

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>
Patch 5 heads at uni 7 address 2, head no. 201	5@7-2*201
Reselect heads	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 * *
Select Group via S button	GROUP + S of playback, select group with the selected PB no.
Select All heads in Cue Playback	ALL + S of playback
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
Select all heads using palette	ALL + <Palette entry>
Sub select heads using palette and above 0%	NEXT HEAD + <Palette entry>
Select heads active in Playback	ALL + <S>
Select heads above 20% intensity	ALL + 20 ENTER
Select heads above 20% intensity	20 ALL + INT
Select heads with 20% intensity	ALL + @20 + ENTER
Change selection order	Keep ALL pressed
Pair selection	SHIFT + SINGLE or ALT + SINGLE
Invert current sub selection of heads	0 + NEXT HEAD
Select all DUP elements	.> @@
Odd/Even DUP elements	ODD/EVEN or . NEXT HEAD or . PREV 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
Heads 1 to 10, 100% split delays 4s to 1s, 1s fade	1 > 10 @ FULL / 4 > 0 / 1
Set head 1 to 100% using keyboard	1 @ #
Set heads 1 to 4 to 100% using keyboard	1 > 4 @ #
Set heads 1 to 4 @ 50%, all others at 0%	1 > 4 @ 50 - -
Select 2nd element from head 1>10 at 50%	1>10.2 @50
Select 1st till 3th element from head 1>10 at 50%	1>10.1>3 @50
PC Keyboard THRU = '>'	FULL = '#'
Set DMX channel 1-50 @ FULL	*1-50@FULL

FX

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

Playback

Step through Cue	>
Step back up Cue	(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>
Load Cue from Playback	INC <S>
Load Cue ID 2	INC 2 <S>
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 + REMOVE>
Remove position attribs	<POS + REMOVE>
Remove colour attribs	<COLOR + REMOVE>
Remove beam attribs	<BEAM + REMOVE>
Remove intensity attribs	<INT + REMOVE>
Remove all attribs	<* + REMOVE>
Make attrib hard value	<INCLUDE + turn encoder>
Make attrib hard value	<soft button + INCLUDE>
Make position attribs hard value	<POS + INCLUDE>
Make colour attribs hard value	<COLOR + INCLUDE>
Make beam attribs hard value	<BEAM + INCLUDE>
Make intensity attribs hard value	<INT + INCLUDE>
Make all attribs hard value	<* + INCLUDE>

Recording Cues

Record Cue on Playback	RECORD <S>
Record Cue ID 2.5	2.5 RECORD <S>
Record Cue to current Playback	RECORD ENTER
Record to Playback 2	RECORD 2 ENTER
Record to Cue ID 2.5 Playback 2	RECORD 2 / 2.5 ENTER
Record sel heads only	<SHIFT + RECORD> <Sel Only> <S>
Record selected only	Hold * and press REC
Record sel attribs	<SHIFT + RECORD>, select attribs, <S>
Record merge	<+ + RECORD> <S>
Record remove	<- - RECORD> <S>
Record remove selected head only	Hold * and - and press REC
Record remove to a range of cues	RECORD REMOVE x THRU y <S>
Record entire state of programmer	ALL + RECORD
Record Merge current Cue	<S> + REC
Record Merge current Cue	REC then UPDATE
Record merge selected head only	Hold * and + and press REC
Record merging to a range of cues	RECORD MERGE x THRU y <S>
Record Cue Only	/ + REC
Record Selected Heads	* + REC
Record Snapshot	THRU + 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	Change vals in Prog, <S> + REC>
Rec merge all Cue Stack	<SHIFT + REC> <Record Merge> <S>
Rec remove all Cue Stack	<SHIFT + REC> <Record Remove> <S>
Remove Cue Stack	REMOVE <S>
Remove Cue ID 2.5	REMOVE 2.5 <S>
Remove level current cue	<S> <head number> @.. ENTER
Copy Playback	COPY source <S> dest <S>
Copy Playback unlinked	<SHIFT + COPY> source <S> dest <S>
Remove intensity from Cue	Keep S-button and enter level .. Example 1@.. ENTER
Copy Cues	COPY <from Cue ID> @ <to Cue ID>
Move Cues	MOVE <from Cue ID> @ <to Cue ID>
Copy Cue to end of Cue Stack	COPY <Cue ID> @
Copy multiple Cues	COPY <from Cue ID> THRU <from Cue ID> @ <to Cue ID> <from head no> COPY <to head no> ENTER

Copy heads in Cues	<from head no> COPY <to head no> <S> Hold + and COPY or SHIFT + COPY and select COPY HEADS option
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

Palettes

Record Palette	Select heads, REC, select item
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
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
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
Copy Palettes to Playback	<SHIFT + cursor> to select Palettes, COPY <S>
Set Icon for a palette	SHIFT + SET, choose palette, choose icon

Information Windows

Extra Output Info Windows	1 OUT 2 OUT 3 OUT
Output Window 16bit values	OUT <View heads> CTRL + SHIFT
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>,<show length>!message
Send text with delay 10 sec, 20sec visible	!10,20!message
Send text with delay 0 sec, stay visible	!0,0!message
Screenshot internal & external screens	ALT + ADD SWAP (F12 on PC)
Multiple Eexecute windows	2 EXEC, 3 EXEC
Multiple Group windows	2 GROUP, 3 GROUP

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>

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>

Backlight display off	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 MQ500	ALT + HEAD
End on MQ500	ALT + TIME

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 over 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	G <playback number> / <cue id> / <preload flag> / fade time> (option 1=preload)
Go on current playback when the MagicHD layer is the given number of frames from the end	G 0 / 1 / <frames> / <layer>
Go Playback On Media Ending (only MagicHD)	G 0 / 1 / <frames> / <layer>
Stop Playback	S <Playback no>
Choose Playback	C <Playback no>
Set level last Cue Stack activated	K <Level> / <fade time>
Set level current Playback	L <Level> / <fade time>
Set level of this Playback	M <Level> / <fade time>
Jump to Cue id current Playback	J <Cue Id>
Activates Cue Stack (Stack Store)	E <Qid from Stack Store> / <Level>
Releases Cue Stack (Stack Store)	F <Qid from Stack Store>
Activates Exec Grid item	E0 / <Exec Page> / <Item>
Releases Exec Grid item	F0 / <Exec Page> / <Item>
Change Page	P <Page no> (0 is next)
Open view (window layout)	V <View no>
Set decoded time code	O <Time code>
Enable/disable external time code gen	W <Enable> (1 enable, 0 disable)
Enable/disable Automation	W <Autom ID> / <Enable> (1 enable, 0 disable)
Set current time code (gen only)	Q <Time code> e.g. Q100
Set current time code (internal)	I <Time Code> e.g. I100
Activate Playback 18 on wing 1	A1-18
Go on Playbacks 3 to 5	G3THRU5
Set the level of Playback 6 to 60%	C6L60
Lamp on all heads	H1
Reset all heads	H2
Lamp off all heads	H3
Kill screen save command	H4
Enable zone x	H5<Zone number>
Disable zone x	H6<Zone number>
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)

MQ500 Shortcuts

Change Execute buttons function	SHIFT + NEXT/PREV Page
Toggle Windows between monitors	ALT + SETUP
Resize Windows using touch screen	ALT + Touch and Drag

MQ500M Shortcuts

Change Faders mode	Hold 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