versions v1.3.8.4 and v.1.3.8.5 where a show file might become unreadable after using Grids and text strings. If this problem is encountered then change software back to v1.3.8.3 or before. This problem can be worked around by avoiding using text strings on Page 1, Page 2 and Page 3. Instead use text strings on page 4. Show files that are unreadable can be fixed by ChamSys or their distributors.

Fixed problem with X / Y encoders jumping erroneously on some Pro consoles. Under some circumstances X / Y encoders could jump values – this was particularly noticeable when using for pan and tilt. It only affects Pro consoles.



MagicQ version 1.3.8.5

New Functions

Added ability to edit the FX add type to be Minus and Abs types in the FX Waveform editor.

Added a Setup Option to map the THRU, @ and FULL keys to other keys on the keyboard.

Added option to Position window to do INVERT PAN instead of FLIP – use SHIFT + the top left soft button.

Added a Setup option to choose the action when you press GO on a Cue Stack that had been over-riden by another Cue Stack – whether the tracked values are reasserted or not.

Bug fixes

Fixed problem when using absolute FX in Cue Stacks. The absolute FX would not release correctly and therefore the base level of the channel could remain at 0 even though the FX was faded out.

FX Waveform Editor. When using FX based on Beam Palettes the Palette numbers always showed B0 regardless of what they were really set to.

Fixed problem in Patch Window with v1.3.8.4 when changing the DMX address of multiple heads.

Fixed problem when using Multiwindows same PC on MagicQ PC. When pressing and holding a S button or a Window button subsequent clicks of the soft buttons would operate on the wrong window.



MagicQ version 1.3.8.4

New Functions

Bitmap FX (pixel mapping)

Fixed Apply Types “Chequer 1” and “Chequer 2” which did not work correctly.

Added new Apply Type “Scale to Grid”. Normally user bitmaps and icons from the internal library are applied to the grid using their normal size. It is now possible to make MagicQ scale the user bitmaps and internal icons to the size of the grid.

Added a soft button in the Plan View to make a group from the currently selected heads – SHIFT + MAKE GROUP. If no text is entered before pressing MAKE GROUP then the group is automatically named based on the first and last head numbers in the group.

It is now possible to make a grid of groups instead of a grid of heads. Grids of groups enable multiple heads to be allocated to one box in the grid. When Bitmaps, Text or internal FX are played back on the grid, then all heads in a group will take the colour/level associated with a particular box in the grid.

Added a test mode to the Grid selected via soft button C. In test mode the head under the cursor is tested (located). This enables the grid layout to be easily checked.

Improved Selection in the Plan View so that it is now possible to select heads when View Grid is enabled.

Grids now are sized to the whole screen when not in View Grid mode.

Patch Window

Improved the Patch Window so that it is now possible to patch, unpatch and repatch heads when using the View Universe and View Selected views.

Added a CLONE HEAD soft button. This makes it easier to clone heads – previously it was necessary to use the COPY key. The COPY key method is still supported. Cloning creates new heads of the same type containing the same programming as the original heads.

The COPY HD PROG (copy head programming) soft button has is now reached by using SHIFT + CLONE HEAD. Copy head programming allows the complete show data to be copied between heads that are already patched.



Other changes

When pressing BACK to step back through a Cue Stack with times, pressing BACK now does not halt the fade of steps – instead it steps back through the steps. This ensures that pressing the BACK button e.g. 3 times, steps back 3 steps.

Made “Slow encoder” much slower. Also where an attribute is marked as slow encoder, the soft button now bumps +1/-1 instead of 0/128/255.

Palettes that are programmed but not named are now shown as “---“ instead of a blank box, to make it easier to determine which palettes are programmed.

Bug fixes

Fixed problem when using tracking and Block FX whereby stepping back in a Cue stack might incorrectly run a FX from higher up the Cue Stack that should have been blocked by levels.



MagicQ version 1.3.8.3

New Functions

Timecode

It is now possible to turn timecode on and off for a Cue Stack using soft button A in the Cue Stack Window. When timecode is turned off the Cue Stack will not execute timecode Cues. When turned on it will execute timecode Cues according to the Internal/External setting.

Press SHIFT + soft button A to avoid the confirmation request.

It is now possible to change the Cue Stack from Internal to External timecode using the soft button C. Press SHIFT + soft button C to avoid the confirmation request.

