

Saving / Loading

New show	SETUP <View Settings> <New Show>
Save show	SETUP <View Settings> <Save Show>
Load show	SETUP <View Settings> <Load Show>
Save settings	SETUP <View Settings> <Save settings>
Load settings	SETUP <View Settings> <Import Settings>
Save partial show	SETUP <View Settings> <SHIFT +Export Show>
Merge in show	SETUP <View Settings> <SHIFT + Import Show>
Load archived backup	SETUP <View Settings> <SHIFT + Load Backup>
Export patch list	PATCH <View Chans> <Export Heads>
Import patch list	PATCH <View Chans> <Import Heads>
Import ASCII file	PATCH <View Chans> <Import USITT>
Reset console	SETUP, <SHIFT + QUIT>

Patching

Select head for patching	PATCH <Choose Head>
Patch 1 head, next free address	1 <Patch it>
Patch 5 heads, next free address	5 <Patch it>
Patch 1 head, next free channel on universe 2	1@+2-1 <Patch it>
Patch 1 head at uni 1 address 1	1@1-1 <Patch it>
Patch 5 heads at uni 2 address 1	5@2-1 <Patch it>
Patch 5 heads at uni 2 address 1, start at head 100	5@2-1*100 <Patch it>
Patch 5 heads with offset 20	5/20 <Patch it>
Patch after uni 3 address 50	5@+3-50 <Patch it>
Reselect head Cursor to head	<SHIFT +Choose Head>
Edit patched head Cursor to head	<SHIFT +Edit Head>
Repatch selected heads without changing offset	3-1/ ENTER

Select heads

Select head 1	1 @@
Sub Select element 2	.2 NEXT HEAD
Select heads 1 to 4	1 THRU 4 @@
Select heads 1 to 10, not 5	1 THRU 10 – 5 @@
Deselect all heads	0 @@
Select all heads	NEXT HEAD + PREV HEAD
Reselect last heads after CLEAR	ALL
Select Group 1	1 **
Select Groups 1 to 4	1 THRU 4 **
Sub select 1 st head	1 NEXT HEAD
Sub select 1 st and 2 nd head in group	1 + 2 NEXT HEAD
Sub select 3 rd 4 th and 5 th head	3 THRU 5 NEXT HEAD
Sub select element 2	. 2 NEXT HEAD
Sub select pair	SHIFT + SINGLE
Sub select heads using palette and above 0%	NEXT HEAD + <Palette entry>
Select all heads using palette	ALL + <Palette entry>
Select heads active in Playback	ALL + <S>
Select heads above 20% intensity	20 ALL + INT
Select all heads active in prog	CTRL + ALL
Reselect last heads after CLEAR	ALL
Change selection order	Keep ALL pressed
Pair selection	SHIFT + SINGLE
Invert current sub selection of heads	0 + NEXT HEAD

Lamp On / Lamp Off / Reset

Lamp On entire rig	MACRO <Lamp on all>
Lamp Off entire rig	MACRO <Lamp off all>
Lamp On selected heads	SHIFT + LOCATE
Lamp Off selected heads	CTRL + SHIFT + LOCATE
Reset selected heads	CTRL + LOCATE
Lamp on selected heads	<select head> *++
Lamp off selected heads	<select head> *--
Reset selected heads	<select head> *//

Setting intensities

Set head 1 to 100%	1 @ FULL (Also 1 FULL)
Set head 1 to 50%	1 @ 50 ENTER
Set heads 1 to 4 to 100%	1 THRU 4 @ FULL
Set head 1 +10%	1 @ + 10 ENTER
Set head 1 -1%	1 @ - 01 ENTER
Set head 1 to 50% time 3 secs	1 @ 50 / 3 ENTER
Set 2nd element from head 1 to 50%	1.2 @50
Set 2nd element from head 1>10 at 50%	1 THRU 10.2 @50
Set 2nd and 3th element from head 1>10 at 50%	1.2 THRU 3 @50
Heads 1 to 10, 100% split delays 4s to 1s, 1s fade	1 THRU 10 @ FULL / 4 THRU 0 / 1

