

MagicQ Software Change Log

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME
v1.7.6.0	26/07/2017		ChamSys

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Chapter 1

Version 1.7.6.0

The last Beta release was v1.7.4.6. The version numbers jumped to accommodate a new Stable release, v1.7.5.1.

1.1 New Functions

1.1.1 Chans return to defaults

MagicQ has been changed for fixtures that have no intensity channel so that it automatically returns the channels of these fixtures to their defaults when they are released from playbacks and the programmer. This ensures that, for example, LED fixtures are not left illuminated when released. This does not affect fixtures with an intensity channel.

The Setup option "Channels return to defaults" has been changed to include "Heads without intensity only", "Yes, All heads" and "No". The "Heads without intensity only" option corresponds to the "No" option in older software. If users require no heads at all to return to defaults then they will need to choose the new "No" option.

1.1.2 New DMX test options

Added extra options to the Output Window, View DMX to enable viewing of statistics on Input data including Min values, Max values, Non mid count and Non mid data.

Added extra options to Setup, DMX I/O test field - "Chan num" and "Mid change".

"Chan num" outputs the channel number on the DMX - so channel 1 outputs 1, channel 2 outputs 2. As the dmx value is only 8 bit it wraps at channel 256 outputting 0 again, channel 257 outputs 1, etc. . .

"Mid change" alternates outputting DMX values 127 and 128 on all channels. This provides a constantly changing DMX pattern but one that never outputs values 0 to 126 or values 129 to 255. This enables receivers to check for erroneous values received. In the Output Window, View DMX it is possible under View MIn/Mac to choose a count of the values received that are not 127 or 128 (Non mid count) and the last received data that is not 127 or 128 (Non mid data)

1.1.3 Other changes

Added fader option to control timing of Cue Stack steps, Cue Stack, View Options, Fader controls timing. When the fader is at 0 the Cue Stack snaps with 0 time, when at full it fades with 10 seconds. If the Cue has split timing then the split timing is respected within the overall fade time set by the fader.

Added ability to control Rate on the MQ500 Intensity encoder wheel - Setup, View Settings, Keypad & Encoders, Intensity Wheel. Added intensity wheel status to display on MQ500.

Add support for Art-Net and sACN universes greater than 256.

Showed more info about Art-Net nodes in the *View Status* window including the DMX universe the Art-Net node is set to decode.

Added Chauvet Demo Show.

1.2 Bug fixes

Fix problem where using the Colour Picker on both colour mixing and non-colour mixing fixtures would cause a crash. #00015787

Fix crash when patching pixmaps on 200 universe MQ500.

Fix problem where unused encoders were not being cleared when opening the Colour window. #00015818

Fixed issue which would cause keys to stop working after changing layout while the colour picker is open.

When choosing firmware for a USB or snakesys device, ensure that the Documents folder is used on PCs.

Fix problem where receiving long or mangled MIDI SYSEX messages caused a crash on the MQ80 & MQ500.

Fix problem where shutting down MagicQ or disabling and enabling MagicDMX would cause a crash on Mac.

Fix problem where the second Execute window was not updated after selecting a palette on the first Execute window.

Fix bug where using *Fan By Group* on Focus Line did not work when MagicVis was connected to the console.

Fix re-patch syntax not working in theatre patch mode. #00014469

Fix moving layouts did not save after restarting MagicQ. #00015924

Fix copying or moving from an item in the playback window to a select button caused the playback to appear in the incorrect location on MQ500 and stadium view. #00015916

Fix problem on Pro 2010 consoles when using Palette FX, such as 2Col, 3Col - the palettes would not get selected correctly. #0015257

Chapter 2

Version 1.7.4.6

2.1 New Functions

2.2 Bug fixes

Fixed problem in 1.7.4.4 and 1.7.4.5 where Execute Grids 1 and 2 did not load correctly from Show files on MQ500. This could be worked around by using Execute Grids 3 and above instead.

Fixed Bug #15756, incorrect caption in *Set Scheduled Time* window.

Chapter 3

Version 1.7.4.5

3.1 New Functions

Added support for HSV fixtures in MagicVis.

3.2 Bug fixes

Fixed incorrect gel colours in the colour picker #15731

Fixed reset when moving multiple execute grid items #15745

Enabled button LEDs on MQ500 execute panel when in playback wing mode #15740

Fixed problem on MQ500 execute buttons - when in playback wing mode, buttons would stop functioning or cause a crash after changing the page

Fixed problem where the MQ40, MQ40N, MQ60 and MQ70 could not set their clock. This affected Beta versions 1.7.4.2 and 1.7.4.4, and early downloads of Stable 1.7.4.3. The current download of 1.7.4.3 does not have the problem.

Fixed reset when showing default cue list options introduced in 1.7.4.4.

Fixed problem with personalities with greater than 100 duplicated elements. These could cause resets when adding FX to the multi elements.

Fixed problem with setting Head Editor, colour mix options in 1.7.4.4 - some options did not set correctly.

Chapter 4

Version 1.7.4.4

4.1 New Functions

4.1.1 Execute Window Regions

Added Regions to the Execute Window to enable easier control of multiple items for attribute selection and soloing. Items in the Execute Window can be made part of the Region by selecting them with the cursor keys and pressing the SET REGION soft button.

If the Region includes a Group item then Palettes within that Region will only affect the fixtures within that Group. The Group does not need to be selected first - those palettes will affect the fixtures regardless of fixture selection. This enables colours and other attributes to be selected on different fixture types without changing the current selection. All Palettes are applied in the programmer as normal.

A Region should only have one Group in it.

If a Region includes Cue Stacks that are set as Solo, then all those Cue Stacks will solo together - i.e. only one will be active at a time. This enables the solo areas to be set out as a block whereas previous solo selections had to be in a horizontal line.

Use SHIFT and CLEAR REGION to clear a region. In Design View the region ID is shown in the top right corner of the item in Design View. Note that Win Size, Wallpaper, and Password have now been moved from the top menu to under the SET OPTIONS soft button.

If the CLEAR, LOCATE, LAMP ON, LAMP OFF, LAMP ON ALL, LAMP OFF ALL buttons are included in a Region then they only affect the fixtures from the Group controlling that region.

4.1.2 Execute Window timing

It is now possible to add Timing items to the Execute Window via the Assign Special, Timing button. The timings affect how Palettes are played back in the Execute Window. The options include setting a time in seconds for Palette fades, setting a split fade, and directions - normal, reverse, in to out, out to in and random.

The timing options include standard fades of 0, 1, 2, and 3 seconds and also allow custom times. A fade of 0 seconds ensures that Palettes snap in regardless of other MagicQ console settings such as Busking Rate masters.

If the Timing items are within a Region then those times only affect the fixtures from the Group controlling that region. Using multiple regions this enables different times to be used on different fixtures simultaneously.

A Region can be set up with palettes and timing items but without a Group. In this case the timing will be used with those Palettes when applied to the currently selected heads. This is useful for example to have timings on Colour and Position Palettes, but not on Beam Palettes.

4.1.3 Execute Window rate and parameters

It is now possible to add Rate items to the Execute Window via the Assign Special, Rate Params button. The rate items affect how Cues, Cue Stacks and Programmer FX in the Execute Window are controlled. The Rate items include a Rate Tap to set the speed, controls to select Fade or Snap and controls to set the Parts to 2, 3 or 3.

If the Rate items are within a Region then they only affect the Cues, Cue Stacks and Programmer FX that are within the Region.

If the Rate items are not within a Region then they affect all Cues and Cue Stacks and Programmer FX in the Execute Window that do not have a Region set.

Rate items affect both FX and Chases. When a Cue Stack is set as Chase Timing then the Rate will affect the Cue Stack rate not the FX rate within the chase steps. Chases are not affected by Width controls.

The rate items affect the Cues and Chases regardless of whether they are active - so it is possible to set the speed, snap and width of a FX before activating a Cue or Cue Stack. Changes are stored with the Cue or Cue Stack so that when they are reactivated they will use the same parameters.

4.1.4 Execute Window FX

It is now possible to add simple FX items directly to the Execute Window via the Assign Special, FX button. The FX items generate FX for Intensity chase, Zoom chase, Colour flick, 2 Colour chase, 3 Colour chase and White Flick. In addition it is possible to add Colour 1, Colour 2 and Colour 3 buttons to select the Colours Palettes used within the FX.

If the FX items are within a Region then they use only the channels from the Group of that Region. If the FX items are not within a Region then they will use currently selected heads.

All the Colour FX items are affected by a change in Colour Palette. Note that Colour Flick only uses Colour 1, 2 Colour only uses Colour 1 and Colour 2. Intensity Chase, White Flick and Zoom Chase do not use any Colour Palettes. Colour Palettes can be selected before the FX items are active.

When the item is activated the FX is added to the Programmer. When it is deactivated the FX is removed from the Programmer. As the FX are in the Programmer they run at normal programmer priority overriding any FX from Playbacks. The BLIND button affects these FX just like any other values/FX in the programmer.

4.1.5 Execute Window Soft Palettes

The Execute Window supports Soft Palettes. These are Palettes that can easily be updated from other Palettes so that Cues and Chases can be immediately changed to have new values. This is useful for instance when running Cue Stacks with colour chases and wanting to update the colours.

Set "Item Type" to "Link" (Encoder E) in the Execute Window to set the Palette to be a Soft Palette. Soft Palettes are marked with a "S" in the top right corner.

To change the contents of the Palette press the item and then select another Palette (not a Soft Palette) from the Execute Window. The Soft Palette will be updated with the values from the other Palette for all the currently selected heads.

If the Soft Palette is set as part of a Region which has a Group and Palettes in it then it is not needed to press the Soft Palette - the individual Palettes can be selected directly to alter the Soft Palette. Note that in this case the Palettes in that Region only perform this function - they can not be used in the normal way.

4.1.6 Execute Window TC And Clock

It is now possible to add the TC simulator and supporting buttons to the Execute Window. This enables, for example a large display of current timecode value.

There is also a 12 hour and 24 hour clock - so the Execute Window can be used to show the current time.

There are also items to show the next Scheduled Event and the time remaining to the next Scheduled Event from the Scheduled Events in the Autom Window. This could be used to list the running order of bands playing at a Festival.

The TC display and the Clock items auto expand to take up to three times the normal item size if the surrounding items in the grid are empty.

4.1.7 FX Size and Speed Masters

The programming of FX Size and Speed Masters has been simplified for masters that use Groups. It is now possible to specify the attributes that the FX Size and Speed Masters control directly from the Cue Stack settings, via the Group Attributes setting in the Function tab. This avoids the need to create a Cue with the specific attributes. Simply set the Group ID and the Group Attributes to specify which fixtures and which attributes to control.

The options for Group Attribute are All, Pos, Pan, Tilt, Col, Intensity, Zoom.

If the Group ID is not specified then MagicQ continues to use the data from the Cue to determine the fixtures and attributes to control.

4.1.8 Colour Attributes

The colour attributes have been expanded from 8 to 13 attributes to improve the colour model and enable better morphing and control of LED fixtures with white, amber, UV and lime LEDs. The Col Mix attribute has been renamed White and Col 3 has been renamed Amber - this reflects the most common features that have been assigned to these attributes.

The new attributes are CTC, CTO, UVLime, Col5 and Col6. All of the personalities have been processed to ensure that the colours are matched to the correct attribute wherever possible.

The Colour Window now supports two pages of colour attributes. Page 1 is for the core colour mixing - Red, Green, Blue, Amber, White, UV Lime and the main 2 colour wheels Col1 and Col2. CTC and CTO default to encoders A and B on Colour Page 2. Col Macro has been moved from encoder E on page 1 to encoder E on page 2.

The Col Mix option in the personalities (Head Editor, View General, Options tab) has been enhanced to have a RGBW option as well as a RGBA and RGBAW option. RGB heads with white but no amber have been modified to use the RGBW option.

For heads with HSI or HSV models, Hue is always on the Cyan/Red attribute and Saturation is on the Magenta/Green attribute. The Col Mix option is set to HSI to enable MagicQ to recognise these heads.

Note that the personalities in use by a show are stored in the show file so existing shows will continue to run on the latest version of software exactly as before. When new heads are patched they will use the new head files with the support for the 2 pages of colour attributes.

Older software (prior to 1.7.4.4) does not support Colour Page 2. On these systems, if shows are updated with new head files or heads are patched from new head files, then in order to access any attributes on Colour Page 2 it will be necessary to edit the heads in the Head Editor to re-assign the attributes back to Colour page 1 or onto a Beam page.

4.1.9 Auto Palettes

MagicQ now automatically generates beam palettes for shutter, gobo rotation, iris and zoom attributes. Beam palettes for gobo rotation contain both Rotate 1 and Rotate 2 attributes if present in the fixture.

When creating palettes for Gobos if the personality does not have any gobo ranges with the Auto Pal option set, then MagicQ now generates gobo palettes based on all the gobos set with Range Type of Fixed, Index or Rotate.

Auto palette generation can be turned on and off and customised in the Patch Window, View Heads, soft button X. When set to All, all auto groups and auto palettes are generated. It is possible to individually select generation of groups, intensity, position, colour, gobos, rotate, iris, shutter, and zoom.

4.1.10 Reversing rotations

It is now possible to reverse the rotation direction of gobos in the selected heads.

Hold the MIR button and press the soft button for the rotate attribute (e.g. soft button E and F in beam Page 1).

On MagicQ PC or on systems without a MIR button, press SET and type "-" before pressing the soft button.

Each of the heads will be reversed individually - so if heads have a mixture of clockwise and counter clock wise rotation, then each head will be reversed so that you then have a mixture of counter clockwise and clockwise.

4.1.11 MQ500 changes

Added compatibility mode for MQ100 + Playback Wing (MQ200) so that shows programmed with a Playback Wing can be operated from the MQ500 without moving Playbacks around (MQ500 has 15 main playbacks compared to 10 on the MQ100). In this mode the MQ500 runs with only 10 main faders. Playbacks 11 to 34 are on an external Playback Wing.

Fixed the Exec buttons when set to Wing Playbacks.

Modified recording of Layouts so that the monitor mask is more intuitive - right screen on the right, left screen on the left.

Added extra option to Setup, View Windows, Screen 2 num boxes wide so that it is now possible to easily set the number of boxes on both the left and right internal screens in the MQ500. The option Force Windows on external monitor is now used exclusively for the external monitor - it is no longer used for the left hand screen on the MQ500.

The Force Windows on external monitor on a MQ500 now puts the windows on the external monitor rather than the left hand screen.

4.1.12 Automs

Added support for copying Automs in the Macro Window, View Autom.

Added description field in Macro Window, View Autom.

Added new Autom Trigger type - Message. When the autom is triggered MagicQ displays the description text in a Message box.

4.1.13 Colour picker

The new colour picker can be opened from the COLOUR PICKER top soft button in the Colour Window. It includes the following features:

- Operates on the sub selection of heads and groups.
- Select a colour using the colour wheel, RGB and Hue/Saturation faders, or pallettes.
- Automatically converts colours to support CMY, RGB and HSI fixture types.
- Use the fan mode to create colour gradient over the selected fixtures. This fans over hue and saturation, keeping a consistent intensity. Fanning options support symmetric or linear modes, and fanning over multi elements.
- Select from the built in gel library.
- In relative mode, use the faders to adjust the overall colour or saturation of fixtures.

4.1.14 Other changes

Added soft button in Playback Window to reset all playback rates to 100%.

Added Remove VDIM button in Patch, View Heads similar to Add VDIM. Both options require SHIFT to be held.

Added support for moving Layouts from one soft button to another.

4.2 Bug fixes

Fixed problem when selecting multiple groups with individual duplicate elements #14426

Fix for pixelmapping on Grids based on groups. This affected versions 1.7.4.1 to 1.7.4.3.

Improved synchronisation of MagicVis with consoles. MagicVis should now connect to consoles faster and more reliably. MagicVis will now better indicate what it's trying to connect to. If it can't find the last console it will automatically connect to the first console it finds on the network. Windows 10 users should check their firewall settings if MagicVis still fails to

connect. Windows often identifies lighting networks as *Public* networks and by default will block incoming connections from those networks.

When selecting a ".hex" firmware file from a USB stick in the file manager, it is copied to the correct location on PCs if the Documents folder is in use.