Added support for resetting the external timecode counter. This will only take effect if external timecode is not being received – as soon as external timecode is received the external timecode value will jump to the received value.

The external timecode counter can be set in the Setup Window using soft button X. It can also be set using the 'Q' macro in the Cue Stack macro field.

Added support for setting the internal timecode from within a Cue Stack using the macro command 'I'. To reset the internal timecode for a Cue Stack to 0/0/0.0 use the macro I0. To set a specific time, e.g. 10 seconds use the macro I10.

LED – virtual dimmer channels

NOTE – this development is very new and should be used for testing purposes only in this beta.

Support has been added to enable LED and other fixtures with colour mixing but no dimmer channel to have an associated virtual dimmer. This allows the LED fixtures to be used as simple RGB fixtures with a dimmer. This development does not affect the internal pixel mapping (Bitmap FX) which already has a virtual dimmer.

To add a virtual dimmer channel for a LED fixture (i.e. a fixture without a dimmer) simply patch a generic dimmer and set the head number to the same head number as the LED fixture. The generic dimmer will then be shown with a 'v' after the head number to indicate the association with the LED fixture. The LED fixture will then appear with a dimmer in the Intensity, Group, Outputs and Programmer windows.

Note that virtual dimmers will only work if there are only 2 fixtures with the same head number – if there are more than 2 fixtures with the same head number then each head will be treated as a separate head.

When MagicQ assigns a virtual dimmer in this way, in the Cue Engine it takes the value of the RGB (CMY) attributes from the playbacks and programmer and then scales these values according to the value of the virtual dimmer channel.



Note that if you set channels up in this way to be virtual dimmers in this software version, and you then load this show into a version of software prior to 1.3.8.1 then the virtual dimmer will not work – the channels will always be at full (programmed) level.

Playback

Improved Playback Priority – it is now possible to set the playback priority to:

- Normal – same priority as other playbacks – last activated has control
- High – highest priority of all playbacks but lower priority than the programmer
- Above Programmer – higher than playbacks and the programmer

Added playback option “Intensity (HTP) FX can subtract” for backward compatibility with older versions of MagicQ. This allows Intensity FX on one playback to subtract from the level on another playback.

Windows & Auto Ordering

In the Outputs Window, Programmer Window and Palette View Window there is now auto ordering of heads. Now by default MagicQ orders the heads according to the selection order. When no heads are selected the order is the normal head order. Auto ordering can be turned off in the Setup Window under Windows, “Auto Row ordering”.

Outputs Window – values from selected playback are now shown in blue.

Outputs Window – Intensity View. It is now possible to view channel values horizontally as well as vertically.

Other changes

Clicking FX Window twice brings up the Waveform FX Window.

Improved Include options window (SHIFT + INCLUDE). When using the Include options to include selected attributes only the options now default to only including selected heads.

Modified the names (sense) of some of the Setup and Cue Stack options so that they are easier they are easier to understand.

Bug fixes

Timecode. If chase direction was set to backwards then the timecode learn function would timestamp the incorrect step in the Cue Stack – it would stamp the step prior to the current Cue, not the one after it. In addition the CueStack would display the timecode counting up in the wrong step. Playback of timecode worked correctly.



When Page 1 as a template page with a Cue Stack set to “Default Cue Stack” there were some functions that did not work if you changed page to pages other than Page 1. Release times would not work and the Cue Stack would always reset to the first step. Now these will work correctly unless you change to a Page which has a different Cue Stack programmed on that Playback.

Playback Window scroll button was not correctly labelled.

Improvements to the Backup archive process.

Support for 8 Wings on Pro consoles – previously only 7 would be detected.

Fixed problem with Block FX when used in Cue Stacks in tracking mode. Cues with levels tracking through from previous Cues would not block FX from other Cue Stacks.

Fixed problem with Palettes after using “Copy Head Programming” in Patch Window whereby Palettes could end up with duplicate channel values and then would not Update correctly using the Update function. Palettes are now also integrity checked during Load Show and on console reset/start up to ensure there are no duplicate channel values in them.



MagicQ version 1.3.8.1

New Functions

MagicQ Execute Wing support

The MagicQ Execute Wing is now fully supported. The Execute Wing has 48 playbacks arranged as 12 fader playbacks and 36 button only playbacks. The Execute Wing can be configured simply to control Playbacks, or it can be set in a mode whereby the 36 button only playbacks become a 72 button matrix for use selecting heads, palettes, groups, media and execute buttons.