PC Keyboard THRU = '>' FULL = '#'

FX

Add FX	Select heads, FX <ADD FX>
Convert chase to FX	CUE STACK <SHIFT + Make FX>
Force Cue to have no FX	Select heads <SHIFT + Add FX 0 Size>

Playback

Step through Cue Stack	>
Step back up Cue Stack	or also SHIFT + >
Go to next step without time	>>
Go back a step without time	<<
Reassert Playback	S + FLASH button
Take manual control of Playback	S + move manual fader
Change chase / FX speed live	S + turn encoder X
Go to Cue ID 2	S 2 ENTER
Release Playback with 3 sec time	S 3 REL
Release all Playbacks	SHIFT + RELEASE
Release heldover Playbacks	ALT + RELEASE
Release all test Playbacks/Cues/Stacks	CTRL + RELEASE
Enter/exit Blind with 3 sec time	3 BLIND
Make Cue Stack default all pages	Change to Page 1, PLAYBACK, <Default Cue Stack> (soft button D)
Transfer a Cue Stack to other playback	SHIFT + SEL – select source > select target

Loading Values into the Programmer

Default all attribs	Select heads, LOCATE
Default position attribs	Select heads <POS + LOCATE>
Default colour attribs	Select heads <COLOR + LOCATE>
Default beam attribs	Select heads <BEAM + LOCATE>
Default intensity attribs	Select heads <INT + LOCATE>
Make active all attribs	Select heads, <* + SET>
Make active pos attribs	Select heads, <POS + SET>
Make active colour attribs	Select heads, <COLOR + SET>
Make active beam attribs	Select heads, <BEAM + SET>
Make active int attribs	Select heads, <INT + SET>
Make hard all attribs	Select heads, <* + MOVE>
Make hard pos attribs	Select heads, <POS + MOVE >
Make hard colour attribs	Select heads, <COLOR + MOVE >
Make hard beam attribs	Select heads, <BEAM + MOVE >
Make hard int attribs	Select heads, <INT + MOVE >
Load Cue from Playback	INC <S>
Load Cue ID 2	INC 2 <S>
Load Cue ID 2 on current Cue Stack	INC 2 ENTER
Load Cue at 40%	INC @ 40 <S>
Load Cue at current level	INC @ <S>
Load entire state of Cue Stack	ALL + INCLUDE
Load selected heads from Cue	<* + INC> <S>
Load int from Cue	INC INT <S>
Load pos from Cue	INC POS <S>
Load colour from Cue	INC COLOR <S>
Load beam from Cue	INC BEAM <S>
Load FX from Cue	INC FX <S>
Load heads from Cue	101 INC <S>
Load Group of heads from Cue	GROUP 8 INC <S>
Load Group of heads from Cue ID 2	GROUP 8 INC / 2 <S>
Load from DMX	Select heads, <CTRL + INC> ENTER

Load Hard Valus in Programmer	* + INC
Snapshot output cues	PROG, <Snapshot>
Snapshot active values	THRU RECORD
Snapshot selected heads	* + SET
Copy Heads	<from Head No> COPY <to Head No> ENTER
Copy Groups of Heads	GROUP <from Group ID> COPY GROUP <to Group ID> ENTER

Removing values from the Programmer

Clear all values	CLEAR
Clear with 3 sec time	3 CLEAR
Clear selected heads	Select heads, SHIFT + CLEAR
Clear to default vals	CTRL + CLEAR
Clear to zero value	SHIFT + CTRL + CLEAR
Remove attrib	<REMOVE + turn encoder>
Remove attrib	<soft button + REM>
Remove position attribs	<POS + REM>
Remove colour attribs	<COLOR + REM>
Remove beam attribs	<BEAM + REM>
Remove intensity attribs	<INT + REM>
Remove all attribs	<* + REM>