Fixed problem when controlling main element of fixtures using encoders after having set duplicated elements - duplicated elements could get cleared.

Fixed reset when running FX in sync mode on presnalities with more than 100 duplicated elements.

Chapter 5

Version 1.7.5.1

This is the same as v1.7.5.0 except that the installers include the same head files as v1.7.4.3.

Chapter 6

Version 1.7.5.0

This version is an update of the stable 1.7.4.3 release which fixes an issue with newer .hed files.

6.1 Bug Fix

Fix an issue where colour attributes would be affected by Pan and Tilt if a new heads.all file was installed, or if a show file was loaded from a newer version of software, 1.7.4.4 onwards.

Fix an issue where the MQ60 would forget the time when it was powered down. This issue was present in early downloads of v1.7.4.3.

Chapter 7

Version 1.7.4.3

7.1 Bug Fix

Fixed an issue in Mac releases since v1.7.4.0 where MagicHD would not convert some types of media files.

Removed the Paperwork button from the Plot window on MagicQ PC. Plots can be printed from the File menu instead. The Paperwork button is still present on consoles that support the Plot window, it saves the PDF file to a USB stick.

Chapter 8

Version 1.7.4.2

8.1 Bug fixes

Fixed bug #15338 - an issue with versions 1.7.4.0 and 1.7.4.1 caused Pro 2010 consoles to fail to start up after installing and restarting; users of these consoles should avoid these versions.

Fixed bug #15323 - MagicQ on MacOS would fail to start up after upgrading if there is a timecode input/output setting.

Improved hardware clock communication on compact consoles which would sometimes report an invalid date and time.

Chapter 9

Version 1.7.4.1

9.1 New Features

Further improvements to high DPI displays on windows, particularly for 2K screens. Scaling can be more finely tuned by using the windows display scaling slider in Windows 10 settings.

9.1.1 Other changes

MagicQ now prompts when saving shows if a name is chosen that has already been used.

Add ability to select universe on soft button A in Patch Window using keypad entry.

Add ability to move heads in Patch, View Chans by entering head number in Hd No column of empty channels.

9.2 Bug Fixes

Fix bug #14977 - playback 16 would did not toggle on MQ500.

Fix bug #14857 - playbacks are not longer activated after loading a new show.

Fix for Mac OS X/macOS where some audio plugins were preventing MagicQ from loading, causing the icon to bounce in the app tray but not showing any windows.

Fix bug #15006 - removing or moving items in the execute view did not redraw the display.

Fix bug #14577 - show format of date and time string in autom window.

Fix bug #14883 - bottom left and right status boxes would dissappear on MQ80 after leaving execute max mode.

Chapter 10

Version 1.7.4.0

10.1 New Features

Support for high DPI screens has been added for MagicQ PC running on Windows 10. This scales the user interface correctly when displayed on 2K and 4K screens. Currently the stadium view still requires two screens of the same resolution.

There is a new option under SETUP → Keypad Encoders to disable the intensity wheel on the MQ500, or to require the ALT key to be held down.

MIDI beat clock support has been added to the MQ80 and MQ500 consoles.

10.2 Bug Fixes

Fixed bug #14622. MQ500 was showing an artnet conflict after an IP address change, as the old IP address was not removed.

Fixed bug #14741. Language files have been converted to unicode; when MagicQ is set to a non-english language, special characters are now displayed correctly.

Quick (inbuilt) macros now use the console-independent *MQ keys*. This fixes bug #14735, the layout inbuilt macros would not work on MQ500 consoles. Users will need to remove and recreate these macros.

Fixed bug #14726. Side button on the MQ500 console now increases the encoder value, and decreases when shift is pressed, consistent with other consoles.

Enable chamnet on MQ500 consoles.

Fixed bug #14752. MagicQ would crash when recording a macro while multi-console sync is setup and connected.

Fixed crash when expanding the heads library while multi-console sync is setup and connected, either after a software update or when the heads library is manually installed.

Fix MagicVis sync issues. MagicVis should now connect faster and more reliably than before.

Fix issues with pixel mapping large 3D grids. Fix issues with 3D grids when not every cell had a head assigned to it.

Fixed bug #13567, cue chase timing (BPM) is more accurate.

10.3 PC File Locations

The user documents folder is now the default show file location on new installs of MagicQ. Users upgrading who have not yet moved can use the *Tools* → *Change files location* menu option.

A new menu option *File* → *Open show folder* opens the show folder in the system file browser. This detects if MagicQ is using the application folder, windows virtual store, or documents folder.

Chapter 11

Version 1.7.3.9

11.1 New Features

sACN now uses the priority field. When receiving ACN, MagicQ and MagicVis will only use the highest priority source for a given universe. There is also a setting in SETUP → Network to change the priority of ACN transmitted by MagicQ.

11.2 Bug Fixes

Fix issue where objects that were copied in the Patch window would not appear in the Visualiser window until it had been closed and reopened, issue #13321.

Fix rendering issues with Curved Trusses in Visualiser, issue #14526.

Fix issue where the *Hang Types* Select Window didn't show the current Hang Type, #14045.

Fix GIF section in the pixelmapper, which was previously starting on GIF page 2. Updated the pixelmap personality to add GIF pages.

Suppress warnings about 0 chans in personalities using multi patch.

Fix crash when using Bat'n'ball FX in the pixelmapper.

Fix switching between execute windows, which would not redisplay the background, showing parts of the previous execute window.

Fix flash button LEDs when using an execute wing with the MQ500. The LEDs would not always behave as expected, although the buttons functioned correctly.

Fix crash when MagicQ Remote is connected to a console or a PC. In rare cases, the console would crash if the connection to the remote was often dropping out (e.g. due to a weak wifi signal).

Fix selection of heads inside a grid. Click and drag would often not select all the heads if there were empty cells in the area.

Fix crash when clicking *View Cue* or *Preload Cue* after removing all cues in a cue stack, issue #14636.

Show message *Trying to save ... may take some time* when saving or backing up large show files, issue #14684.

The print window dialog box has the option to select or deselect all columns.

Chapter 12

Version 1.7.3.8

12.1 Bug Fixes

Fix issue where some MQ80s would not power off after shutting down.

Fix bug where using OSC to set a playback, stack or cue level in the AUTOM window would cap the level at 39%, issue #14039.

Chapter 13

Version 1.7.3.7

13.1 Bug Fixes

Add top menu bar which was missing in Ubuntu 16.04 when using the Unity desktop.

Update the *PB pause* function in the automation window to behave the same as the pause key; previously this function just moved the playback to the previous cue, but did not pause. Bug #14476.

Prevent changing the number of universes when loading settings, e.g. from the *LOAD SHOW + CON* button. This prevents the situation where the console changes the number of universes after being restarted, losing any recently added channels. The only way to change the number of universes is through the *DMX IO* window.

Speed up loading of MagicHD on linux PC, both from MagicQ and standalone.

Fix the */wins.html* URL (list of windows) in the embedded web server, which wasn't being found after setting MagicQ PC to move user files to the *Documents/MagicQ* folder. Bug #14407.

Updates to the shutdown sequence in the MQ80 reduces the possibility of corruption to the filesystem. In rare cases where the console is not shut down correctly this can lead to an unbootable console.

Fix for problem with VDIMS on RGBA, RGBW, RGBAW fixtures that affected v1.7.3.6 only.

Chapter 14

Version 1.7.3.6

14.1 Improvements to heads library

When a new version of MagicQ is installed, or the heads library is updated, MagicQ no longer locks up the user interface while the new heads are unpacked and indexed. This means you can use MagicQ straight away without waiting for this to finish. It also prevents *This application has stopped responding* warnings on windows.

The following cannot be done until the new heads library has finished installing: personality picker in the Patch Window, File Manager, show loading and saving.

This affects PC installations and consoles.

14.2 Windows OS

Increased the amount of information written to the log file after a crash on Windows.

Fixed the restart functionality, so that clicking RESET, or performing an action requiring restart (e.g changing number of universes), will start MagicQ again after it has closed.

14.3 Ubuntu

This version of MagicQ adds compatibility with version 16.10 of Ubuntu. We still recommend that linux users stick to 16.04 for better support.

14.4 Other Changes

It is now possible to use a virtual dimmer (VDIM) with fixtures that have six channel colour mixing, e.g. fixtures with RGB, Amber, White and UV. In the Head Editor set the Colour Mix option to RGBAUV. When this option is set the Cyan, Magenta, Yellow, Col Mix, Col3 and Col4 attributes are all subject to VDIM. Note Col1 and Col2 are never subject to VDIM.

It is now possible to use the Pixelmapper to subtract from the base level - this is useful for Film and TV where a base level is set on a grid of lights and then a Pixelmapper effect is used to dark areas (shadows) in the lights. In the Pixelmapper, Col, set Mix Type to "Sub from base".

14.5 Bug Fixes

Fix for crash when switching views in Visualiser, Bug #11446.

Fix for blue box on splash screen, bug #14337.

Fix for crash when UNDO is pressed after removing heads from the patch, bug #14358.

Fix crash when selecting certain heads or manufacturers in the patch window. Bug #14350.

Fix crash when using CMV converter on Macs, bug #14368.

Fix crash when patching heads, bug #14383. This occurs when heads have previously been removed, leaving empty palettes (e.g colour, beam, position).

Fix MagicVis crash when connecting to a console from a PC (this bug only exists since 1.7.3.1), bug #14373.

Allow items to be moved when using exec window 2 and 3, bug #14363.

Fix IP address settings on MQ500 console, where changing the IP address did not remove the old IP address, requiring a restart, bug #14392.

Fix media window bug, thumbnail would not always appear on the movie page. Affects MQ80 and MQ500 consoles.

Fix crash when removing feeds in MagicCap, bug #14068.

Fixed multi element head selection bug - making multi element selections which did not include the first element would not allow setting of colours and other palettes. This bug was introduced in version 1.7.2.5, bug #14399.

Chapter 15

Version 1.7.3.3

Further fixes to timecode tracks when inserting steps. Now automatically inserts into the track at the current timecode values. Track is deactivated whilst inserting new steps. When insertion is complete the track is reactivated.

Add option to import Group and Intensity palettes in IMPORT PALETTES. Groups are now merged if Merge Palettes is selected.

Chapter 16

Version 1.7.3.2

16.1 Timecode Improvements

Added support for reading in timecode cues from a .csv (comma separate variable file) - for example from 3rd party applications such as InquScribe. In the Cue Stack window, VIEW TC, use IMPORT TC TIMINGS to load timings and cue names from a .csv file - first parameter is the time code time, 2nd is the cue name, 3rd is an optional cue comment. The MAKE CUES soft button can then be used to create a Cue in the Cue Stack corresponding to each timecode cue imported.

It is now possible to Insert into a Timecode track in a Cue Stack. MagicQ automatically sorts the Timecode track after recording is complete to ensure the times in the track are in order of ascending time.

Now when changing from Internal to External timecode and from External to Internal Timecode MagicQ converts the frames. For example if a Cue was recording using Internal Timecode at 10.50s then it would be converted to 10s 15 frames (assuming SMPTE 30 frames).

Soft button B in Cue Stack, VIEW TC now can be used to set Internal/External TC just as when in VIEW CUS STACK.

16.2 Bug Fixes

Fix for when using Palette FX on large numbers of moving lights where using the Encoders could could the console to operate very slowly or even the GUI task to lock up.

Fix for merging into Groups with an Icon, into Groups without an Icon that could cause a reset.

Chapter 17

Version 1.7.3.1

17.1 Bug Fixes

Fix issue where the MQ500 would occasionally restart after approximately an hour of running.

Chapter 18

Version 1.7.3.0

18.1 New Features in Visualiser

Add Invisible Curved Truss object type for aligning fixtures in circles without showing the truss. This is useful when hanging lots of lights in circles.

Add Generic Globe RGB fixture. This is a single glowing RGB colour sphere similar to those used in the String fixtures. The diameter can be changed by editing the description text in the head file.

18.2 Bug Fixes

Fix for reset in Visualiser when using moving mirror fixture in old renderer, #0014059

Chapter 19

Version 1.7.2.9

19.1 Bug Fixes

Solved a problem in Output, Grid View with moving multiple heads outside grid edge using encoders. This could cause unpredictable behaviour. #12770

Fix for reset when setting Exec Grid size, when Setup option to set Playbacks as Execute buttons is set. #13876

Fix for occasional crash on Mac when closing the Plot, Vis or Curve Editor windows. #0013706, #0014009, #0014036

Fix for glitch in Vis rendering where sometimes the projected light would not be rendered.

Chapter 20

Version 1.7.2.8

20.1 Bug Fixes

Updated old dependancies so .deb file can be installed on latest versions of Ubuntu (and Debian based distributions).

Fixed keyboard shorcuts on Mac (e.g. Ctrl+I, Ctrl+G).

20.1.1 Web Server

Fixed bug #13826, which caused MQ80 to crash when accessing its webserver.

Added missing `` tags to HTML.

Fixed web server on PC which stopped loading if the MagicQ data folder was moved to Documents.

Added error handler so a missing page or server error returns an error page to the web browser.

20.1.2 Visualiser

Fix flickering that was introduced in the last beta.

Fix issue in last beta where the beams sometimes didn't reach a surface.

Fix shadows in the new renderer on Mac.

Fix issue where MagicVis would show beams in black in the old renderer when it was not connected to a MagicQ console or a PC running MagicQ.

Fix issues where the Room would initially be shown too small or too large.

Fix issue where Reset Camera didn't fill the whole view.

Prevent MagicQ from crashing when poor quality Windows graphics drivers cannot display the Visualiser window. Some Windows drivers can only display the new renderer, others can only use the old renderer.

Faster rendering of Quad view and Multi Console view in MagicVis.

Chapter 21

Version 1.7.2.7

21.1 New Functions

21.1.1 Focus Line

In the 2D Plot view it is now possible to focus moving head fixtures on to a line. The beams will be spread along the line according to the current fan settings. This makes it easy to create even stage washes and ACL style focuses quickly. The related Focus On Target and Focus Hold functions have been updated and improved and a base position can be specified.

21.2 Bug Fixes

Fix for MQ80 reset problems. In recent versions 1.7.2.4 and 1.7.2.6 when using the MQ80 for a period of time, resets were occurring. This affected MQ80s only, it did not affect any other MagicQ products.

Fix to a crash some users experienced when sending OSC messages from a cue stack, e.g. by putting "K/osc/message" in the macro field.

Improvements to receiving MIDI timecode from a USB interface or loopback device. This fixes an issue that caused timecode from Reaper to jump or freeze in MagicQ.

Setup, View Monitors window now works with negative position values on PCs. This helps users with dual screen setups who want to position windows to the left of the primary display.

Chapter 22

Version 1.7.2.6

22.1 New Functions

22.1.1 Duplicate Heads selection and palettes

In normal operation heads with duplicated elements are treated as if there is only one element of each attribute. MagicQ automatically copies the output from the 1st element to the duplicated elements. This enables the head to be treated in a simple way like any other head.

Previous versions of MagicQ have supported storing of separate data for the duplicated elements in Palettes but it was not clear how to use them and the Palettes View window would not show the duplicated element data.

If you recall the palette without a duplicated element selection active, then it will only recall for the 1st element - so the duplicated elements will be the same as the main element. If you sub select all duplicated elements before applying the palette then you can recall the element specific data.

You sub select all duplicated elements by doing e.g. .1 THRU 3 to sub select the 3 elements.

From v1.2.7.1 it is possible to store the duplicated element selection in Groups - so you could make a group with no duplicated element selection and one with all duplicated elements selected. Groups with duplicate element selection show a "." after the number of heads in the top right of the group item. Note that duplicate element selection applies to all selected heads in the programmer and in groups, so it is not possible to store e.g. element 1 from head 1 and element 2 from head 2 in the group.

To make it easier to select all elements of a duplicate head the following shortcuts have been added. When all duplicated elements are selected the head selection text in the Window title bars will show ".all".

To select all elements of duplicated heads.

1. > @ @ (or just . > ENTER if in keypad select heads mode).

OR

1. > NEXT HEAD

To go back to normal selection (i.e. no duplicated elements selected)

1. @@ (or . ENTER if in keypad select heads mode)

OR

1. NEXT HEAD
-

22.1.2 Open Sound Control

Support for sending and receiving Open Sound Control (OSC) messages has been added to MagicQ. This allows network control of/from a growing list of devices and software, such as tablet apps, audio, video and cue control systems.