To configure the MagicQ Execute Wing it must be set up as two consecutive wings in the Setup, View System, View Wings. The first wing must be configured as “Execute” and the second wing as “Execute Top”. This corresponds to the 48 playbacks whereas with standard Playback Wings there are only 24 playbacks.

The Execute Wing has a mode button called MENU. When this is pressed and held then the 2nd row of buttons becomes a mode selection page. The mode button affects the top 3 rows of playbacks – it does not affect the bottom row of 12 playbacks – they are always configured as normal Playbacks.

The mode options are:

Playbacks	3 rows of 12 playbacks each with separate GO/BACK (default)
Exec	Access to the Execute Window, enabling complete user configuration of the buttons. Use PG UP and PG DN to select the Exec Page.
Heads	Selecting heads. Use PG UP / PG DN to scroll pages of heads.
Palet	The buttons are automatically split into 24 Groups, 16 position palettes, 16 colour palettes and 16 beam palettes.
Media	Access to the Media Window. Shows media page options, servers, layers and images as in the Media Window. Use the 2 nd down PG UP/PG DN buttons to change the Media Bank. Use the 3 rd down PG UP/PG DN buttons to change the Media Image.
Cues	Testing of Cues. Use PG UP / PG DN to scroll pages of cues.
Cur Stack	Testing of Cue Stacks. Use PG UP / PG DN to scroll pages of Cue Stacks.
DMX Test	Tests individual DMX channels. Use PG UP / PG DN to scroll pages of channels.



Head Test

Tests (locates) individual heads. Use PG UP / PG DN to scroll pages of heads.

When selecting the mode, you can choose to press the SELECT button or the FLASH button associated with the mode. In some of the modes this will alter the behaviour. For example, in the Heads Test, DMX Test, Cues and Cues Stack modes, this determines whether the test is latching or momentary.

In Playback mode the upper 3 rows of playbacks control playbacks in the usual way. Note that as they do not have a fader, the value the attributes that would normally be controlled by the fader (generally Intensity values) will automatically default to 100%. The Playbacks can still have times in the normal way, so that Intensity values can be faded in and out.

Other changes

Added function to the Playback Window release all test Cues, Cue Stacks and Playbacks. This does not release Playbacks that have been activated been real faders or buttons. This function is also available on the short cut CTRL + RELEASE.

Parking – modified to only park channels that are active in the programmer. To park a complete fixture activate the whole fixture first. Parking now forces HTP values to the parked value regardless of other playbacks (In Group window, SHIFT + ACTIVE). Parking now requests confirmation.

Added support for 0 offset in “From” field in Patch Window, View Chans – so it is possible to set multiple channels all to copy or multiply by one channel. Enter <chan> / 0.

Changing the “Timing” field in the Cue Stack Window now automatically changes the Halt field as well.

In the Programmer and Cue Windows, Levels View now enables the raw values to be viewed by selecting View Adv instead of View Simple.

Added new movement FX to the Internal FX to the Bitmap FX engine to enable movement both forwards and backwards of bitmaps. Internal FX Move vert, Move Horiz and Move both are now duplicated (value 20,21,22 instead of 16,17,18) but in the opposite direction.

Bug fixes

Fixed removing and merging in Theatre Modes so that it is possible to remove/merge items in the Windows view using ENTER on the keypad. Previously it would always associate actions with the playbacks.



Pressing multiple S buttons and the Master GO button did not activate all of the Playbacks with held S buttons.

Pressing and releasing a FLASH button on a Playback which was not on the same page that it was activated would release the Playback even if the option “Flash releases Stack” was set to No.

Date and day of week scheduled events would not work correctly.

Making attributes active in the programmer when playbacks are active now detects whether a channel is controlled by a hard value or by a Palette.

Fixed problem in Hog II Warp mode (or when Programmer Overrides FX is set to Yes). Changing the playback level could cause a FX from a previous step to start erroneously in a step without FX.

Fixed problem which could affect thumbnails retrieval on Mbox and Catalyst.

MagicQ version 1.3.8.0

Bug fixes

Fixed problem with beta version 1.3.7.0 which caused a reset when applying FX without base channels.

Preset faders could be swapped out.