Recording Cues

Record Cue on Playback	REC S
Record Cue ID 2.5	2.5 REC S
Record Cue to current Playback	REC ENTER
Record to Playback 2	REC 2 ENTER
Record to Cue ID 2.5 Playback 2	REC 2 / 2.5 ENTER
Record to Cue ID 2.5 on current Cue Stack	REC CUE 2.5 ENTER
Record sel heads only	<SHIFT + RECD> <Sel Only> S
Record sel only	* + REC
Record sel attribs	<SHIFT + REC>, select attribs, S
Record entire state of programmer	ALL + REC
Record Cue Only	/ + REC
Record Snapshot	THRU + REC

Record Merging / Removing

Record merge	<+ + REC> S
Record Merge current Cue	S + REC
Record Merge current Cue	REC UPDATE
Record merge selected head only	Hold * and + and press REC
Record merging aal Cue Stack	<SHIFT + REC><Record Merge> S
Record Merge Cue Id 2 to 4	<+ + REC> 2 THRU 4 S
Record Remove	<- - REC> S
Record Remove selected head only	Hold * and + and press REC
Record Remove all Cue Stack	<SHIFT + REC> <Record Remove> S
Record Remove Cue Id 2 to 4	← REC> 2 THRU 4 S
Record Selected Heads	* + REC
Recording into the current cue	REC 0 ENTER
Set Head 2 at 50% into current cue	S + <2 @ 50>
Set Head 2 at +10% into current cue	S + <2 @ +10>
Set Head 2 at 50% into all cues	S + <2 @ 50 THRU>
Set Head 2 +10% into all cues	S + <2 @ +10 THRU>

Editing Cues

Edit in Programmer	INC <S>, make change, UPDATE
Record merge current cue	Change vals in Prog, <S> + REC>
Rec merge all Cues in Stack	< + + REC><S>
Rec merge all Cues in Stack	<SHIFT + REC> <Record Merge> <S>
Remove Cue Stack	REMOVE <S>
Remove Cue ID 2.5	REMOVE 2.5 <S>
Remove Intensity from Cue	Hold S + Enter Level e.g <S> 1 @ 20 ENTER
Remove Cue 2 from current Cue Stack	REM CUE 2 ENTER
Move Cues	Move CUE <Cue ID> @ <Cue ID>
Copy Playback	COPY source <S> dest <S>
Copy Playback unlinked	<SHIFT + COPY> <Unlinked> <source S> <dest S>
Copy Cue to end of Cue Stack	COPY <Cue ID> @
Copy multiple Cues	COPY CUE <Cue ID> THRU <Cue ID> @ <Cue ID>
Copy heads in Cues	<from Head No> COPY <to Head No> <S>
Copy Heads in Cues	Hold + and COPY or SHIFT COPY select COPY HEADS
Copy Groups of heads in Cues	GROUP <from Group ID> COPY GROUP <to Group ID>S

Replace Palette in Cues	Hold - and Copy or SHIFT COPY select REPLACE PALETTE
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Palettes

Record Palette	Select heads, REC, select item
Palette using keypad	POS <palette number> ENTER
Re-record Palette	Select heads, REC, select item
Name Palette	Type name, SET
Name Palette (no keyboard)	SET SET, type name, sel item
Edit Palette	Select heads, INC,select item, make changes, UPDATE
Copy Palettes to Playback	<SHIFT + cursor> to select Palettes, COPY S
Set Icon for a palette	SHIFT + SET, choose palette, choose icon
Copy Palettes to Playback	<SHIFT + cursor> to select Palettes, COPY <S>
Play Palette with 3 secs	3 select item
Play Palette with 3 secs fanned	3 * select item
Play Palette with 3 secs reverse fan	3 * / select item
Play Palette with 3 secs into centre fan	3 * + select item
Play Palette with 3 secs centre out fan	3 * - select item
Play Palette with 3 secs Random fan	3 * . select item
Play Palette with 10 secs total 2 secs per Head	10 / 2 * select item
Play Palette with 10 secs into centre total 2 secs per Head	10 / 2 * + select item
Use last fan timing	*
Play Palette fan fade 0 to 3s	0 THRU 3 select item
Play fan delay 0 to 3s, 1s fade	0 THRU 3 / 1 select item
Play Pallette using keypad	POS <palette number> ENTER
Play Pallette using keypad with time	<Palette type - INT/POS/COL/BEAM/FX> <palette ID> TIME <time> ENTER
Play Pallette using keypad with time	<Palette type - INT/POS/COL/BEAM/FX> <palette ID> / <time> ENTER
Palette with 3 secs fade left to right across Group Grid	3 * . . select item
Palette with 3 secs fade right to left across Group Grid	3 * // select item
Palette with 3 secs fade out to in on Group Grid	3 * - - select item
Palette with 3 secs fade in to out on Group Grid	3 * + + select item
Palette with 3 secs fade centre in to out on Group Grid	3 * + - select item
Palette with 3 secs fade centre out to in on Group Grid	3 * - + select item
Palette with 3 secs fade top to bottom across Group Grid	3 * . . . select item
Palette with 3 secs fade top to bottom across Group Grid	3 * /// select item
Palette with 3 secs fade top out to in on Group Grid	3 * + + + select item
Palette with 3 secs fade top in to out on Group Grid	3 * - - - select item