It is possible to trigger the main Playbacks and Execute window controls with the built in OSC commands, and MagicQ can be configured to respond to any OSC messages by setting up rows in the Autom window.

Transmitting messages from cues can be done with the macro column, specifying *K* followed by the OSC message address and a comma separated list of arguments.

Patching the *Generic > mqosc* personality outputs OSC messages dependent on channel values used in MagicQ programming. There are three modes of the personality for sending different kinds of OSC messages - float, integer, no arguments. Setting the name of the head to the OSC address enables transmission.

The demo folder now includes a show file and corresponding TouchOSC demo file for use with the TouchOSC tablet application (<http://hexler.net/software/touchosc>). Users upgrading from older version of MagicQ might need to look inside *Program files/Chamsys Ltd/MagicQ/show/demos* to find these files.

To get started, set the OSCN mode to either Tx, Rx or Tx and Rx. Set the OSC transmit port and OSC receive ports (default is 9000 and 8000), and make sure a MagicQ Wing or Interface is connected.

22.1.3 Pixel Mapper gif support

The Pixel Mapper has been enhanced to support playback of gif files. There are four new folders under Media Page, Gif 1, Gif 2, Gif 3 and Gif4.

You can load gifs by either:

- a) manually by copying them to the media folder and naming them gif001-001.gif and so on
- b) using MagicQ File Manager to select a gif.
- c) in Media Window, pressing the LOAD GIF soft button.

Playback of the gif occurs when the intensity of the media layer is greater than 0. When the Media Page or Media Id is changed, or when the intensity is dropped to 0 then the gif will reset to the beginning.

The movie speed encoder affects the speed including. It is possible to pause playback of the gif by taking the movie speed to 0.

22.1.4 MIDI personality

MIDI messages can now be sent by patching the *Generic > mqmidi* personality. Whenever the value of the channels are changed, a new MIDI message is sent.

This allows sending messages from cue stacks and execute buttons; for example sending MIDI notes to trigger cues on another system.

22.1.5 Support for Lumen Radio wireless

MagicQ now supports the Lumen Radio CRMX Nova TX USB dongle for controlling one universe of DMX via Lumen Radio. This allows fixtures from many manufacturers including Robe and Ayrton to be controlled over wireless direct from the console.

In MagicQ simply set the Output Type in Setup, View DMX I/O for Universe 1 to Enttec Pro and enable the universe. When connected the interface should be shown under Setup, View System, View Status, Interfaces, Port Type as "En". The Enttec Pro / Lumen Radio can only be configured on Universe 1. To output a different universe to the device set the copy field on Universe 1 to copy from the required universe.

The Lumen Radio device is supported on all MagicQ consoles except MQ40 and MQ40N.

Only one Lumen Radio device is supported per console.

22.1.6 Other Changes

The testing of serial port values using "testser" from the command line has been improved to accept the same format as in the Cue Stack macro window for sending serial commands - i.e. ASCII text can be put in "" and values can be specified directly. MagicQ now reports the hex values sent. For example to send L followed by 255 enter

```
testser "L",255
```

22.2 Bug Fixes

Fix to Autom Window, serial port Events. Previously the whole of the Autom had to match all of the serial port values received which meant that if a parameter was to be passed through for use in the function then Automs for all possible values would need to be created. Now MagicQ does not attempt to match the value that is to be passed through. The handling of unmatched values has also been improved so that if an unmatched message is received, the buffer is purged.

Fix to MQ80 - MagicQ no longer needs restarting if an extra wing gets replugged or power cycled.

Fixed problem in recent betas with LEDs on original Extra Wings.

Fixed problem with crossfader set to Test Cue Stacks Rate Master. Changing the level of the Test Cue Stacks Rate Master affected Cue Stacks that were already running in the Execute Window, but Cue Stacks newly activated in the Execute Window did not take the current rate of the master. #0013138

Fixes for Duplicate elements. Transitions between playbacks where individual elements are not used to playbacks where individual elements were used did not work correctly. Fixed 1.7.2.6. #0013127

Fixed problem with recording of the Group FX on Palettes - MagicQ records a normal FX instead of a Group FX. Only affected 1.7.1.5 to 1.7.2.5. #0012997

Fixed problem with focusing in Capture Visualiser when using patch offsets. Fixed problem whereby when using "No Offsets" option MagicQ still applied offsets to the Capture Visualiser focus data. #0012996

Fixed problem with Cue Stacks with Wait times shorter than the fade times. If values were overridden by another Cue Stack, and then the other Cue Stack was released, then the original values would be with the original fade time of that Cue.

Chapter 23

Version 1.7.2.4

23.1 Bug Fixes

Fix to problem in 1.7.2.3 where on MagicQ PC/Mac if the Vis window was open, MagicQ would reset on recording Cues.

Fix to problem whereby MagicQ could reset when starting a new show file. This generally occurred if the previous show was using Pixelmapping (such as the Exhibition Demo show) and playbacks were active when the new show was started.

Chapter 24

Version 1.7.2.3

24.1 Support for USB MIDI interfaces on MagicQ PC/Mac.

MagicQ now supports receiving MIDI timecode directly from a generic USB MIDI interface or from a virtual MIDI interface in a similar way to receiving Winamp timecode. This also enables receipt of timecode from radio devices such as the Adrem TCR directly into MagicQ.

Support for MIDI timecode via a generic USB interface is only enabled when connected to a MagicQ Wing or MagicQ Interface (not MagicDMX). In addition, support for receiving MIDI notes from the generic USB MIDI interface is enabled when the system has a MagicQ Rack Mount Dongle connected.

The USB MIDI device to be used is configured from the toolbar Tools, Select MIDI device.

24.1.1 Magic Cap

Add option to use bilinear scaling when scaling down screen grabs before they are sent.

24.2 Bug Fixes

When removing channels from Cue Window remove both hi and lo attributes

If palette FX doesn't have info then use default not 0

Intensity window encoder X did not always display exact intensity % correctly #0012833

Cue Stack, View Defaults would not show when no Cue Stacks recorded on latest betas #0012900

DMX merging (using Input or Override) for Duplicated fixtures. Now MagicQ will merge all elements received for Duplicated fixtures, not just the first element. #0012807

Fix to View Cue, Remove Head not removing 16bit channels correctly #0012784

24.2.1 MagicVis

Fixed issue in recent betas on Retina Macs where the render would only occupy a quarter of the window. #12108

Fixed Room Brightness when the visualiser window is opened. #11483

Improve rendering of beams in the new renderer making them less blocky, increase throw distance of fixtures, better rendering of gobos.

Chapter 25

Version 1.7.2.2

25.1 Bug Fixes

Fix for MQ40N graphics performance. Affected all versions of MagicQ software for MQ40N. It did not affect any other MagicQ consoles.

25.1.1 Visualiser

Fixed crash when switching from old to new renderer on Windows. #0012791

Fixed colour of form objects in old renderer.

Fixed missing fixtures in Quad View.

Chapter 26

Version 1.7.2.1

26.1 New Functions

Added function to Output, Plan View to enable viewing of Cue data instead of Output data in the grid format. In the Output Window, press SHIFT + VIEW CUE to show the contents of the Cue instead of the Output.

The current Cue is the Cue that is showing in the Cue Window - which normally is the active Cue on the currently selected Playback - unless the Cue Window has been locked to a specific Cue in a Cue Stack.

The function of the shortcut CTRL CLEAR has been changed to clear to default values instead of clearing to zero. #0012545

Improved Group, Heads View to indicate unpatched heads #0012650

26.1.1 MQ40/MQ40N

The MQ40/MQ40N user interface has a reduced number of options to ensure that it is easy to use for users unfamiliar with lighting programs. More advanced users can access the advanced settings by setting the Advanced Settings = "Enabled" in Setup, View Settings, Mode.

Note that whenever the MQ40N is first started or reset then it will default back to the simple settings - this is intentional to ensure that basic users see the simple settings on start up and do not get confused by all the advanced features.

When "Advanced Settings" is "Disabled" then the Patch Window shows a simplified view with one only one tab and simple buttons to CHOOSE HEAD and PATCH IT. Items can be moved around in the Visualiser using the X, Y, Z encoders. For more advanced features of MagicVis, and for patch features like Clone and Morph use Advanced Settings.

Note that in previous versions (1.7.2.0 and lower) the MQ40/MQ40N always presented the simpler interface and there was no option to show the advanced settings.

26.2 Bug Fixes

Fixed problem with reset when using Output View, View Heads with heads that have 128 or more attributes.

Fixes to Cue Tracks added in 1.7.2.0 including GO not working in Cue Tracks and display problems #0012436

Fixed so that if no external monitors are enabled then pressing the specific Window button will always bring it to the internal monitor. #0012721

Fixed problem in 1.7.2.0 on MagicQ consoles where the main window did not completely fill the screen. #0012729

Fixed problem where MagicQ could reset when clocking on Playbacks with no steps when buttons were set to Tap To Time. #0012638

Fixed problem with Include when using "Include Selected Only" on a Cue with a Group FX. Previously the whole Group FX was included regardless of whether any of the fixtures in the group were selected. #0012516

Fixed problem in MagicQ Linux PC where MagicQ recognised the touchpad as a touchscreen #0012632

Fixed problem with resizing of main MagicQ window on PC/Mac when Wing attached #0012637

Fixed problem in a Cue Stack where similar FX in sequential Cues but with FX stop/started were treated as the same FX instead and no change made. #0012595

Fixed problem with refresh speed of 2nd Execute Window #0012574

Fixed problem with Output window, View Active showing incorrect data. #0012386

Fixed problem with colours of Exec buttons #0012452

Fixed problem in MagicVis with video and room brightness #0012304

Fixed problem in MagicVis with shadows #0012167

Fixed problem in MagicVis with highlight in new rendering mode #0012084

Fixed problem in MagicVis and Plot View where it could crash on opening with some show files. #0012613

Chapter 27

Version 1.7.2.0

27.1 New Functions

27.1.1 MagicVis New Rendering

MagicVis now incorporates a new higher quality renderer with improved beams and shadows. To enable the higher quality renderer open MagicVis and go to File, Settings and select "New renderer" from the OpenGL options.

If for any reason the new renderer does not work, then you can revert to the old renderer by opening MagicQ and from the toolbar select Visualiser, Use old renderer.

27.1.2 Storage of MagicQ user files on PC/Mac

MagicQ now has an option to change where the user data files are stored.

Older installations of MagicQ stored show, head, log and other user data files in the Application folder. Windows and OSX now make it difficult for users to access the Application folder - either forcing files into a Virtual Stores or preventing write access.

This data can now be stored in the User Documents folder which is fully accessible. It is possible to revert back to using the Application folder at any time.

From the top toolbar select Tools, Change Files Location.

27.1.3 Cue Stack time code tracks

MagicQ now supports up to 10 time code tracks linked to each Cue Stack. A time code track allows a sequence of button presses/fader movement events to be associated with the playback of a Cue Stack. This is useful where a main Cue Stack is used to program the overall look, but additional effects and bumps need to be added in time to the music. The time code tracks are independent of the Cues in the Cue Stack, so it is therefore not necessary to generate a Cue for each of these effects/bumps.

All recorded time code tracks are started when the Cue Stack is activated and are released when the Cue Stack is released.

Time code tracks are visible in the Cue Stack, View TC view. Note that the Cue Stack, View Default soft button has now moved to under the View Options soft button to make way for the View TC button.

Tracks 1 to 10 are selected by soft button A. Tracks can be recorded and removed using the RECORD TRACK and REMOVE TRACK soft buttons.

The RECORD TRACK function is used to record the tracks - in this mode MagicQ records all button presses and fader movements as they occur with the appropriate times. The events and times can be modified afterwards. Each event can be edited individually, or whole sections can be cursor selected and moved in time.

Each time code track is stored in MagicQ as a keyboard macro and can also be viewed and played back in the Macro Window. Events in the timeline are stored in the same way as keyboard macros.

27.1.4 Other changes

Modified circle FX so that it is easier to get an odd/even or left/right symmetrical chase.

Panel is now shown in black rather than blue when a black windowing colour scheme is chosen.

It is now possible to edit number keys 0 to 9 in keyboard macros.

27.2 Bug Fixes

Fixes to editing multiple head macros in Head Editor which could cause resets #0010040

Fix to Execute window faders that could cause resets #0011089

Fix for stuttering FX at small size/slow starts #0012309

Removed erroneous FTDI debug in log files #0012059

Improvements to graphics in MagicVis new renderer #0011987

Fix for IPCB representation in Palette windows after edits #0012243

Fix for problem when using Net Sessions to multi program a Cue Stack - each user could record a step to a Cue Stack, but the last recorded step would not execute correctly on the other console (which did not record the step) until the Cue Stack was restarted.

Fix for labelling of Palette FX palettes in Prog, View window.

Fix for keyboard macros that use SHIFT or CTRL - only affected recent Betas. #0012091

27.2.1 Net Sessions

Fixed problem with using the RESYNC SHOW button on the slave console - it could sync to a slightly out of date show.

Fixed problem with saving show on the Master to a new name which did not cause the slave to be updated with the new show name - this was particularly noticed when using the auto increment file numbers. Now any save show on Master causes the file on the slave to be reloaded completely.

The Output, Plan View, grid name was not updated correctly between consoles.

If Hot takeover universes were set manually then Net Sessions wouldn't enable/disable all correctly. The status in dMX I/O has now been modified to show the Net Sessions state.

When using ACT, LAST ACT, PROG this was not shown correctly in the status field - it only showed CC-None.

Fixed problem where after a Master/Slave swap if the Master lost the comms link to the Slave then it would give the incorrect and confusing message "Lost Sync to Master".

Chapter 28

Version 1.7.1.9

28.1 New Functions

Added support for disabling Patch Offsets when using a Visualiser. This is useful when in use at a festival with a visualisation suite where the visualisation has not been modified to match the actual stage positions. Whilst programming in the visualisation suite the offsets can be disabled, and then re-enabled for the live show. In Setup, View Settings, Mode, set Visualiser mode to "Insert, no Patch offsets".

Added extra logging for synchronisation problems when using Net Sessions.

28.2 Bug Fixes

Fixed problem with remote connections on systems that had serial numbers configured on both systems. This mostly affected MQ80s which automatically have a serial number configured from the processor. It would only affect comms between two MQ80s - comms between a MQ80 and PC/Mac systems was not affected.

Fixed problem in versions 1.7.1.5 to 1.7.1.8 with modifying the spread of Col FX programmed in older show files. Only affected Palette based FX recorded prior to 1.7.1.5. #0012095

Fixed problem with Users whereby if a Super User deletes their own user then it would not be possible to perform any actions until the system was restarted.

Fixed problem with the Palette option, Expand Cues on MQ40/60/70 taking too long on large show files. Modified to give progress indication and avoid watchdog firing. #0012018

Fixed problem a Cue Stack with multiple chases. If crossfade was not 100% then GO Jumps out of chase would not work reliably.

Improved behaviour when using time code and time code jumps backwards. Now only the Cue prior to the time code is executed - previously all the Cue in the Cue Stack up to that point were executed.

Fixed problem in recent betas where the Cue Stack macro G with point Cues (e.g. G3/5.1) would not work correctly.

Chapter 29

Version 1.7.1.8

29.1 Bug Fixes

Fixed major problem in 1.7.1.6 with live palette timing.

Fixed possible crash in recent betas when Updating values.

Fixed problem running Palette based FX created on versions prior to v1.7.1.5 - changing the spread would not work correctly.
#00012095

Fixed version compatibility problem with MagicHD reverting to 1 layer only even when connected to MagicQ consoles - only affected systems where MagicHD was running v1.7.1.1 or above and the consoles were 1.7.1.0 or less.

Various improvements to Visualiser new rendering.

Fix for expanding heads when using Documents folder.

Chapter 30

Version 1.7.1.6

30.1 Bug Fixes

Fixed major problem in 1.7.1.5 with generic dimmers and some other channels not working after patching until show reloaded. #00012102

Fixed problem with user management - not clearing users from old shows #00012103

Fixed problem with using DBO after jumping a Cue forward or back in a Cue Stack using >> or << in a Cue Stack - fade times could be applied when coming out of DBO.