MagicQ version 1.3.7.0

Do not use this version – use version 1.3.8.0

New Functions

Cue Stack - Cue Only

Added new “Cue Only” function in the Cue Stack Window (page right) for use in tracking mode. This enables one or more Cues to be marked as Cue Only – when MagicQ moves on to the next Cue which is not set to “Cue Only” then it reverts to tracking the Cue Stack from before the “Cue Only” cues.

Note that sequential Cues marked “Cue Only” will each be based on the state previous to the first “Cue Only” Cue with the additions of the specific Cue. To track changes through a sequence of “Cue Only” Cues, record each Cue using “Entire State” to capture the entire programmer contents in to each “Cue Only” Cue.

The “Next Cue” field in the Cue Stack now shows “Next” unless there is a jump in Cue Id – this avoids confusion with the “Cue Id” field.

The Cue option “Block FX” is now available to view and change in the Cue Stack Window (page right).

Added support for adjusting timecode times using Encoder E. Improved timecode adjustment using keypad.

Parking (freezing) channels

In previous versions of MagicQ channels and attributes could be frozen by recording then onto Playbacks at highest priority or by changing the min/max values in the Patch.

Now it is possible to park (freeze) channels using the PARK soft button in the Group Window. Press SHIFT + PARK to unpark channels.

All attributes of selected heads are parked/unparked. If the attributes are not in the programmer then the current values will be used.

Parking persists over console shutdowns and resets. Parking information is stored in the show file.

Other changes

Added support for choosing Wing Playback Pages by entering a page number, then holding the Wing NEXT PAGE button and pressing the Wing PREV PAGE button.



Added extra choice to Setup option “Programmer overrides HTP vals”. This now has the 3 choices, “No”, “All Playbacks” and “All Playbacks except highest priority”. This enables playbacks to be given higher priority than the programmer.

It is now possible to test remote commands by typing “remtest” followed by the command using the keyboard. – e.g. typing “remtest 1a” will active playback 1.

Added new Bitmap FX move FX to move in opposite directions (Bitmap FX 20,21,22).

Bug fixes

Fixed box sizing problem with the 2nd monitor output and external Multi Windows systems in 1.3.6.6.

Fixed problems with resets when running FX in recent betas.

It was sometimes not possible to move/copy a Cue Stack from the Cue Stack Store to the Playback Window. A work around was to copy to a real Playback fader and then move to the Playback Window.

Fixed problem with Playbacks set to toggle on/off when in Swap mode – swap mode would be stuck on.

Fixed problem with GOTO (and Jump in remote protocol) whereby if you GOTO the current Cue in a Cue Stack then it will jump to the Cue following that Cue.



MagicQ version 1.3.6.6

New Functions

Import of shows now supports merging of two versions of an existing show – i.e. importing data from another show file for heads that are already patched and programmed in the existing show. To use this option, during the Import turn off the “Import Patch” option. Normally you will want to turn on the “Merge Cues” option – this will ensure that Cues, Cue Stacks and Playbacks that are in both versions of the show files are not loaded twice.

Full support for Playback Wing II (GO buttons on top section) and Execute Wing.

Full support for Hippo v3 thumbnails.

Modified maximum grid height from 128 to 1024.

Bug fixes

It was not possible to press GO to go forward to the next step in a Cue Stack whilst a Wait Time was executing.

MIDI input. The MIDI conversion table would only match the specific channel specified in the miditable.txt file – meaning that by default only commands on MIDI channel 1 would be accepted. Now it will ignore the MIDI channel information in MIDI note on/off commands in the miditable.txt file (i.e. it ignores the 4 least significant bits of the first byte in the match pattern if the command is note on/off if it is set to 0 – MIDI channel 1). It is still possible to only receive from a specific MIDI channel by setting the MIDI in type to “Requested Chan” and setting the MIDI in chan.

In tracking mode, updates made to Cues prior to the current Cue now take immediate effect on the Playback / Output state. It is no longer necessary to reactivate the Cue Stack to see the changes.

There were some problems when using keypad syntax with Group button. Keypad syntax using the ** key to specify group worked fine.

Fixed problem with Extra Wings & Playback Wings where LEDs on Wings would flicker every 2-3 seconds when connected to MagicQ PC.

Show backup files (.sbk) did not include the console status info. Only (.shw) files contained the show status.

Fixed problem when using GOTO in Cue Stacks. MagicQ would not make the Cue Stack reassert the Playback, so other Playbacks which block FX would stop FX from running on that Cue Stack.