Information Windows

Extra Output Info Windows	1 OUT 2 OUT 3 OUT 4 OUT
Programmer Info Window	CTRL + PROG or 2 PROG
Cue Stack Info Window	CTRL + CUE STACK or 2 CUE STACK
Execute Windows	1 EXEC 2 EXEC 3 EXEC
Send text message	! delay, duration, !message
Send text display 5 seconds	!0,5!message
Send text stay visible	! message
Multiple Eexecute windows	2 EXEC, 3 EXEC
Multiple Group windows	2 GROUP, 3 GROUP
Screenshot internal & external screens	ALT + ADD SWAP (F12 on PC)

Net Session

Resync SLAVE console	Hold cursor left + cursor right, press SET
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Wing / Keypad short cuts

Select position palette	<POS + <S>>
Select colour palette	<COLOR + <S>>
Select beam palette	<BEAM + <S>>
Select position palette 4	POS 4 ENTER
Select colour palette 5	COLOR 5 ENTER
Select position 4 time 5 secs	POS 4 / 5 ENTER
Select position 4 time 5 secs fan	POS 4 / 5 * ENTER
Default intensity attribs	<ALL + LOCATE>
Make active intensity attribs	<ALL + SET>
Remove intensity attribs	<ALL + REMOVE>
Enter/exit test mode PC/Mac	Type test and press CTRL + SHIFT

Console

Start up	Start button on rear
Shut down	SETUP, <QUIT>
Soft reset	SETUP, <SHIFT + QUIT>
Calibrate touch screen	SETUP, <View Settings> <Cal Touch> or <CNTRL>+SET
Hard reset	Hold rear reset button 5 seconds
Hard power off MQ100/40/50/60/70	Hold rear reset button 15 seconds
Hard power off MQ80	Unplug Powercon + Hold reset button 10 seconds
Reset Graphics	SHIFT + DBO
Shut Down console	CTRL + DBO
Lock/unlock console	<CTRL + SOFT button Encoder A>
Console lights on/off	<CTRL + SOFT button Encoder B>
Console screen save, stealth mode	SHIFT + BLIND
Home on Compact Consoles	ALT LAYOUT 1
End on Compact Consoles	ALT LAYOUT 3
Enter/exit test mode MQ100	<SHIFT + SHIFT>
Enter/exit test mode MQ40/50/60/70/80	<ALT + CTRL + SHIFT>
Enter/exit test mode PC/Mac	Type test and press <CTRL + SHIFT>
Home on Compact consoles	ALT + Lay 1
End on Compact console	ALT + Lay 3
Home on Stadium consoles	ALT + HEAD
End on Stadium consoles	ALT + TIME
Enter/exit test mode MQ100	SHIFT + SHIFT
Enter/exit test mode MQ40/50/60/70/80	ATL + CTRL + SHIFT
Text Search in current window(consoles)	CTRL + > (Right cursor key)
Text Search in current window(MagicQ PC)	CTRL +