Fixed problem in MagicVis with Iris function visualized incorrectly #0011791

Fixed problem in MagicVis with pdf window #0012081

Chapter 31

Version 1.7.1.5

31.1 New Features

31.1.1 Palette FX

Added support for Palette FX to be applied to heads even if the heads do not have all the attributes specified in the FX. The 2col, 3col and 4col inbuilt FX have been modified to include all 8 colour attributes (Cyan, Magenta, Yellow, Col Mix, Col1, Col2, Col3 and Col4) so that when these FX are chosen they will run on all the colour attributes that are stored in the chosen Palette. This enables colour palette FX to be run over multi heads with different attributes - CMY, RGB, RGBA, RGBW etc...

Note that MagicQ maps Red to Cyan, Green to Magenta and Blue to Yellow, so the 2col, 3col and 4col will work equally as well for CMY heads as for RGB LED fixtures.

The existing 2col, 3col and 4col inbuilt FX which used Cyan, Magenta and Yellow only have been renamed to 2cmy, 3cmy and 4cmy. These can be used to limit FX to CMY attributes only - no FX on colour wheel, colour correction, White or Amber.

This change will only affect new shows, or shows where the FX were not previously used. Shows that have been programmed using the old 2col, 3col and 4col FX will continue to operate as before on CMY data since the FX data is stored within the show file.

31.1.2 Group FX

FX can now be added as a Group FX even if only one group is selected by using the ADD GROUP FX soft buttons in the Group and FX windows. This has the benefit that if the members of the Group are changed then programmed Cues using the FX automatically change to use the new members of the group.

The Spread of Group FX can now be modified in the Prog Window, View FX and also once recorded in a Cue, in the Cue, View FX Window using the "Group Spread" column. The options are:

Group	Spreads according to the group (all members of group have same spread) - as per previous software
All chans	Spreads across all chans in all selected groups as if it was a standard (non Group) FX
Within groups	Spreads within each group as if each group was selected in turn and a FX added to that group

Parts, Segments and Direction can be used in all "Group Spread" modes. When set to "Group" these will have limited effect unless lots of groups are selected.

The "Within Groups" is particularly useful when running FX on Groups each with different numbers of heads - for example consider a three truss system with 6 heads on the front truss, 5 on the mid and 4 on the rear with corresponding Groups - Front,

Mid and Back with 4,5 and 6 heads in each. Using "Within Groups" will run the FX synchronously across each truss.

Group FX and Palette FX can be used together to create FX that can be easily changed between different size rigs with only minor changes to Groups and Palettes.

To make space for this new function the rarely used ADD FX 0 SIZE has been changed to be under the SHIFT + ADD FX 0 SIZE soft button in these windows.

31.1.3 New inbuilt FX

Added new inbuilt FX using multiple attributes

2posdim	Uses 2 position palettes with both position and intensity information
2colpos	Uses 2 colour palettes with both colour and position information
3colpos	Uses 3 colour palettes with both colour and position information

To use the 2posdim FX create two position palettes with both position and intensity information in them (use SHIFT RECORD and select REC POS and REC INT). A good effect is achieved by creating the first palette with a starting position (e.g. centre vocals) and intensity at 0%. Then create a second position flown out high with intensity at 100%. Note that if there is no intensity attribute in the palette then intensity will be set at 0% in the first step and at 100% in the second.

To use the 2colpos and 3colpos FX create 2 or 3 colour palettes with both position information and colour information in them. As the heads move between the positions they will change colour.

31.1.4 User management

Added support for user management. This enables users to be set up with restricted access. Users can be set up to have full access to all the console channels, or to a group of channels only, or to all channels except a group of channels. Users can have passwords set for their accounts.

The current user is displayed and selected in Setup, Soft button C. Note that on MagicQ consoles the Set Time function previously on Soft button C has been moved to soft button D and Set Date to SHIFT and soft button D.

Users are managed in Setup, View System, View Users. When no users are configured the "Default" internal user is used and all MagicQ features are exactly as in previous versions.

Users settings can only be edited when using the "Default" user or when set to a User with "Superuser permissions". If there are no users configured with "Superuser" permissions then MagicQ will always offer the "Default" user with no password - this ensures access to the console setup.

Users can be configured to have type of "Group Only". This allows access to only the channels in the specified Group.

Users can be configured to have type of "Exclude Group". This allows access to all channels except those in the specified Group.

Users with "Superuser" permissions have access to all channels. User with "Group Only" or "Exclude Groups" can only select heads from their allowed channels and can only record and edit Cues and Groups with their allowed channels. They can not record over, merge into or remove any Groups or Cues that contain disallowed channels.

If the option "Block Output" is set then Users with "Group Only" or "Exclude Groups" can not affect the output of heads outside of their allowed channels - these heads will remain at 0 intensity and default LTP values.

Users are stored as show settings, not as console settings. One of the Users in the User List can be set to be the Start User - when the show is loaded then this User is set as the current user. This can be used to always start up into a restricted user. MagicQ provides a flashing warning "User" when a show is loaded with a User with restricted access.

If a user is created as Include Group without a Group set then they will not have access to any channels - they must chose a new user (and enter a password if set) to get access to the channels.

Users apply to both Master and Slave consoles when using Net Sessions. On a Slave, selecting a User with reduced permissions will make that Slave only have access to the allowed channels. The Slave can control the output using Multi Prog Sel Chans, but is restricted to the allowed channels. A new "User" option has been added to Multi Prog Sel Chans which sets the Slave to control the output of all the channels that it is allowed to.

If passwords have been set on a show file and then forgotten please contact ChamSys support.

31.1.5 Net sessions Playback Sync modes

Added two new modes to the Playback Sync Slave options.

Added a mode to allow playback sync between Master and Slave consoles with the Slaves being able to control playback operations as well as the Master. In the existing "PB Sync" mode the playback state of the Slave is always synced to the Master and changes on the Slave such as FLASH buttons, GO, BACK and fader levels are ignored.

Added a mode to allow use of a Slave console for independent playback control, but continually storing the Master "Playback state" so that if the master fails for any reason the Slave will takeover from the last received Master playback state. In the existing "Inhibit sync" if a swap occurred there would be no synchronisation with the previous Master state.

In Setup, View Settings, Multi Console the options for "Playback Sync Slave mode" are now "PB sync", "Inhibit, sync on swap", "Inhibit PB sync" and "PB Sync, multi control".

In "PB sync" mode the Slave playback state is always synced to the Master. It is not possible to change playback state (such as page, activation/release state, level of Playbacks) on the Slave.

In "PB sync, multi control" mode the Slave playback state is always synced to the Master. The playback state (such as page, activation/release state, level of Playbacks) can be changed from Master or Slave consoles.

In "Inhibit PB sync" mode the Slave playback state is never synced to the Master. If the Slave becomes Master then the playback state will not be changed - this allows for example a safe state to be set on the Slave console which is not synced to the Master playback state.

In "Inhibit, sync on swap" mode the Slave playback state is not synced to the Master whilst it is a Slave. If it gets promoted to be the Master then it will set its playback state to the last received state from the original Master.

31.1.6 Net Sessions Master clash

If there is a Master clash on the network then MagicQ keeps the Master that has been running the longest demotes all other Masters to Slaves.

Previously if a Slave that was out of sync with the Master was promoted to Master then the previous Master which was demoted to Slave would have its show file overwritten by the out of sync data from the new Master (old Slave).

Now, if Net Sessions is set to "Manual Takeover" then Masters are demoted to "Disabled" instead of "Slave". A flashing warning is shown in the Status Window. In the "Disabled" mode the console does not output on the network and does not try to sync the show to a Master. The user can then decide whether to "Take Control" or "Release Control" on that console.

When a Master is demoted to Slave or Disabled, MagicQ saves a copy of the show file that was running on the Master using the existing show file name but with the "_swap" appended to the end before the file extension .shw - for example "myshow_swap.shw".

If the Master show file does get overwritten, then the original show file can be recovered by reloading the "_swap" file from the original Master and saving as a new file name. In order to prevent MagicQ repeatedly overwriting the "_swap" file with invalid data from the Slave, it only saves the file if it is at least 60 seconds since it was last demoted to Slave.

31.1.7 Applying Palettes with time

New shortcuts for applying palettes with time:

<time> *	Fan times across selected heads
<time> * /	Reverse fan
<time> * +	Into centre fan
<time> * -	Centre out fan
<time> * \.	Random
*	Use last fan time

31.1.8 Printing Windows

MagicQ now supports printing of the contents of any window to a printer or a pdf file. On PC/Mac select File, Print Window. For spreadsheet views, MagicQ defaults to selecting the most commonly used columns from the window in order that they fit easily on a printed page width. It is possible to modify the column selection as required.

31.1.9 Other changes

Added Slow start and Slow end fade curves. Together with damped fade curve this provides several options for smooth fades.

Added support for editing of values in the Track Sheet view. In order to edit values across multiple pages (using cursor selection and page up/page down) make sure that HIDE UNUSED is NOT set.

Changed auto Blind Previs when going into Blind and when holding S to be only active is Setup, Visualiser option is set to "Auto insert, Auto Previs".

31.2 Bug Fixes

Fixed problem with Thru in Cue Stack macros if more than 2 playbacks were used. Affected version 1.7.1.3 only.

Fixed problem with Cue Stack Macro R0 - it did not work in 1.7.1.3.

Fixed problem with Highlight mode, Advanced Highlight Only (No Lowlight). When used with heads in the programmer the non sub selected heads would be dowsed.

Fixed problem with fixtures with Heads with virtual channels in recent betas.

Fixed problem In Programmer (and other windows that do not support recording into the Window). When a cursor selection was active - it was not possible to record and there was no error message. Now the first time RECORD is pressed the cursor selection is cleared.

MagicQ now shows a flashing "No Sync" warning when it is a Slave in Net Sessions mode but not synced.

Fix for using Multi Window Client with MQ80.

Fixed problem with reset on MQ60/MQ70/MQ40N when pressing Layout buttons quickly to transfer windows between monitors. #0011035

Chapter 32

Version 1.7.1.3

32.1 New Features

32.1.1 Colour scheme

Improvements to Output, View Intensity window, Programmer and Track Sheet. MagicQ now uses the following colours:

Red	In programmer
Cyan	Increasing value
Green	Decreasing value
White	Static value controlled by Playback/Cue
Magenta	Tracked value

32.1.2 MagicVis visualisation

Toolbars have been added to the 3D View and Plot Views in MagicVis.

A new source option "Prog Only" has been added. This allows visualisation of what is in the programmer without the current playback state. This is different to the "Blind Prog" source option which shows what the Blind Programmer would look like when added to the current output state.

When MagicVis is running with the 3D view with Output as the source and BLIND is pressed on the console, then MagicVis automatically changes to split Output/Blind Preview mode so that both the output and Blind programmer can be monitored. When BLIND mode is exited then MagicVis returns to the single 3D view.

When MagicVis is running with the 3D view with Output as the source, and a S button is held on the console then MagicVis will change temporarily to show the contents of the Playback rather than the Output. On releasing the S button MagicVis reverts to showing the Output.

32.1.3 Timecode improvements

When a Cue Stack is set to Timecode the Cue Stack Window now shows the timecode simulator / internal timecode on soft buttons X and Y.

When a Cue Stack is set to External Timecode then the Timecode simulator is available - this is the same simulator that is available in the Setup window, but is easier to access when working on a timecode Cue Stack. Use soft button Y to turn the timecode simulator on and off. The display for soft button X shows the current timecode value (either received from external timecode or set by the simulator). Use soft button X to start and stop the timecode, or enter a value on the keyboard/keypad and press the soft button to jump to new timecode value.

When a Cue Stack is set to Internal Timecode then soft button X shows the current internal timecode value of the playback. Use soft button X to start and stop the timecode, or enter a value on the keyboard/keypad and press the soft button to jump to new timecode value. Soft button Y can be used to restart the internal timecode at 0.

Manually jumping to a Cue that is set to timecode timing will cause the timecode to be set to that timecode value when using the TC simulator for external timecode or when using internal timecode. Jumping to a Cue can be done by pressing GOTO CUE or putting the cursor on the Cue Status field of a Cue and pressing ENTER.

Improvements have also been made to how timecode is shown in the status window including indicating when it is set to timecode generate.

Added new audio option in Cue Stack audio field to allow audio files to jump to new position when stepping a timecode Cue Stack. Set the text "jump" in the audio field of Cues that should cause the current audio file to be restarted at the new duration (calculated as the difference in timecode value from the Cue step where the audio file was first played).

32.1.4 Release Executes Last Step

Added a new Cue Stack option "Release Executes Last Step". When the Playback is released then MagicQ executes the last step of the Cue Stack before releasing.

Any macros in the last step of the Cue Stack are also executed.

It affects all releases including releasing by flash button, fader to 0% or RELEASE button.

This can be used with a Release Time on the Cue Stack to perform a fade out of a different look when the Cue Stack is released.

32.1.5 Key Macros

Improved the Key Macro, Data window to show more information.

Added support for inserting a new key sequence into a keyboard macro - in Macro, View Data press the REC INSERT soft button. This avoids the need to re-record the whole macro.

Added soft button to retime the steps so that all steps are in sequence.

MagicQ now uses a new method internally for handling keys during remote control and for processing of key macros. When using this software version to remote control consoles with software older than 1.6.5.0 there may be some problems with key mappings. There may also be some issues with keyboard macros recorded in shows using MagicQ software prior to 1.6.5.0. For remote control we recommend all systems to be upgraded to latest software.

To stop a macro that is playing open the Macro Window, View Macros, put the cursor on the macro and press the STOP MACRO soft button. To stop all macros that are playing press SHIFT + STOP ALL MACROS.

32.1.6 Output configuration and conflicts

DMX I/O configuration. Status field now shows "En Cflct" and "Dis Cflct" when conflicted instead of "Enabled" and "Disabled".

Added column to show IP Address of received ArtNet/ACN/ShowNet/Pathport packets and also counter of collisions.

Added flashing warning in Status window if Outputs are configured incorrectly (multiple outputs clashing) or if Outputting on universes that are already on the network from other consoles.

Modified Outputs, View Chans, View DMX, View ArtNet window to show clashes coloured red.

Input packets received statistics (DMX I/O page right) are now supported for Pathport, ACN and Shownet as well as ArtNet.

32.1.7 Playbacks window

It is now possible to record, move, copy and remove in Playbacks Window, View Faders.

It is now possible to view the active Playbacks on the Console - press soft button C to set "View Active" = "On". In this view, the active playbacks are shown together with the page that they are active on. The top soft buttons, GO, PAUSE and RELEASE can be used on the active playbacks. Playbacks that are not active show the Cues Stack that would be activated if that playback was activated.

32.1.8 Other changes

Added support for changing Cue name, tracking options, times and timecode values in the Timeline window.

Added support for toggling on/off playbacks on Extra and Execute Wings that have FLASH buttons only (no fader or GO) without permanently setting the FLASH buttons to toggle. Hold SHIFT and press the FLASH or press S + FLASH to toggle #00011684

Added facility on MQ80 to automatically remove oldest .cdc files if system partition gets full go to Setup, View System, View Status, Change Software - MagicQ will automatically purge .cdc files if there is less than 500MB free on the disc.

Added new shortcut SHIFT + EXT to bring all windows to the internal monitor. On Compact consoles type 0 and press ALT MEDIA (EXT).

Added support for rental companies that have problems with users just disconnecting power and not shutting down the console correctly. If the file "fast_power_fail.txt" is placed in the main MagicQ folder (up one from the show folder) then when power is lost the console will only wait 10 seconds for a user cancel before auto shutting down. Normally the console will wait at least 2 minutes (4 on older consoles) for users to cancel before starting the auto shut down.

Added support for ALL + S to select heads used in current step of a Playback. This was previously documented in the shortcuts but was not implemented in previous versions.

Now when you move Groups in the Group window, any FX using the groups will be modified to use the same Group but in its new ID.

Now when you move Positions, Colours or Beams in the Position, Colour or Beam Windows any FX using the palettes will be modified to reference the same Palette but in the new ID.

Improved support for MIDI Beat Clock to support different divisors - Setup, View Settings, Ports, Remote Trigger Type including "MIDI Beat", "MIDI Beat Half" and "MIDI Beat Qtr".