Fixed problem when using FX in Cue Stacks with 0% Xfade which could cause resets when playback faders were changed to 0 level

Fixed problem with UPDATE when modifying values in the first Cue of a Cue Stack when the current Cue is further down the Cue Stack. Previously it would not show Palettes that had modified.



MagicQ version 1.3.6.5

New Functions

Support for reverse timings in the Programmer Times and Cue Times Windows and when using the keypad. It is now possible to enter max > min as well as min > max. For example to select a Palette with split times with delay from 5 seconds to 0 seconds and fade of 1 seconds type:

5 > 0 / 1 <palette>

Midi implementation now supports the % character to enable MIDI values received from a MIDI device to be mapped directly into values in the remote command strings. See the new MIDI timecode doc on the download page of the ChamSys website for more details.

Bug fixes

Updating of Palettes was broken in beta 1.3.6.4. We recommend you do not use beta v1.3.6.4



MagicQ version 1.3.6.4

New Functions

Cue Stack Window improvements

Setting of Halt field. Now pressing ENTER only toggles between Yes and No. To get the advanced options, such as Timecode, Scheduled or Remote either double click the field or press SHIFT + ENTER.

Setting of Wait field. If you enter a wait time in the Wait field MagicQ now automatically changes the Halt field to No.

When setting Cues to Timecode for the first time, the initial Timecode value is set to the last Timecode value in the Cue Stack + 1 second.

There is a new field “Track” which shows the tracking flags for each Cue in a more concise way. A “H” is shown if HTP values track into this step. A “L” is shown if LTP values track into this step. A “F” is shown if FX track into this step. These flags are the inverse of the fields “Zero Old HTP”, “Rel old chans” and “Zero Old FX”.

There is a new Setup Option in Cue Storage Settings – “Hide Cue Store Ids (Qxxx). When this option is set the Cue Stack window and Cue Window only either show the Cue Ids from within the Cue Stack – they do not show the Q ids from the Cue Store.

There is a new Setup Option in Cue Storage Settings – “Derive settings from previous Cue”. This option determines the settings when a new Cue is recorded on a Cue Stack. In older software, and by default in the new software, new Cues derive their step settings from the previous step. If this option is set to “No” – then all new recorded Cues will use the default step settings. The default step settings can be configured in the Cue Stack, View Defaults view.

Multiple Consoles

The use and synchronisation of multiple MagicQ consoles in one network has been simplified. When universes on MagicQ consoles are set to hot-takeover then the current Master / Slave status is shown in the Status Window underneath the date and time.

Note that a MagicQ console is considered a Master if any of the universes that are configured as a hot takeover universe are currently enabled and hence outputting to the network. A MagicQ console is considered a Slave if all universes that are configured as hot takeover universes are currently disabled – the console is not outputting to the network on these universes.

When using a network with MagicQ consoles / PCs all using v1.3.6.4 software and above, it is now no longer necessary to configure the “Ethernet Remote Protocol” and “Send Playback state to other consoles” differently for the Master and Slave consoles. MagicQ now automatically handles the synchronisation of Master and Slave consoles based on which



console is the current Master. Only MagicQ consoles which are currently Master consoles will send playback state onto the network.

Set all consoles that should be synchronised to:

Ethernet Remote Protocol = ChamSys Tx + Rx
Send Playback state to other consoles = Enhanced

MagicQ now handles fader levels so that after a Master/Slave swap, changes to the physical faders on the new Master only take effect once they have been matched to the levels that were set on the old Master. This avoids unexpected jumps in levels.

It is now possible to use multiple MagicQ consoles in the same network with synchronisation of multiple MagicQ console pairs. MagicQ provides a setting “Receive Playback IP” which can be used to determine which console a MagicQ receives synchronisation from. When set to 0.0.0.0 the console receives sync info from any consoles on the network that are sending sync.

FX Direction & Inversion

Added additional “Backward” options to FX in the Programmer and Cue Windows. The options are:

- Forward
- Backward
- Odd/Even
- Even/Odd
- Left/Right
- Right/Left
- Segments
- Invert
- Invert Odd/Even
- Invert Even/Odd
- Invert Left/Right
- Invert Right/Left
- Invert Segments

Forward and Backward are as before. Odd/Even automatically makes the odd heads go forward and the even heads go backwards. Left/Right splits the heads in two, with the first half going forward and the second half going backwards. Segments alternates forward / backward for each segment.