Cue Stack Macros

Activate Playback	A <Playback no>
Activate playback at level	A <Playback no> / <Level>
Run Keyboard macro	B <Macro no> (0 = stop all macros)
Release Playback	R <Playback no> (0 = release this playback)
Release Playback with time	R <Playback no> / <fade time>
Release all held Over Cue Stacks	R1000
Release held over Cue Stacks for this playback	R999
Activate Playback 100%	T <Playback no>
Release Playback 0%	U <Playback no>
Go Playback	G <playback number>
Go to Cue id on playback with time (when <preload flag> is set to 1, cue is preloaded).	G <playback number> / <cue id> / <preload flag> / fade time>
Go on current playback when the MagicHD layer is the given number of frames from the end	G 0 / 1 / <frames> / <layer>
Go on current playback when the MagicHD layer is the given number of frames from the end	G 0 / 1 / <frames> / <layer>
1 – Lamp on all heads, 2 reset all heads, 3 lamp off all heads, 4 cancel screen save	H <Type>
Type is 5 for enable Uni zone, 6 for disable Uni zone	H <Type> / <Uni zone>
Stop Playback	S <Playback no>
Choose Playback	C <Playback no>
Set level of last Cue Stack to be activated (e.g. with an A command) / fade time	K <Level>/ <fade time>
Set level of current playback / fade time	L <Level> /<fade time>
Set level of the playback that is running the macro / fade time	M <Level> /<fade time>
Jump to Cue id current Playback	J <Cue Id>
Activates Cue Stack (in Stack Store)	E <Cue Stack id>
Activate Cue Stack at level. Cue Id is optional.	E <Cue Stack id>/<Level>/<Cue Id>
Activates Exec Grid item	E0/<Exec Page>/<Item>
Releases Cue Stack (in Stack Store)	F <Cue Stack id>
Releases Exec Grid item	F 0/<Exec Page>/<Item>
Set internal timecode (1000 to pause, 1001 to play, 1002 to reset to 0. All other values to set specific timecode)	I <Timecode>
Set decoded time code	O <Time code>
Change page (page no of 0 means next page)	P <Page no>
Set current time code (gen only)	Q <Time code> e.g. Q100
Open view (window layout)	V <View no>
Enable/disable timecode generation (1 for enable, 0 for disable)	W <Enable>
Enable/disable Automation (1 for enable, 0 for disable)	W <Autom ID> / <Enable>
Trigger 10Scene - Zone id 1 to 20, Button id 1 to 10, State is 0 for button release 1 for button pressed 2 for button activate and 3 for release	T0 / <Zone id> / <Button id> / <State>
Transmit data on the serial port	X <Data>
Transmit data on the network port over ChamSys Remote Ethernet Protocol	Y <Data>

Transmit data over MIDI	N <Data>
Transmit data over OSC	K <Data>
Audio Command, supported commands are stop, close, jump, dev, Param1.g (gain)	D <Audio command>
Scheduled Events Date	Z<DDMMYYYY>Z

Window Control

Cue window positioned on attribute	<S> + Pos, Beam, Col, Int or FX button
Open Cue Stack Window	Double click S-button playback
Open Cue Stack Options Window	Triple click S-button playback
Open Cue Window current playback	SHIFT+ Double click S-button playback
Close all Windows	SHIFT + CLOSE
Bring all Windows to internal screen	SHIFT + EXT (typ 0 and SHIFT + EXT on Compact consoles)

Stadium Shortcuts

Change Execute buttons function	SHIFT + NEXT/PREV Page
Move Windows between monitors	ALT + SETUP
Change Faders mode	SHIFT + Faders NEXT/PREV Page button
Change Faders mode on PC	SHIFT+ Faders NEXT/PREV Page button
Page through one by one instead of pages	SHIFT + NEXT/PREV Page button
Deactivate all faders for the mode across pages	SHIFT + Big Pause button
Record current fader mode/state to an execute button	NEXT/PREV Page + Rec
Next/Prev Bank	ALT + NEXT/PREV Page