Added option for Cue Stack macros to activate at a specified level - e.g. a1/50 activate PB1 at 50%. It is also possible to activate multiple playbacks - e.g. a1>3/50

Added new "M+C Repeat" option in Setup, View Settings, Hardware, Reduced Rate Output. This sends outputs over network mixed and changes only, except that all changes are repeated once. This is useful in situations where "Mixed + Changes" was in use to reduce network traffic, but DMX fixtures are responding slowly to flash buttons.

32.2 Bug Fixes

Improvements to the contrast of colours in the Output, View Plan window. #0011029 #0010529

Improvements to showing of colours in Output, View Plan window for colour wheel (non CMY/RGB) fixtures. #0009520

Chan test does not work on channels that were previously used for 16bit fine attributes of fixtures and were then marked as unpatched. #0004912

Fixed problem with Cue Window, View Times, Adv Timing when viewing Duplicate Element heads.

Fixed problem with Output Window, View Chans missing the last channels #0005568

Fixed problem with refresh in the Playback Window when switching between faders and buttons. #0011690

Fixed problem with NEXT HEAD + PREV HEAD shortcut for ALL HEADS. #00011670

Fixed support for Patch copying of heads with virtual dimmers. If a copy is set up in the Patch for RGB channels for a head that has a virtual dimmer, from a head that has a virtual dimmer, then the level of the virtual dimmer of the copied head is used when calculating the output.

Fix when using MIDI Automs - velocity of 127 generated 99% not 100%. #0007727

Reset when using Plot View when using Group filter. #0011467

Fixes to the paperwork plots where text was not readable. #0010630

Fixes to Focus Tracking in recent betas #0011617

Import show with MagicVis items did not load the MagicVis items #00011412

Fix for Visualiser snapshots when connected to MagicVis stand-alone. Snapshots would not be transferred from MagicVis to the MagicQ console/MagicQ PC system.

Fix so that when Visualiser snapshots are recorded the playbacks are automatically refreshed to show the new snapshot. Previously a change of the fader level, page or Cue Step was required.

Fix for issues with gobo rotation ranges in Visualiser #0011575

Fix to MagicHD stand alone - the DMX/Ethernet settings were not saved correctly.

Fix support for MagicQ USB unlock dongle on MagicQ for Linux PC.

Fixed problem with manual crossfades with channels that were fading out and did not have hard values in the next Cue.

Modified so when using manual crossfader it now crossfades if all attributes have 0 times. If any attribute has a time assigned then that attribute will crossfade and all others will snap. #00011361, #0011084

Chapter 33

Version 1.7.1.2

33.1 Bug Fixes

Fix for using encoder wheels in larger shows (e.g. 64 universes) which could cause resets.

Chapter 34

Version 1.7.1.1

34.1 New Features

34.1.1 MagicVis / Plot View

Plot View is now available within MagicVis. Full support for head selection and Target Focus, Target Hold is available. This enables users of MagicQ MQ40N/MQ60/MQ70 who do not have the benefits of the Plot View direct on the console, to use the Plot View on a connected laptop.

The Plot View now has two different views - View Heads and View Elements. In View Heads, the whole heads are shown as one. In View Elements all the elements of the heads are shown.

MagicVis now supports multiple windows, enabling one or more Plot Views to be open at the same time as 3D Views.

Improved MagicVis stand alone when using a loaded show (i.e. not synced to a console) so that it determines which network universes to listen to based on the loaded show file - previously it had assumed ArtNet starting at 0-0 only. Now if the show file is taken from a console which was using ACN or Pathport then this will be used instead. This enables MagicVis to be used as a monitor on any lighting network regardless of the ArtNet/ACN setup.

34.1.2 Output Grid Multi Head Support

The Output Grids now support manipulation of multi element heads and duplicated heads as complete objects. Multi Head mode is enabled on soft button D. In Multi Head mode, MagicQ automatically keeps tracks of the elements of the the multi element or duplicated heads, adjusting them each time the head is inserted, moved or rotated in the Grid.

Setting Multi Head "off" will change back to each element operating independently as in previous versions of software.

The Insert Heads soft button now has 5 options - Horiz, Vert, 3D, Dup Ele and Col Web.

Horiz, Vert insert into the Grid in the horizontal or vertical direction. Multi element heads will be inserted into separate grid cells according to the width and height specifiers in the personality. Duplicate element heads will be inserted as a single cell.

3D is used for inserting for 3D pixel mapping in the 3rd dimension - only multi element heads can be inserted in 3D.

Dup Ele is to insert all the elements of a Duplicated Element head into the grid as separate cells.

34.1.3 Large Show Performance enhancements

Increased maximum head number to 65205.

Added support for ACN unicast. In previous versions the Unicast fields in Setup, DMX I/O were only implemented for ArtNet. Now they are supported for ACN as well. When set to Unicast, data is only sent to the Unicast address, not the Multicast address.

Added experimental reduced size show format. This stores the same show data but in a compressed format to reduce the show file size making loads and saves quicker and making Net Sessions more efficient. Show files are saved with the _R.shw prefix. Show files in the reduced format can NOT be loaded into MagicQ software older than v1.7.1.1. Shows in the reduced format can be converted into normal format by loading into MagicQ PC (Windows, Mac, Linux) v1.7.1.1 or above and then re saved in the normal show format. The normal show format can be loaded into any MagicQ software version.

Improved auto save when saving shows with large numbers of big Cues so that it does not impact the GUI operation.

Added support for new MQ dongle for larger shows.

34.1.4 Other changes

Support for flash buttons within Execute Windows on the Android/iOS remote app.

Improved handling of file copies - copy progress is now shown in the status bar.

Added the Apollo gobos and updated the Lee gobos.

34.2 Bug Fixes

Fix for ACN input. Previously the data from all universes above ACN Universe 15 were ignored.

Fix when including Cues into the programmer. If the Cue being included has more than one FX in it and the 2nd or higher FX has channels that are already in FX in the Programmer, then the FX in the Programmer will not be replaced correctly and additional FX will be created in the Programmer.

Fix for when exporting shows with Cues that have more than one FX in them. Cues with more than one FX in them will lose the Width parameter for the 2nd and higher FX.

Fix for setting host name on MQ80.

Fix for copying data in the programmer and in Cues between VDIM heads. #0010986

Fix for Head Test #0011340

Fix for stepping Chases with crossfade less than 100%. #00010649

Fixed Patch, View Chans view for unpatched heads - the text was missing.

On a MQ80 in previous versions if Setup, View Settings, MagicQ Wings & Interfaces was set to "No" then the front panel LEDs, and desk lamp would not work correctly.

Fixed problem with Preview in MagicVis - when Output Source was set to anything other than "Output" then changing heads in the Programmer caused the Preview to be reverted to the Output.

Chapter 35

Version 1.7.1.0

35.1 MQ80 Firmware Improvements

Version 1.7.1.0 has new MQ80 front panel firmware v0.32 bundled within the installer. The new front panel firmware has a number of improvements including smoother fader transitions, fixes to the DMX output timing of the direct DMX out ports, and fixes to MIDI and Timecode features.

We recommend all MQ80 users to upgrade to the new front panel firmware, particularly if they are using the direct DMX output ports or wish to use MIDI or LTC. In the previous firmware DMX problems have been identified with some fixtures such as SGM P5s and when using MIDI or LTC inputs the front panel could repeatedly reset.

In order to upgrade the front panel firmware, first install the version 1.7.1.0 main software. Then upgrade the front panel firmware to v0.32 - making sure you select the correct v0.32 firmware file. See the manual for full details on how to upgrade software and firmware.

35.2 MQ40/MQ40N/MQ60/MQ70 Front Panel Firmware

It is not normally necessary to upgrade the front panel firmware on these products.

It is very important that if you do upgrade the front panel firmware you are NOT running main software versions 1.7.0.1 to 1.7.0.4 when. These versions had a problem that would cause the upgrade of the front panel firmware to fail rendering the front panel broken. Change to version 1.7.0.0 or 1.7.1.0 before carrying out the front panel firmware upgrade. Broken front panels will need to be returned to ChamSys for repair.

35.3 Bug Fixes

Fix to front panel firmware upgrading of MQ40/40N/60/70. In versions 1.7.0.1 to 1.7.0.4 upgrading the front panel firmware would fail rendering the front panel unusable.

Chapter 36

Version 1.7.0.3

Improve size of keyboard, confirm and select dialog boxes on MQ80.

36.1 Bug Fixes

Fix for tracking problem when using Group FX and pressing Pause, fast forward or fast back. The FX would be incorrectly applied to channels on Universe 1 instead of the channels from the Groups. #0011083

Fix for using Encoder E in Cue Stack Window for changing timecode of multiple Cues when some Cues have Wait times.

Fix for when using SET/REMOVE/MOVE to make active/knockout/make hard values. Sometimes the action key would remain on.

Chapter 37

Version 1.7.0.2

37.1 Mac OSX Users El Capitan

Further changes to try to work around Apple El Capitan OSX problem that forces MagicQ Wings & Interfaces to use the buggy Apple FTDI driver rather than the well proven and tested manufacturer provided driver.

We **STRONGLY** recommend that users do not upgrade their OSX systems to El Capitan if they are using MagicQ Wings and Interfaces. For users who have already upgraded to El Capitan we would like feedback on whether version 1.7.0.2 works ok with your MagicQ Wings and Interfaces.

MagicQ Wings and Interfaces are now supported under El Capitan but under some circumstances OSX may lock up for several minutes before the hardware is detected. By default MagicQ on El Capitan now only supports MagicQ PC Wing Compact and MagicQ Extra Wing Compact. For other MagicQ products please set the following setting of Setup, View Settings, Ports, MagicQ Wings & Interfaces

OSX El Capitan

PC Wing Compact & Extra Wing Compact	Yes, auto DMX
Mini Wing, Audio i/f, Maxi Wing, MIDI/SMPTE i/f	FTDI+VCP, auto DMX

OSX Previous Versions

All products	Yes, Auto DMX
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37.2 Bug Fixes

Fix for ACN and ChamNet on MQ80.

Modified timecode jump checking back to as it was in 1.7.0.0. New style checking can be enabled via Debug Mode = 32.

Fix for Execute font size change in 1.7.0.1 #0011139

Fixed Highlight Mode - highlight only - no lowlight. Previously it would set all non sub selected heads from the current selection to 0% intensity. Now it leaves them at their Programmer/Playback level.

Chapter 38

Version 1.7.0.1

38.1 Other changes

Modified new Highlight feature so it only jumps into individual control if no heads are selected.

Added "range" option to DMX input options in Automs.

Improved checking for timecode jumps when using manual Cue steps in a timecoded Cue Stack.

38.2 Bug Fixes

Work around Apple El Capitan OSX problem that forced MagicQ Wings & Interfaces to use the buggy Apple FTDI driver rather than the well proven and tested manufacturer provided driver.

Fix for saving/loading Group based FX to show files. If the Groups IDs used in the FX did not correspond to patched channels then the FX would not be loaded properly. The work around was to ensure that the channels that have IDs the same as the Group IDs have patched channels - i.e. if Group 23 is used then make sure channel 23 has a patched head or dimmer.

Fix for remote control of a MQ80 and multiwindows with a MQ80 - in previous version it would reset.

Chapter 39

Version 1.7.0.0.

39.1 Other changes

Added support for MQ40N.

Modified defaults for Normal mode to support selection from keypad and to use advanced highlight/lowlight mode. Improved highlight and lowlight mode for dimmers. Now when pressing HIGHLIGHT if some heads are selected it will go directly into single mode - previously it just highlighted all the selected heads.

Added short cut on Compact for HOME and END. Press ALT and LAYOUT 1 and LAYOUT 3 respectively.

Added support for Timecode Retransmit when using timecode input via Winamp.

Changing name of auto groups to eliminate the "All" as with more and more heads this was reducing the amount of space for the name of the head.

Added additional options for number of boxes wide on External Monitors.

Added option to MagicVis menu to reset Vis window position to 0,0.

39.2 Bug Fixes

Fixed problem with Simple Panel Mode that could cause the Cue Engine to stop temporarily when using some of the preset faders.

Fixed problem with Patch, Copy Head Prog in recent betas whereby Copy Options were erroneously shown.

Fixed problem whereby after unlinking a Cue the Cue Store window was not automatically refreshed.

Fixed problem whereby when choosing heads after starting a new show the Patch Window, Choose Head, Filter by Patched, showed erroneous Patched heads.

Fixed problem when unlinking Cues - it would create new Cues even if the Cue was already unlinked. Now only unlinks a Cue if it is linked. Also fixed updating of unlinked state reporting after removing Cues.

Fixed problem with copying Cues to selected heads or copying heads within Cues when copying to a greater number of heads than are in the source Cue.

Added support for holding MOVE and pressing GROUP, INT, COL, POS, BEAM to make attributes hard values. This shortcut was omitted when we added support for making values hard in previous betas.

Added support for unlinking multiple Cues in the Cue Stack Window using cursor select.

Fixes for setting intensity on elements of duplicated elements with individual VDIMS for each channel.

Fixed problem with ADD VDIM on fixtures with duplicate elements - MagicQ would try to add an incorrect number of VDIMS.

Fix for reset when creating Auto Groups.

Fix for creating Personality search index that could cause front panel reset on MQ80 and potentially complete reset on other Compact consoles.

Fix for Compact consoles when using FX on large numbers of LEDs that could cause a reset when modifying FX parameters. #0010842

Fix for setting of names for User Curves in Curve Editor #0010905

Fix for palette soft buttons in Position Window (affected last few betas).

Chapter 40

Version 1.6.7.7

40.1 Virtual Dimmers on Duplicated Heads

Added support for virtual dimmers for duplicate personalities. For each duplicate head a special duplicate dimmer head is required with the correct number of dimmers. For example if the duplicate head has 3 elements then the dimmer head should have 3 elements.

The MagicQ personality library now has vdim personalities for 2,3,4,5,6,7,8,9,10,20 and 100 element heads. They are under manufacturer "generic" and name "vdim", for example generic_vdim_3ele.hed. Vdim personalities for other number of elements can easily be made by editing the 100 element personality (e.g. generic_vdim_78ele), saving it as a new head and changing the number of channels.

When adding VDIMS to existing patched heads in the Patch Window by using SHIFT and ADD VDIM, for personalities with duplicated elements, MagicQ will now try to add a VDIM with duplicated elements. MagicQ looks for personalities with the format generic_vdim_XXele.hed where XX is the number of duplicated elements.

Note that vdims are only applicable for heads that have colour mixing and do not have any dimmer channels.

40.2 Other changes

Added wild carding support to the date field for Scheduled events in the Autom Window. For example /6/ will only run the autom in June.

Improved support for copied channels in the Patch so that they now use the min, max, inverts and fader curve from the copied channel. #0010013

Modified MagicQ so that when a 2nd step is added to a Cue Stack it only changes settings that are different between the single step and multi step default settings. #0010725

40.3 Bug Fixes

Fix for problem on MagicQ consoles where if a link was lost to Playback Wings or Execute Wings then the link would not be recovered (affected versions 1.6.7.2 to 1.6.7.6)

Fix for problem on MagicQ consoles where long tasks such as loading from USB stick, saving to USB or saving large shows to USB, which took over 5 seconds, caused links to Wings and MagicQ Interfaces to be dropped.

Fix for morphing of colour wheels and gobo wheels. In recent beta versions the morphing of colour wheels and gobo wheels did not work well. In particular when changing between different modes of a fixture the colour wheels and gobo wheels failed to copy correctly.

Fix for problem when using knockout, make active or make hard by holding REMOVE, SET or MOVE keys. Sometimes the REMOVE, SET, or MOVE key could remain active after the change.

Fixed problem with channels running an FX on a playback are overridden in the programmer with an FX. If the playback fader was set to control FX size, then if this fader was not at 100% the programmer FX would take this size and could not be changed.

Fixed problem when using Next Head with VDims without selecting a range first #0010682

Fixed problem with USITT import whereby some formats could cause MagicQ to crash.

Fix for recall of Plot View on external windows using Layout buttons.

Fix to ensure Vis is updated after heads are morphed.

The NO STOMP option in LTP stomping would not work correctly when multiple playbacks were active with the same channel.
#0006793

Chapter 41

Version 1.6.7.6

First release for MQ80.