Inverts change the polarity of the FX waveform rather than reversing the direction. For simple FX Waveforms of 1 or 2 steps the resulting FX will be identical. For FX waveforms with more than 2 steps, they will be different.



Consider a pulse 2 steps on 4 heads, spread 0%

Forward	_____	^^^^
Invert	^^^^	_____
Invert Odd Even	_ ^ _ ^	^ _ ^ _
Invert Even/Odd	^ _ ^ _	_ ^ _ ^
Invert Left Right	__ ^^	^^ __
Invert Right/Left	^^ __	__ ^^

Consider a pulse 4 step FX Waveform on 4 heads:

Forward	___ ^	___ ^	___ ^	___ ^
Backward	^ ___	^ ___	^ ___	^ ___
Invert	^^^ _	^^ _	^ ^^	_ ^^

For FX waveforms that have more than one attribute, the invert is applied only to first attribute of the FX waveform. This ensures a simple mirror of movement FX such as circles etc...

There is now a new FX add mode in addition to “Normal”, “Plus” and “Minus”. The mode “Abs” is for absolute FX. When set to “Abs”, MagicQ ignores the base value for the FX and simply outputs the FX value. This is useful for absolute position FX and for colour change FX.

Palette FX

It is now possible to make Waveform FX that use Palette values rather than absolute values. This enables FX to be built up quickly from existing Palettes. The FX are updated each time the Palette is changed.

In the FX Editor in View General, set up “Use Palettes” to be either “Pos”, “Col” or “Beam”. Then in View Chans, the values become Palette entries rather than absolute values.

Each step in the Waveform FX can use any of the first 256 Palettes.

When applying a Palette FX if a Palette does not contain the specified attribute for a selected head then it will use the attribute from the first head in the Palette with that attribute.



Other improvements

Support for new Playback Wing (with extra Go buttons) and Execute Wing.

Morphing – it was not possible to morph directly to heads with a greater number of channels, if there was not enough room to fit the new channels. Now MagicQ will morph the head but will if there is no longer room for the head after the morph, it will unpatch it – the user must then repatch the head at a suitable location.

Auto-palettes. Now when generating auto palettes, MagicQ takes note of the Setup setting, Cue Storage, “Use first free Cues, Stacks, Palettes”. When this option is set to “yes”, it uses the next free space for recording new items. When this option is set to “no”, it records new items after the highest item recorded. This option affects Groups, Colours, Positions and Beams.

When performing actions on active Cue Stacks that are held over from other pages, the actions now are performed on the held over Cue Stack rather than the Cue Stack on the current page. This allow an active Cue Stack to be edited (e.g. Record Merged) even if you are not same page where it was activated. This applies also to Default (Template) Cue Stacks from Page 1 – when active they can be modified regardless of which page you are on.

Improved generation of auto groups, so that it now generates dimmer groups based on both names and gel colours – e.g. down stage truss L106.

Values using Palettes are now shown in the Outputs, Programmer Window and Cue Window with a dot in the left bottom corner to distinguish them from Values based on Ranges.

Added additional colour scheme for higher contrast. It is now possible to set the colour scheme separately for the console and for the external windows.

Added support for Receiving DMX information (e.g. focus positions) from Capture visualiser.

Added extra information messages in the Status window when connected to a ChamSys MIDI/SMPTE interface to show last received MIDI message. Note that when timecode is enabled it will show timecode rather than MIDI.

Added keypad syntax support for the following syntax

Group 1 - Group 2 Enter
Group 1 Copy Group 2 Enter

Setting intensity values with times from the keypad now supports split times – e.g.

```
1 > 10 @ FULL / 3 *           // Heads 1 to 10 at 100% split times over 3s
1 > 10 @ FULL / 0 > 5         // Heads 1 to 10 at 100% split fades 0s to 5s
1 > 10 @ FULL / 0 > 4 / 1     // Heads 1 to 10 at 100% split delays 0s to 4s, 1s fade
1 > 10 @ FULL / 0 > 5 / 0 > 4 // Heads 1 to 10 at 100% split delays and fades
```



Bug fixes

Snapshot did not work correctly in tracking mode – FX were marked as tracking and would not be recorded in new Cues.

Jumping to point Cues (e.g. 45.10) did not always work correctly – sometimes displaying “Invalid Cue Id” – this was caused by rounding errors.

Morphing – when heads in the Patch were marked as “Unpatched” then these channels could block morphing, when morphing to heads with greater numbers of channels. The work-around was to patch all unused heads to an unused universe.

Record Selected Heads. Previously this was only implemented for channels. When record selected heads with FX, all FX in the programmer would be recorded. Selected heads were not taken into account when record merging and record removing FX. (#252)

Record Merge and Record Remove of FX from Cues could also have strange results when only some of the channels with FX in the Cue were being merged or removed. Incorrect heads could get removed / merged into the Cue. Also, record removing all FX from a Cue could cause a reset. (#252)

When patching heads with repeated or multiple elements the Output engine was not immediately updated meaning that only the main element or the 1st element was active on the Outputs. Saving and reloading the show, or changing the patch address / invert / other patch attributes for the head would force the Output engine to be updated. (#267)

MagicQ now remembers the selection order when using ALL to recall selected heads after a CLEAR. This only functions if UNDO is enabled. (#11)

It is now possible to set the DMX address of multiple virtual channels in the Patch Window, View DMX (#152).

Copying a single Cue from a Cue Stack to a Playback would copy incorrect Cues. This only affected copying of single Cues – copying Multiple Cues worked ok. (#195)

It was still possible to get duplicate Cue Ids in some circumstances. (#203)

Naming of Cues in the Cue Stack Window did not refresh the Cue Store Window (#214)

When in tracking mode, Snapshot did correctly capture Palette information tracking through from previous steps in an active Cue Stack. Level values were captured ok – but the Palette information was not set correctly

After recording attributes into a Palette entry, the attributes were not marked in the Programmer as using that Palette, so recording directly to a Cue would use hard values rather than the Palette entry.



When using the UPDATE method to modify Cues, it would not show Palettes that had been over-riden in the Programmer if they had been tracked through from previous Cues in the Cue Stack.

MIDI timecode sometimes had an erroneous offset of 32 hours. This is now removed - this means that shows created using older software will need the Cue Stacks modified to remove the offset.



MagicQ version 1.3.6.3

New Functions

New Encoder Direction options added. The options are now:

- Normal
- Swap all encoders
- Swap both pan and tilt encoders
- Swap pan encoder only

Bug fixes

Fixed problem with Cue Window when View FX and View Tracking. Will also affect record and include of entire state when recording/including Cues with FX. (Affected v1.3.6.2 only)



MagicQ version 1.3.6.2

New Functions

Improved the Cue Window to enable easier previewing of Cues when in tracking modes – there is now a View Tracking option. When this option is on the Window shows all of the values that are tracking from previous Cues as well as the data in the selected Cue. The tracked data is shown in dark colour whereas the data from the selected Cue is shown in active colours.

It is now possible to use the Entire State option when including Cues into the programmer – this enables the whole of the current state of a Cue to be included into the programmer including values that are tracking through from previous Cues.

There are new short cuts: ALL + RECORD to record entire state and ALL + INCLUDE to include the entire state of a Playback.

Support for Hippo v3 thumbnails and live previews. In the Media Window, set the version for the media server configured as Hippo to 3.

Bug fixes

Fixed problem when using new HTP Always Active option when All Channels Controlled LTP was always active. After releasing a Playback controlling a channel it was possible to get the channel erroneously at the same level on another Playback. (Affected v1.3.6.1 only)

Fixed problem when using new HTP Always Active option when Move When Dark was enabled. Move When Dark channels became activated before the Cue Stack was activated (Affected v1.3.6.1 only)

Fixed problem when using new HTP Always Active option with Cue Stacks with more than one step – the dimmers dipped when activating the Cue Stack. (Affected v1.3.6.1 only)

Fixed problem when using All Channels Controlled LTP on two playbacks and swapping between the two using the GO button. (Affected v1.3.6.1 only)

Fixed problem which could cause a reset when saving a show. If the show was saved when the console was in the middle of an auto save then a reset may occur after the save has finished. No show data is lost, but the application does reset. To work around this problem turn off autosave before performing a save function. (#263)

Fixed problem with Coolux media thumbnails in v1.3.6.1.