Added Search to File Manager when choosing heads. This allows searching for a particular fixture type using the manufacturer name, fixture name, mode name, number of channels and key attributes offsets. If a fixture is not in the ChamSys library then this allows a search of the complete library to find fixtures that are similar. Particularly useful when dealing with "unbranded" fixtures. Go to Choose Head then Search. Search results can be viewed in both Simple View and Adv View. Press View All to return to viewing all fixtures in the library.

41.1 Bug Fixes

Fixed problem with removing values from Cues in the Cue Window which caused resets. #0010413

Fixed problem with copying Cue Stacks to new heads #0010582

Fixed problems with Timeline Track Sheet display #0010417

Fixed problem with MagicCap crashing and not working correctly #0010549

Chapter 42

Version 1.6.7.5

42.1 Bug Fixes

Fixed problem with removing values from Cues in the Cue Window which caused resets. #0010413

Fixed problem with copying Cue Stacks to new heads #0010582

Fixed problems with Timeline Track Sheet display #0010417

Chapter 43

Version 1.6.7.4

43.1 New Functions

MagicQ has now been enhanced to enable much more powerful copying of data between heads including:

- Copying between different head types - matching of range data (e.g. strobe types, iris types)
- Copying heads in one or more Cues in a Cue Stack
- Selective copying of Cue Stacks - copying only the selected heads to a new Cue Stack
- Creating a new Cue Stack for selected heads based on an old Cue Stack

43.1.1 Copying of head data

MagicQ supports copying of head data in the programmer - for example to copy between heads 2 and 3 do

```
2 COPY 3 ENTER
```

or

```
COPY 2 @ 3 ENTER
```

MagicQ copies the data from one head to the other in the programmer, or if the source head is not in the programmer, from the value from any active playbacks. If the source head is using a palette for an attribute then the destination head automatically also uses the palette - but uses its value from the palette, not the value from the source head.

If the source head is not using a palette then MagicQ will try to match range information - for example if the source head has a random strobe in the shutter channel then MagicQ will try to find a random strobe in the shutter channel of the destination head.

If no range match can be found then MagicQ simply uses the hard value from the source head.

In 1.6.7.4 a setting has been added to determine whether copying of heads in the programmer is limited to the attributes that are in the programmer or whether it includes attributes that are active on playbacks. The setting is in Setup, View Settings, Cue Storage, Copy Heads Mode.

43.1.2 Copy heads in Cues

To COPY HEADS in a Cue / Cue Stack use one of the following:

- Hold + and COPY
 - Press SHIFT + COPY and select the COPY HEADS option
-

- Press COPY HEADS option from the Copy toolbar (when Always Show Record Options = Yes)

Once in COPY HEADS mode choose the heads to copy by either selecting from the keypad

2 @ 3 ENTER

Or from the Group Window by selecting a source and destination Group.

Finally select an item to copy heads in - for example press the S button of a Playback.

If a Playback has more than one step then MagicQ will offer the choice of copying heads in the Entire Cue Stack or in a specific Cue. It is also possible to manually enter the steps to copy heads in before pressing the S button.

The process of selecting a Cue Stack and Cues is similar to the process when record merging or record removing in Cues/Cue Stacks - just in this case a copy head data operation is carried out instead of a merge/remove from the Cue/Cues.

43.1.3 Selective copying of Cue Stacks

MagicQ now supports the SELECTED ONLY option when copying Cues and Cue Stacks. Only the selected heads from the source Cues and Cue Stacks will be copied. If none of the selected heads are not in a source Cue then an empty Cue will be generated.

43.1.4 Creating a new Cue Stack for different heads

MagicQ can create a Cue Stack based on an old Cue Stack but using different heads.

Press SHIFT + COPY and select the COPY TO SEL option. This creates a new Cue Stack with identical Cues to the original Cue Stack except that it uses the selected heads instead of the heads in the original Cue Stack. The new Cue Stack will not contain the heads from the old Cue Stack, unless they are part of the new selection.

MagicQ will rotate around the heads from the existing Cue to provide data for the new heads - for example if the old Cue Stack had 4 heads and 8 heads are selected then heads 1 and 5 from the selection will both use data from the first head in the old Cue Stack.

This option will work on Cue Stacks containing multiple head types, but the best conversion will occur when copying from one set of heads to another set of heads. In some situations it may be preferable to do a selective copy of the original Cue Stack to heads of only one type and then to use the COPY TO SEL option on that new Cue Stack.

43.1.5 Expanding Palettes

A new function has been added to allow data in Cues to be expanded to use all attributes from a Palette. For example, consider a show that is using fixtures with RGB colour mixing but now has been morphed to fixtures with extra colour wheels. The Cues programmed into the show do not have the extra colour wheel info - they just have RGB attributes. With the new Expand Palette feature it is possible to program the extra colour wheel attributes into the Palette and then expand the Palettes into all the Cues that use the Palette.

In View Palettes, select the Expand Palette or SHIFT and Expand All Palettes soft button.

All programmed Cues that contain heads that use the Palette are expanded. Only heads that are already in the Cue, and that have at least one attribute using the Palette are expanded - it does not affect heads that are not in the Cue or heads that have no attributes from the Palette in the Cue.

Heads that have some attributes in the Cue referencing the Palette but others using hard values, will convert the hard values to use the values from the Palette.

Heads that have some attributes in the Cue referencing the Palette but others using other Palettes, will not change the attributes that are using other Palettes.

43.1.6 FX Individual Delay Times

MagicQ now supports an FX Delay Type option for applying individual delay times to FX as well as base levels. When enabled, the individual delay times for the base level of an attribute in a head will also apply to any FX on that attribute. This allows sweeping effects across large numbers of moving heads.

The delay FX option is configured in the Cue Window, View FX, Delay Type. Note you need to cursor right to see it. There is a similar option in the Programmer Window if you want to set it before you record a Cue.

When set to "None" there is no delay - all the FX start to fade in at the start of the Cue.

When set to "Delay start" the FX will delay by the amount set for the individual attribute in View Times. If there are no delay times for the individual attributes then there is no delay on the FX. After the delay for a particular head the FX will start as if it was the start of the Cue - i.e. the offset will start from the position it would normally start from at the beginning of the Cue. The final offset between the heads will be dependent on the delay time.

When set to "Delay size" this is like "Delay start" except that after the delay the FX is not restarted. Instead the size is faded in and the offset is therefore exactly as it would have been if there was no delay. This means after all heads have delayed then the final offsets between heads will be as if there had been no delay.

If you don't want to change the base level, then you just set it at the same levels as the previous Cue - but you add individual delay times so that MagicQ delays both the start of the level change (could be no change) and the start of the FX.

43.1.7 2D Plots

The way that views are selected in the Plot view has changed. The soft button now allows a choice of elevation while the top left encoder allows for filtering of fixtures.

In the 2D Plot window it is now possible to view only the fixtures in a certain group. The group can be viewed in plan or front elevations.

43.1.8 Support for GAM and Apollo filters

MagicQ now supports GAM and Apollo filters in the colour picker.

43.1.9 Other changes

On Mac, App Nap is now turned off automatically for MagicQ, users do not need to do so in the Info window.

Improved touch response on MQ60 when Outputs window / Cue Stack window open on external monitor.

Added button into Cue Stack Store and Cue Store to remove all unused Cue Stacks / Cues.

In Net Sessions Slaves show a "Resync Show" soft button instead of a "Grab Show" button. Resync can also be by holding LEFT CURSOR and RIGHT CURSOR and pressing SET.

Split Setup, View System, View Status tabs so network status is now in a separate tab.

43.2 Bug Fixes

Fixed problem with use of Global Rate Masters, Busking Master and Club Master in 1.6.6.8 to 1.6.7.3. #0010138

Fixed problem whereby pressing ENTER in Patch, View Vis on X,Z,Y position or rotation would cause a reset #0009681

Fixed problem whereby with a MagicQ Wing or Interface attached, MagicQ did not remember window size and position #008340

Fixed problem with removing fixture from the patch when used in Execute Window #0010211

Fixed support for selecting Intensity Palettes from keypad. #0009880

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- Fixed support for selecting multiple heads when using test mode in Patch, View Heads #0009697
- Fixed removing of channels from Cue Window which would cause the wrong channels to be removed. #0010413
- Fixed Mac systems unable to prevent App Nap in recent betas #0010439
- Fixed problem with FX set as stopped, starting on incorrect FX step #0010163
- Fixed support of selection of intensity palettes from keypad. #0009880
- Record Merging of the Individual Times would not work if the original Cue did not have Individual Times and the programmer did have Individual Times. If the original Cue had even one Individual Time then it works ok. #0009655
- Fixed problem with legends on Playbacks with Execute Grid 1 on Playbacks option set and choosing Grid other than 1 in Execute Window. #009937
- Fixed problem in the Execute Window, View Execute with rendering fader and encoder images when the boxes had greater height than width.
- Fixed problem with removing Cues and Cue Stacks that were used in the Execute Window. #0006016
- Fixed problem in Execute Window with rate encoder goes from 0% to 25599% #0009311
- Fixed Execute window on Playbacks Page 1, so that Executes are triggered on press instead of release of button #0010000
- Fixed problem where MagicQ would reset when removing playbacks if the Setup Option, Delete Cues Stacks on remove Playbacks was enabled #0009874
- Fixed problem with Output window duplicating / losing beginning /end line when using View Int, Active filter #0010410
- Fixed problem whereby changes to the Patch offsets/inverts/head names/head numbers / were not synced from master to slave - if any of these were changed and then the slave promoted to master the changes to the patch would be lost. This could be avoided by forcing a resync of the slave before taking control. Whenever possible it is still recommended to resync on the slave before doing a TAKE CONTROL. #0008358
- Fixed problem with chases that snap on MagicQ for Windows when using MagicQ Wings & Interfaces - if no channels were changing regularly then some steps could get missed. #001048
- Fixed problem where MagicQ could reset when loading a show if the Cue Window was open in the previous show.
- Fixed problem with Net Wing mode whereby on a console if you re-entered Net Wing mode for a second time then the CTRL button would stop the session, rather than CTRL + CLOSE.
- Fixed problem with Net Wing mode whereby the Execute Window was always fixed to 10x10 - other sizes caused incorrect response to the touch.
- Fixed problem in Net Manager when setting Art Net out same uni or ACN out same uni - display was incorrect #0009313
-

Chapter 44

Version 1.6.7.3

44.1 New Functions

44.1.1 Media Window

It is now possible to set up, remove and configure Media Servers 1 to 4 from within the Media Window without going to the Setup, View System, View Media Servers. This makes it simpler to program small shows with just one or two Pixel Mappers and/or MagicHD.

To configure Media Server 1 to 4 just press on the Media Server item. Once the Media Server is configured then it can be configured by selecting it and then pressing the SERVER SETUP soft button.

When choosing to configure a Media Server as Pixel Mapper or MagicHD, then MagicQ checks to see whether there are patched layers that have not been assigned to a Media Server. If it finds unassigned patched layers then it prompts to use these layers. If it does not find unassigned layers, then it will patch new layers.

To remove a server select it, and then press SERVER SETUP and REMOVE SERVER option. MagicQ gives the choice to remove just the server settings (Remove Server Only), or the remove both the server settings and the patched Media Server layers as well (Remove Server and Patch).

44.1.2 Pixel Mapping on Groups

MagicQ now supports Pixel Mapping on Groups as well as on Grids. This enables Pixel Mapping on groups of heads without having to define a Grid. MagicQ supports Pixel Mapping on Grids 1 to 20 and on Groups 1 to 100.

MagicQ automatically generates a Grid based on the heads in the Group. MagicQ uses a square grid unless the heads are multi element heads - whereby it uses a grid with height of the biggest dimension from the multi element width / height. MagicQ inserts into the grid in the order from the Group.

Pixel Mapping on groups is selected in the Media Window, by selecting the "Media" Bank and then setting the Grid ID to be a Group number instead of a Grid number. MagicQ shows the name for any Groups. As with all attributes pressing and holding the soft button for the Grid Id (soft button E) shows a list of all the ranges - in this cases all the Grids and Groups.

When patching a Pixel Mapper, if there are no grids defined in the Output Window then the Pixel Mapper will default / locate to the Group with the most number of heads.

44.1.3 Auto Patch from Capture / WYSIWYG Visualisers

When sending a patch from an external visualiser, MagicQ now has an improved algorithm for matching the fixture names from the external visualiser to the MagicQ fixture names.

MagicQ will first check the MagicQ personality for a direct match - comparing the Capture and WYSIWYG name fields in the MagicQ personality.

If it can not find a direct name match then MagicQ will use a matching algorithm to attempt to match first the Manufacturer name and then then the fixture name. If MagicQ can match manufacturer then MagicQ will try to match the fixture name against all those of that manufacturer that have the correct number of channels. MagicQ matches the fixture names with the closest match - but this may not always result in the correct choice.

If MagicQ matches the wrong fixture then the correct MagicQ fixture should be updated with the Capture / WYWIWYG name fields.

44.2 Bug Fixes

Fixed problem with FX causing resets (on consoles this would be shown as "floating point error" as it reset). #0009992, #0009994, #00010127

Fixed problem with a reset if a Group got invalid channels in it.

Fixed problem with re patching channels in Theatre Syntax #0009895

Fixed problem with using SHIFT + S when S set to Tap To Time #00010065

Fixed problem applying Intensity palettes with time in Theatre/Hog Modes #00010282

Fixed problem with unpatching parked channels - the preset value from the park remained in the patch #00010278

Modified error messages during show merge operation to make them more helpful. Fixed problem where the Pro2014 would appear to slow down when the audio input was enabled.

Chapter 45

Version 1.6.7.2

45.1 New Functions

45.1.1 MagicVis

MagicVis now has a new option to show both the Output and a Blind Preview using a split screen arrangement. The Blind Preview shows the data as per the Patch, View Vis, Vis Source option.

Note that when using stand alone MagicVis, for both the Live Output and the Blind Preview to work then the console Output must be set to output over the network using a network protocol such as ArtNet, ACN or Pathport - otherwise the Output will not be shown when Blind Preview is in operation.

Added new *Hide Beams* options. The *Settings* dialog now gives more options on which beams to render and which to hide. If MagicVis is running slow then disabling some beams can speed things up considerably.

45.1.2 Plot Window

Added short cut to Plot window from Group Window.

Text size is now constant whatever the zoom level. Zooming has been improved.

45.1.3 Other Changes

Added short cut keys for LAYOUT 4, LAYOUT 5 and LAYOUT 6. Presss SHIFT + LAYOUT 1, LAYOUT 2, LAYOUT 3.

Added short cut on Tools menu bar for PC/Mac that enables new head files to be installed from any location on the PC/Mac - select Tools, Install Head files.

45.2 Support for Plot/Vis transfer from Capture Visualiser.

MagicQ now transfers the XYZ data as well as the Patch data from Capture (requires Capture version 21.0.12). MagicQ will create items in MagicVis for each head in Capture. It is then possible to use the Plot Window in MagicQ to select heads and also to use the Focus on Target feature. Note that Capture orientates its fixtures Y rotation based on the display panel forward of the fixture whereas MagicQ orientates the fixture based on neutral pan forwards. In order to get Focus On Target to work correctly it may be necessary to change the Y rotation for the fixtures in MagicQ by 90/180/270 degrees.

45.3 Bug Fixes

Fixed problem that could cause resets when using FX with some combinations of width and crossfade. Affected 1.6.7.0 and 1.6.7.1. #0009939

Fixed problem when using macro release commands (r and u) whereby any text on the command line would be treated as a release time and the command line would be cleared.

Fixed problem with timecode jumps when the Cue Stack option Recalculate state on jumps was set to "No" - MagicQ would still execute all Cues in between the current Cue and the new Cue. Customers using time code and tracking should ensure that the "Recalculate state on jumps" option is set to "Yes". #0010106

Resolved issue with display of Park information for Intensity channels when using multiple playbacks #0010161

Fixes to Cue Stack Window usage of Encoder E when set to Timecode #0009652

Fixed problem when changing head number of fixtures with VDIM channels that the head number of the VDIM channel did not get changed #0006268

Fixed problem with changing head numbers of fixtures with multiple elements that were sent to use only one head number - the change of head number caused the head to have multiple head numbers. #009670

Fixed problem with Heads with multiple intensity channels that were set as duplicate - they were not selected from the keypad correctly and the individual intensities could not be set.

Fixed issue where Visualiser was not rendering 16bit attributes in multi-element fixtures correctly.

Fixed problem with naming of Curves in the Curve Editor and reporting of names.

Automs were not loaded when using Import Show. #0010227

Chapter 46

Version 1.6.7.1

46.1 New Functions

46.1.1 Using MagicQ Wings and Interfaces with Mac OSX

In recent versions of OSX Apple have included their own FTDI drivers which clash with the official FTDI drivers required to communicate with MagicQ Wings and Interfaces. If the MagicQ Wing or Interface is not detected under OSX then the Apple FTDI drivers they should be removed. MagicQ now includes a shortcut in the Tools menu to remove the Apple FTDI drivers. Note that this is only applicable to Mac OSX - Windows and Linux do not have this problem.

46.2 Other Changes

Plot view is now available on Pro 2014 consoles as well as MagicQ PC for Windows, Mac and Linux.

Curve Editor is now enabled in this version.

46.3 Bug Fixes

Random step FX. These would snap when changing step rather than crossfade.

Track Sheet - fixed so it allows scrolling up/down Cue Stack to parts of the Cue Stack that are beyond the current cue. Moved scroll encoder to Encoder F and set legending to be consistent with other spreadsheet views. #0008658

Track sheet - scrolling to the bottom causes cursor to disappear. #0008023

Visualiser - fixed issue where plots were showing the wrong DMX universe.

Chapter 47

Version 1.6.7.0

47.1 New Functions

47.1.1 Target Focus

MagicQ has added an option for speeding up creation of position palettes and for busking live positions. The Plot View supports a "Target Focus" option which enables the selection of fixtures to be moved to a new position simply by selecting the position on the plot. MagicQ calculates the pan/tilt required based on its knowledge of the position of the fixture in 3D relative to the stage and the requested position. This is enhanced further by the support of timed palettes, just as with MagicQ palettes, so a new target position can be selected with a simple time or with a split time across multiple fixtures.

47.1.2 Fade Types

The number of fade types selectable for fading of Cues has now been expanded to include "damped". This performs a fade that starts slowly, increases in speed and then decreases again as it gets close to the destination level. This is useful for making graceful position fades particularly when moving objects in media server layers.

The Prog Window, View Times and Cue Window, View Times have been enhanced to enable fade types to be set on individual times for attribute types Intensity, Position, Colour and Beam - previously it was only possible to set on individual attributes. Note that as per individual delay and fade times, the fade type is only available for attributes that are in the Programmer / Cue.

47.1.3 Group based FX

MagicQ now supports FX based on groups. Multiple groups can be selected and then an FX applied to each of those groups rather than to individual fixtures. This enables advanced FX over groups of fixtures. This has the advantage over parts and segments that the groups can split the FX over different numbers of fixtures - e.g. 6 sports on the front truss, 4 on each of the sides, and 8 on the rear. It also has the advantage that if you add a fixture to the group then that fixture automatically becomes part of the FX in all the Cues that use that FX.

If multiple groups are selected then when adding FX, MagicQ automatically requests whether the FX should be applied to the the Groups or to the all the Heads.

47.1.4 Improved FX Engine

The FX Engine has been improved to enable the width parameter to operate on more Waveform FX - now it can be used on Waveform FX with 1 or 2 steps. The inbuilt Waveform FX rampup, rampdown, tilt dim and pan dim now support Width. New Waveform FX "sineup" and "sinedown" have been added.

Previously as width was changed from 50% to 100% or 50% to 0% the in and out crossfades would not adjust symmetrically. Now modifying the width works evenly allowing the in and out crossfades to be modified together.

47.1.5 Editing Waveforms

The Waveform FX Editor has been enhanced to support additional fade curves including damped and inverse damped. New waveform FX "damp" and "invdamp" have been added.

User waveforms can now be edited in the Curve Editor.

47.1.6 Pixel Mapper

The inbuilt Pixel Mapper now supports output to any attribute, not just colour attributes. This enables Pixel Mapping on attributes such as Iris, Zoom, Pan, Tilt and Focus bringing these attributes to life in 2D and 3D - particularly useful on modern fixtures with fast response. MagicQ Pixel Mapper supports both 2D and 3D pixel mapping using images, movies, FX, text, live feeds and more. Output can be selected as RGB, RGBA, RGBW, RGBAW, A, W or any attribute.

In the Media Window, select a Pixel Mapper Server and Layer and then under Media bank select the Apply Type.

47.1.7 Execute Buttons

A new feature has been added to enable 20 Execute buttons on the GO and Pause buttons for Playbacks 1 to 10. These can be set to use the Execute Grid 1 functions instead of the Cue Stack Go and Pause functions. When this function is in use then Execute Grid should be set to size 10/2 giving a total of 20 items.

In Setup, View Settings, Playbacks if the option "Playback Go/Pause use Execute Grid 1" is set to "yes", then this makes all 20 Execute buttons follow the items in Execute Grid 1. Setting this option automatically sets Execute Grid 1 to 10/2 if it was not previously used.

It is also possible to set individual items in Cue Stacks, Options, Buttons by setting the options Go uses Exec Grid 1 or Pause uses Exec Grid 1.

Note that if a button is set to an Execute and there is no corresponding item in Exec Grid 1 then the button operates as the normal Go/Pause for the Cue Stack.

When a button is set to Execute then the function of the button is shown in the display together with its activation state.

Exec Grid items can be set to Cue Stacks, Cues, Groups, Positions, Colours, Beams, Macros and other functions - all off these functions are available through the 20 Execute buttons. By default items in the Execute Grid toggle on/off - the LED on the Go/Pause button shows the state. Alternatively the Button function can be changed in the Exec Grid to be "Button Flash" or even "Button Solo".

47.1.8 Execute Windows

Added support for 2nd and 3rd Execute Windows - press 2 and Exec or 3 and Exec to open these Windows. Each Execute Window operates independently and can select different Execute Grid pages. Items can be copied between different Execute Windows. Only the first Execute Window supports View Max.

47.1.9 Other Changes

Improved Simple Mode, Test Show to include a complete demo Cue Playback on PB10.

Improved manual crossfade - it now takes into account fade types.

Improved reporting of % complete of fade and wait times when using playbacks with rate set to other than 100%.

47.1.10 MagicHD

Added the ability to keep the MagicHD window on top of all other windows. This is selected from the window size dialogue (menu, View→Window).

When unlocked by a MagicQ USB dongle, the window size dialogue includes the option of positioning the MagicHD the window across multiple screens (i.e. the whole desktop). When not unlocked by a MagicQ USB dongle, the MagicHD output window size and position are restricted to one screen.

47.2 Bug Fixes

Execute Window View Max now allows starts at 0,0 on the screen.

Fixed Iris/Focus/Zoom playback in Simple Mode, Test Show.

Chapter 48

Version 1.6.6.9

48.1 New Functions

48.1.1 Copying head data

Added Copy toolbar for use when copying head data. SHIFT and COPY now opens the Copy Options window. Previously SHIFT COPY performed an unlinked copy - now you can select Unlinked from the toolbar.

Added support for copying head data using @ syntax - COPY 1 @ 2 will copy head data from head 1 to head 2. COPY GROUP 1 @ 2 will copy head data from heads in Group 1 to heads in Group 2.

Copying head data now respects sub selection on the source - so when sub selection is active then it will only copy from heads that are sub selected not from all heads that are selected.

Copying head data copies data can be used to copy data between different types of head.

From v1.6.6.9 copying head data copies level data from the source head if the data is active on a playback or is in the programmer. Fade times will only be copied if the source head has level data in the programmer. FX data will only be copied between heads where the source head has FX data in the programmer.

48.1.2 Sub selecting segments / groups

It is now possible to sub select segments of heads as an alternative to using odd/even sub selections. Hold Odd/Even and select Segments. By default Segments is set to 2 - i.e. 2 heads, but you can choose 2,3,4,5,6 or any segment width by typing a number and selecting N.

Pressing Next Head moves the sub selection to the next segment. Pressing Prev Head moves the sub selection to the previous segment.

It is also possible to sub select groups. When making a head selection you can choose multiple groups using SHIFT and pressing group items or using the keypad. Hold Odd/Even and then select Groups. MagicQ will now sub select heads from the first group. Pressing Next Head moves the sub selection to the next group of heads. Pressing Prev Head moves the sub selection to the previous group of heads.

It is possible to sub select heads from the current selection, sub selecting only the heads using a particular palette and that have intensity greater than 0%. Hold NEXT HEAD and then select a palette in the Position, Colour, or Beam windows.

48.1.3 Multi element support

Improved support for heads with multiple elements using a single head number. Now when these fixtures are patched the user is given the option of using a single head number for the whole head.

It is now possible to insert several of these multiple elements heads into the grids in Output Window, Plan View at one time - by default only one item will be placed by head number, but specify a dot range (e.g. .1>.3) then individual elements can be placed in the grid.

48.1.4 MagicCap Application

ChamSys has developed a new application called MagicCap. This enables capture of multiple windows on a PC/Mac and output over CITP/MSEX on the network at a chosen resolution and refresh rate.

The application will start streaming as soon as it is run. Click on *Add* to add a new stream, and *Remove...* to delete the current stream. To edit the parameters of a stream click on it in the top window then enter new values in the main edit window. If the *FPS* value turns red then the PC is not able to capture the window fast enough. If the output *Width* or *Height* parameters turn red then the output resolution is too big.

MagicCap should be run on a separate PC to the MagicQ application. Running MagicCap on a PC/Mac together with MagicQ or MagicHD will not work.

To view the feed in MagicQ setup a media server with type *CITP Live Feed*. Set the IP Address to the IP address of the PC running MagicCap and enable *Thumb Con* and *Live Prev*. To view more feeds create more media servers with the same IP address and the same type.

48.1.5 3D Pixel Mapping

Improved the personality for 3D Pixel Mapping. Now the 3D FX type and parameters are all on the same page. In addition the 3D FX types are grouped such that the single layer effects are first on the 3D FX Type encoder followed by the 3D FX that require use other layers for modulation of the 3D FX. The 3D FX parameters are now labelled X, A1, A2, A3, B1, B2, B3.

Added new 3D Colour FX - this takes the 2D image from the layer and moves it in 3D according to the colour hue.

The Exhibition Demo show has been updated with the latest 3D Pixel Mapping.

48.1.6 MagicVis

In MagicVis it is now possible to set a Head item to colour an attach object, for truss warmers or for coloured scenic pieces. In Patch, View Vis on the Selected Heads or Vis Heads tab page right to get to the Col Apply column and set it to Yes. If there are more than one heads attached to an object with the Col Apply set then it will use the last one in the list.

48.1.7 Other changes

Added SHIFT + double click S as shortcut to open Cue Window for that Playback.

Enabled Block and Unblock of Cues when in non-tracking mode.

Support for MagicDMX Demo version for ChamSys distributors/dealers.

Added new firmware for MQ60 with RS232 serial port fix.

48.2 Bug Fixes

Modified "make active" feature added in 1.6.6.8 to use MOVE instead of INCLUDE as some shortcut features already used INCLUDE.

Modified "Playback Mode" to hide toolbar and to use newer encoders.

Fixed "Flash & Go" options which were broken in recent betas.

Fixed saving of Playback Crossfade Button function - previously it was not saved correctly so would reset when system restarted.

Fix setting of Colour values direct to soft buttons in Colour window - values now entered in %.

Fixed Import of Palettes - in recent betas this was broken when loading into an existing show with patched personalities. Loading palettes into an empty show was fine.

Change to Width field in Cue and Prog Window, View FX now does not affect user custom offset values.

Fix to absolute FX when run at less than 100% size so that base is added back in - avoids e.g. positions defaulting back to 0,0. #0007923

Fix for Cue Stacks using "one shot" FX - the "one shot" FX would affect FX in following Cues. #0007634

Fix for removing items from MagicVis - previously when using Stand Alone MagicVis the items would not be removed from the actual Visualisation until other items were added/moved.

Fix for Intensity Window Palettes View - the encoders and soft buttons would operate on Preset Intensities not on Programmer Intensities. #0009501

Fix for using Intensity Palettes in the Execute Window.

Fixed Encoder E in Cue Window leaving behind data in the input window #0008764

Fixed problems with channels set to non track HTP or LTP on Cue Stacks set as all chans controlled LTP. HTP channels would not be released. #0007060

Added work-around for problem with selection of heads in Capture Visualiser. Added support for sub selection when selecting in Capture Visualiser #0005013

Fixed problem with Snapshots from Capture Visualiser - previously they always appeared black. #0008647

Fixed focus position selection from Capture Visualiser when using pan/tilt offsets. #0008449

Added work-around for BLIND mode in Capture Visualiser. #0008317

Fixed response of Media Window - most noticeable on MQ60.

48.2.1 MagicHD

Movement of media by scale, position or rotate is now smoother than before.

Scrolling within a layer using the scroll FX is now smooth (it was limited to 256 positions).

Added two new modes to the Mask colour effect so that a mask can be used with just the transparency coming from the original media, and none of the colour (or a fixed colour). This means that (for example) grey-scale images used for edge blending don't colour the black areas of the layer below.

Chapter 49

Version 1.6.6.8

49.1 New Functions

49.1.1 Make Hard Values

Added a function to make values in the programmer hard values instead of palette values. This function can be accessed in the Programmer Window, View Levels with SHIFT + MAKE HARD. All attributes of the currently selected heads that are active in the programmer are made hard (non palette) values. If no heads are selected then all heads in the programmer are affected.

Keyboard shortcuts are also available by holding POS, COL, BEAM, * or one of the attribute soft buttons and pressing INC. This operates in a similar way to making channels active using SET, knocking out channels using REMOVE or partial locating channels with LOCATE.

49.1.2 DMX Universe Merge

A new option has been added to test options in Setup, View DMX I/O to enable a complete universe to be merged with the input universe. This makes it easy to merge a whole universe - previously it was necessary to set up all 512 channels in the Patch Window to Merge.

49.1.3 CITP (MSEX) live feeds

MagicQ now supports live feeds over CITP (MSEX) for use in the MagicQ Pixel Mapper and for user display on MagicQ. Live feeds do not have to come from a Media Server, they can come from any CITP (MSEX) source such as PixelBeetle or MSeXLord. Multiple different live feeds from multiple different source PC/Macs is supported.

Each Live Feed Stream is treated as a Media Server with type of "CITP Feed". The Media Server IP address should be set to the IPa address of the PC/Mac providing the feed and "Thumbs" and "Live Previews" should be enabled.

To set up multiple live feeds from one PC/Mac then set up multiple identical Media Server entries - each with the IP of the live feed source and "thumbs" and "Live Previews" enabled. The entries do not have to be adjacent media servers in the list. MagicQ will only make one MSEX connection to the PC/Mac but will grab the previews for the multiple sources through this connection.

Live Feeds can be used in the Pixel Mapper by selecting Media Folder as "Live Feed" and selecting Media File as the "Server number".

The received Live Feeds can be viewed in the Media Window by selecting View Outputs instead of View Servers on the left most soft button.

Note that a 2nd Media Window can be opened by pressing CTRL and Media or by pressing 2 then Media. This enables the 2nd Media Window to be used for displaying live feeds whilst the first is used for controlling media servers.

49.1.4 Other Changes

It is now possible to invert the current sub selection by pressing 0 NEXT HEAD.

Added an option to Setup, View Settings, Windows, Icon Size to hide Playback snapshots.

49.1.5 MagicHD

Media layer "Mirror/Flip" channel has a new horizontal and vertical mirroring feature: the media is reflected about the centre of the screen. The old "mirror" function is now called "horizontal flip". This feature is designed to be used in conjunction with the "scroll" physical effect, so that media clips can be mirrored to remove edge jumps when they scroll.

Added "Scroll to Index" to media layer physical effects. This uses two FX parameters to directly control the scrolled position of the layer. Switching between *Scroll to Index* and *Scroll* does not reset the scrolled position, so (for example) *Scroll to Index* can be used to set the start point, then *Scroll* will scroll from that point.