Playback Stomping was broken in v1.3.6.1

Using CTRL ALL or FAN ALL to reselect all heads in the Programmer only reselected heads if their first attribute (i.e. channel 1 in Head Editor) was in the Programmer. (#176)



Fixed problem with move when dark when playback fader level was 0. MagicQ would move when dark channels even though they were used in the Cue (but were at 0 due to Playback fader level). (#169)

Fixed problem with Multiwindows / 2nd monitor output whereby the external windows / 2nd window would rapidly open and close. This occurred if a Window was moved to the external window, but then a new Layout was selected which did not have the external window in the Layout. This could be worked around by adding the external window to the Layout.



MagicQ version 1.3.6.1

New Functions

Media Support

Improved the Media Window so it is now possible to move and copy between layers using the top 8 Layer Preview Windows (previously it was only possible to select layers using these Windows).

Media Window now shows Bank and Image items without pictures even when no connection has been made to the media server to retrieve thumbnails – previously it showed % values.

Added support for Coolux media server thumbs and improved retrieval of Arkaos thumbs.

HTP channel handling

HTP always active (Use HTP) option

Added a new HTP option “HTP always active (Use HTP)” to Setup, Activate/Release.

HTP channels on this playback will be output whenever the fader is above the activation point (defaults 0) regardless of the other activate options on the Cue Stack. They will only be released when the fader is taken back down to 0. They are not affected by pressing the RELEASE or the SHIFT RELEASE buttons.

The “HTP always active (Use HTP)” has priority over the “All chans controlled LTP” option – therefore HTP channels on playbacks will be output regardless of any other higher priority faders with “All chans controlled LTP”.

LTP channels will be activated in the normal way – i.e. by pressing GO, or if the “Fader activates” option is set by moving the fader upwards. If the “Flash activates” option is set then pressing the FLASH button will also activate the channels.

When one of the main faders has HTP levels active then it is coloured orange. Only once the playback is activated fully will it be coloured red.

Note that this option affects all channels that are patched as HTP channels (normally only Intensity – but potentially other attributes if desired).

Flash Releases Stack option

Modified the way that “Flash releases stack” option works when “Fader releases stack” = “no” (Theatre, Hog II Warp modes). Pressing and then releasing the FLASH button will always release the stack regardless of the fader level. When “Fader releases stack” = “yes”



(Normal mode) , pressing and releasing the FLASH button will only release the Cue Stack if the fader is at 0.

Other changes

Modified Mark Cue timing so that it takes instant parameters are snapped.

Increased number of different FX (.wve) files that can be loaded in a show from 80 to 200.

Modified toolbars for Odd/Even and Fanning so that it is now possible to enter a number for nths or parts respectively. Simply type a number on the keypad and select “N’s” or “N-parts”

Added support for testing/untesting Cues and Cue Stacks in the remote protocols – the commands are:

<80> , <cue id> H	Test Cue
<81> , <cue id> H	Untest Cue
<82> , <cue stack id> H	Test Cue Stack
<83> , <cue stack id> H	Untest Cue Stack

Load Show + Settings option. When you load a show and console settings together it is now shows a list of Load Options enabling the user to choose which console settings they wish to load.

- Wing Settings
- Remote Settings
- Mode Settings
- Network Settings
- Media Server Settings
- MIDI SMPTE Settings
- Port Settings
- Multi Console Settings
- Hardware Settings

Bug fixes

Modifications to the Default Cue times now take immediate effect – previously they only took effect after a Clear,

Fixed bug in HTP FX whereby when running a Cue with FX and a fade in time, changing the level of a fader or the master faders caused the FX to restart from 0 size.

Fixed bug which affected version 1.3.6.0 only, regarding exporting of shows. Playback pages which had been named would be lost. To work around the problem, set all page names to blank before exporting. This problem only affected exporting, not general show saving or backing up.



Fixed problem with display of DMX I/O Input types (v1.3.5.2 and above) – all input types could be selected, but the display was incorrect.

Fixed problem with help in the MagicQ application being truncated.



MagicQ version 1.3.6.0

New Functions

New Bitmap FX, “Snakes” – snakes enables up to 20 different snakes to move around the grid. The speed, length and randomness of movement can all be set in the parameters. It is possible to choose between white or multi coloured snakes.

Parameter 3 specifies the number of snakes and the mode. 0-63 is white. 64-128 is white, random. 129 to 191 is coloured, 192 to 255 is coloured random.

Bug fixes

Fixed problem in Bitmap FXs in 1.3.5.4 which would sometimes stop them playing back.

Remove + FX now removes FX from both Programmer and Outputs. (#190)