Added "Tile" to media layer physical effects. This uses parameter 1 to control horizontal tiling, parameter 2 to control vertical tiling, and parameter 3 to control mirroring of alternate tiles.

Added physical effect and parameters to the output layer. At the moment this only supports the new "tile" effect.

49.2 Bug Fixes

Fixed problem in v1.6.6.7 whereby turning a chase speed to 0s caused a reset.

Fixed colour problem with Media live previews when connected to MBox via MSEX.

Fixed problem with some Pro 2014 consoles reporting as Expert 2014s.

Fixed problem with Automation DMX display #0009247

Fixed problem with intensity mixing of playbacks using "All Channels controlled LTP".

Fixed problem when using "Go Reasserts Channels" = "Non Tracked" - channels would snap instead of fading.

49.2.1 MagicHD

Fixed problem when selecting a mask that used a PNG file with a uniform transparency layer. #0009117.

Fixed window size dialogue box so top left corner values work properly.

If "no border" has been selected, this is handled properly at startup so the window starts with no border.

Fixed problem with MagicHD reporting the incorrect type on MSEX - it previously sent "MagicHD" instead of "MediaServer". This may have caused some Visualisers or other consoles not to be able to retrieve thumbnails or live previews correctly.

Chapter 50

Version 1.6.6.7

50.1 New Functions

MagicHD stand alone can now be unlocked to enable all 8 media layers by a ChamSys rack mount dongle. MagicHD is also unlocked when connected via network to a ChamSys Console, PC Wing or Maxi Wing. Note that MagicHD supports all 8 layers when used as part of MagicQ software regardless of dongles or connected consoles and wing systems.

50.2 Bug Fixes

Fixed problem in v1.6.6.6 with MagicQ on Windows not starting on clean installs.

Fixed problem with 2nd Unicast Addresses not being saved correctly.

Chapter 51

Version 1.6.6.6

51.1 New Functions

51.1.1 Multi Windows Client

MagicQ now supports a MultiWindows Client to MagicQ on PC (Windows/Linux) and Mac similar to the original PC Multi Window app that was obsoleted recently. This allows a PC or Mac to be used to display windows from a MagicQ console system - thus expanding the number of monitors supported by the console. If the PC or Mac has a touch screen then it will work like a touch screen for the MagicQ console system also.

Start MagicQ with the Multi Window short cut, or command line argument "multiwin" to force it into Multi Window Client mode. In Multi Window Client Mode MagicQ does not output any network data except for trying to connect to a MagicQ system to retrieve Multi Window information. MagicQ can also be set to start up in Multi Window Client mode by setting Setup, View Settings, Windows, Start Mode = Multi Windows Client.

On the MagicQ console system enable monitor Net 1 in Setup, View System, View Monitors and press EXT to move a window onto the external PC/Mac. The Multi Window Client searches for MagicQ systems on the network and then provides a select box to choose the system to connect to.

The MultiWindows Client always acts like an external monitor to the MagicQ console system - the window layout uses the same full, half, quarter size windowing as the console.

MultiWindow Client mode can also be entered whilst running MagicQ by using the short cut in the menu bar or from Setup, View System, View Monitors - but note that this means that MagicQ is initially started normally and may affect other MagicQ consoles on the network until the MultiWindow Client mode is entered.

51.1.2 Execute Window

Added Execute window, Preload function. This allows execute window items to be selected before the change is applied. Press the PRELOAD soft button to start selecting/deselecting items. MagicQ will show the items selected/deselected but will not apply them until the PRELOAD GO soft button is pressed. The Busking Rate Master can be used in conjunction with this feature to allow all the items to fade at the same time.

Added support for setting the item type, item colour and item bitmap of multiple items at a time - use SHIFT or CTRL to cursor select multiple items to set.

Improved graphics when using Appearance = Colours.

Added support to Execute Window Max View to allow PB1 to PB10 playback legends to be visible - use soft button C, Playbacks = On. #0002500, #0004923, #0006075

Added Special Item to enable power off on PC/Macs. #0000825, #0002312

Added Special Item to allow Global Tap to Time button in the Execute Window. #0004502, #0004189

Added support for Attribute Encoders - press the ASSIGN SPECIAL soft button followed by Encoder and select Attribute. The attribute encoder acts like the encoders in the Intensity, Position, Colour, Beam windows, affecting the currently selected heads.

51.1.3 Tap to time

A Global Tap to Time option has been added that controls how the GO button in the Master Crossfade section operates - in Setup Window, View Settings, Playback, set Crossfade button function to "Tap To Time Selected" or "Global Tap to Time". "Tap to Time Selected" affects the absolute rate of the currently selected Playback. "Global Tap to Time" affects the absolute rate of all active playbacks.

When set to "Default" the function of the GO button is determined by the Crossfade Master function option - for "Global Rate" and "Club Master" the button is set to Global Tap, for "Rate" and "Busking Master" it is set to Tap to Time for the selected playback, for all other options it is set to normal "Go/Back" function.

Cue Stacks can be set to use a divisor of the tapped time - in Cue Stack Options, Audio set The rate that the Rate Divisor - by default it is set to "Normal" and takes the tapped time. Options include "Div by 2" to "Div by 8" and "Mult by 2". The divisor affects setting of the rate by tap to time either as the selected playback, as part of global tap to time, or as part of audio BPM rate setting.

Cue Stacks can also have the Rate Divisor can be set to "Inhibit" - in this case the rate of the Cue Stack is never affected by global tap to time options. This allows Global Tap to Time to be used without affecting particular Cue Stacks.

Tap to time affects the absolute rate of the Cue Stack - if it is a Chase, then the Chase Speed, or if it is a Cue Stack Step with FX then the FX rate - the programmed rate of the Cue Stack or Cue is changed. The programmed rate is then modified by the relative speed controllers - it can be reduced by speed masters and fader controls FX speed options before being potentially increased or decreased by the playback rate/global rate masters.

51.1.4 Other Changes

Added support for setting FINE PAN/TILT mode in Pos Window.

Holding the S of a Playback when changing page now does not release that playback.

Added support for ChamSys Remote Ethernet Protocol Messages without the ChamSys CREP header - this allows easier integration with external systems but reduces the amount of checking of messages performed.

It is now possible to insert Automs in the middle of the list rather than just at the end.

Added "Fader controls Absolute chans" option. This allows channels to be controlled on the fader in absolute mode - when activated the channels go directly to 0% and then increase to the programmed value as the fader is raised to 100%.

51.1.5 MagicHD

Added physical effect DMX channels to the media layers in addition to the colour effect DMX channels - four of the previously reserved channels in the MagicHD Layer personality are now allocated to Physical Effect and the parameters Phys FX 1, Phys FX 2, Phys FX 3. Physical effects are used for shaking, scrolling etc... whilst colour effects remain on the Col effect channels. A layer can have a colour effect and a physical effect running at the same time.

Added Scroll effect for scrolling a layer with wrap around. Set Physical Effect to Scroll and then set Horizontal speed on Phys FX 1 and Vertical speed on Phys FX 2.

Window size dialogue now has a Live Changes option so you can position the window interactively.

Window size dialogue has number entry boxes for the top left window coordinates to allow more accurate positioning.

Removed 100x100 minimum window size restriction.

51.2 Bug Fixes

Fixed problem when mixing playbacks with normal HTP and playbacks with "All Chans Controlled LTP". when a normal HTP playback became the latest touched then HTP mixing took place taking the highest value of any playback. This has been modified so that if there are multiple playbacks with "All Chans Controlled LTP" then it only takes into account the last activated of these.

Fixed problem with playbacks set to "All Chans Controlled LTP" when moving between Cues with/without HTP FX on the same playback.

The LEDs for the top two banks on an Execute Wing were not working in recent betas. #0008953

Using the "Pause releases Playback" option together with release times did not work - the playback was released immediately. #0007919

Patching multiple heads over the end of the maximum universe could cause a reset in recent versions.

Net session - no error message was showed when grab show failed due to universe mismatch error.

Default Cue triggered by macro lost the intensities.

Fixed multiple Execute window drawing issues, including incorrect colours for Appearance = Ellipses (red/blue swapped) #0006656, artefacts when using Appearance = Images, text not centred.

Fixed Execute Window Max mode so that PC/Mac versions have a windows border and so that Pro 2014 shows the window correctly. #0008143, #0008398

Fixed Execute Window Max so it remembers which panel mode it was in when returning back to MagicQ. #0007206

Fixed problem with Execute Window buttons underneath faders when changing pages. #0005030

Fixed problem whereby when playback was set to "Master affects level" = "No" the rate could still be affected by playback rate or global rate #0004189

Plot View not working on Mac version in previous beta #0008978

Head numbers not working on Plot Views in recent betas #0009048

Chapter 52

Version 1.6.6.5

52.1 Bug Fixes

Fixed problem whereby MagicQ would reset when opening the Cue Stack, View Defaults view. Only affected 1.6.6.4 #0008885

View Plot crashes MQ on some systems with older OpenGL support, particularly with Intel GMA #0008846

View Plot not working in 1.6.6.4 #0008888

Track sheet not scrolling with selected Cue Stack #0008840

Chapter 53

Version 1.6.6.4

53.1 MagicHD

It is now possible to fix the size and position of the MagicHD window when it starts, and to turn off the border and menu. These options are available through the new view→window menu.

MagicHD output can be sent to a separate window, with the menu and status remaining on a control window on the primary monitor.

The convert media files dialogue box now allows multiple files to be converted in one go.

53.2 Bug Fixes

Fixed problem in 1.6.6.3 on Mac with window focus - clicking in a window could end up affecting a window below the one pressed. This could be worked around by only opening the windows required.

Fixed problem with MagicQ on Mac whereby it was not possible to use CTRL to select layouts or any other CTRL function within a window. This affected all Mac versions from 1.6.5.0. #0008675

Problems with crashing on Quit in Mac version #0008182, #0008184

Fixed problem with Pro 2010 console external screens in recent betas - the output resolution was only 1024x768 even if higher was selected.

Fixed problem with Pro 2010 console showing jpeg and bitmap images on the Pro 2010 in recent software versions. This affected the splash screen and thumbnails from media servers.

53.2.1 MagicHD

Fixed problem where rebuilt index was not re-read unless MagicHD was restarted. Fixed occasional crashing on startup and/or shutdown of MagicHD.

Chapter 54

Version 1.6.6.3

54.1 Bug Fixes

Fixed problem with keyboards on MQ40/60/70 Compact Consoles. Keyboards were not recognised when using the new graphics. #0008310

Fixed problem with calibrating the external touch screen on a MQ60/70. The external display did not show the calibration points although it did accept the touch inputs. #0008575

Fixed issue where *ping* on the Mac didn't work.

Fixed issue with updating Palettes in a Cue Stack - the first Cue in the Cue Stack sometimes did not get updated immediately.

Fixed multiple problems with Simple Panel mode in 1.6.6.2.

54.1.1 MagicHD

Fixed HUD "no audio" icon display. #0008654

Reinstated ability to play audio only in a loop, and to control start & end points.

Chapter 55

Version 1.6.6.2

55.1 New Functions

55.1.1 3D Pixel Mapping

MagicQ now supports 3D Pixel Mapping, enabling easy control of LED ceilings, chandeliers and other 3D LED objects.

MagicQ includes a library of simple to use 3D effects which can be added on top of the existing 2D effects. Additional pixel mapping layers can also be used to modulate in 3D by controlling the offset and width of the 2D FX - stunning 3D effects can be created very quickly.

MagicQ supports 3D grids and multiple fixtures can be inserted into the 3D grid in one go making it easy to create the grid mapping.

In the Output Window, View Plan a grid can be made into a 3D grid by pressing SHIFT and SET GRID DEPTH. This makes the current grid into the starting grid and allocates the following grids to make up the depth. The following grids must be empty (0/0 size) before they can be allocated to a 3D grid. For example, to make a 10x10x20 grid - go to grid 1, set the grid size to 10x10. Then set the grid depth to 20. Grid 1 then becomes a 3D grid using grids 1 to 20. The Grid is shown on Encoder A as grid 1-1 (20) to 1-20 (20). MagicQ no longer shows grids 2 to 20.

Fixtures can be now be inserted into the grid in 3D direction as well as the normal way - horizontally or vertically. Pressing INSERT HEADS gives a list of options. When inserting in 3D direction the starting position in 3D is determined by the Grid number. For example if you have Grid 1 as a 10x10x20 grid then inserting a 5 element multi head fixture into Grid 1-1 using 3D Direction will insert it into grids 1-1 to 1-5. If you do the same operation into Grid 1-10 then it will insert into grids 1-10 to 1-15.

The MagicQ Pixel Mapper personality (Generic_Bitmap_With FX 2.hed) has been extended to add extra channels for controlling 3D FX (Generic_Bitmap_With FX 3.hed). In the Outputs Window, View Plan pressing PATCH PIXMAP will now patch the 3D personality (FX3).

The following 3D effects are available:

- Heightmap - This offsets the height of the current media in 3D space by using the intensity of another pixelmap layer. An optional blur effect can be added based on a third pixelmap layer
- Heightmap - Fill up - This takes the above effect and fills the space under the 3D area with the pixel colour
- Heightmap - Fill down - This takes the above effect and fills the space above the 3D area with the pixel colour
- Slide - This takes the entire 3D space, and offsets it up or down over time. The current media then fills in the new blank slot. This is good for simple cascading effects.
- Particle generation - A simple particle generation system which allows you to create particle fields with a given direction, random hues and trail effects.
- Particle bounce - A particle system where a grid of particles use a second pixelmap layer to effect the velocity of the particles, similar to having a grid of balls laying on a speaker which are *kicked* up in the air

An organic fx has been added to the 2D pixelmap effects which is a first order Perlin noise generator. This can be used in conjunction with the heightmap 3D effect to make smooth waveforms.

55.1.2 Media Player Pixel Mapping integration

MagicQ software now supports complete integration of the MagicHD Media Player and the MagicQ Pixel Mapper. This enables the user to choose at any time whether LED fixtures and fixture arrays are driven from high resolution media (MagicHD), from Pixel Map effects, or from traditional lighting Cue levels. Within the Pixel Mapper the live feed output from MagicHD can be simultaneously blended with the Pixel Map effects and with the base levels from simple lighting Cues. Audio inputs can be used to control levels and mix parameters to make the LED fixtures react to the music.

This enables a wide range of effects to be produced over the LED fixtures and arrays where sometimes they are treated as media playback and other times as lighting effects with greater spatial importance.

When using a Pixel Mapper set the Media Folder to Live Feed and choose the Media File Server 1 to Server 50 to choose a feed from the appropriate media server as configured in Setup, View System, View Media.

55.1.3 Icon Snapshots

MagicQ now stores Snapshot images of the Visualisation, Media or Pixel Mapping output when recording Cues and Palettes enabling easy identification of the contents of Cues and Palettes. MagicQ grabs Snapshots directly from MagicVis and MagicHD. MagicQ can also grab Snapshots from Capture using CITP and from MSEX compliant Media Servers. Snapshots are stored into extended show files which can be transferred between consoles.

Icon snapshots are stored on the MagicQ system/console rather than in the show file - this avoids the show file getting too large. In normal operation MagicQ will save the icon snapshots to the icon folder on the MagicQ system and retrieve them when needed for display.

In order to allow MagicQ shows with icon snapshots to be transferred onto other MagicQ systems, MagicQ now supports an additional "extras" show file with the file extension ".xhw". When a show contains extra data such as snapshots then when the show file is saved using SAVE SHOW or SAVE TO USB then the additional show file is saved at the same time. This "extras" show file contains only the extra icon snapshot data, it does not contain the main programming of your show. If you wish to use your show on a different system with the icon snapshots then you need to copy both the ".shw" and ".xhw" files to the new system. When loading a new show MagicQ automatically checks for the presence of a ".xhw" file and extracts the icon snapshots from that file into the icon folder on the MagicQ system.

The "extras" file is not saved during auto saves and is only loaded (extracted) when the user loads an existing show using LOAD SHOW.

55.1.4 Plots

MagicQ now incorporates a Plot Window displaying the position and orientation of fixtures within the lighting rig. The Plot Window can show Front, Overhead and Side elevations, restricted to either Flown or Floor fixtures and the view can be moved and zoomed. The view can be restricted to only selected fixtures or to all fixtures. Fixtures can be selected from the plot window either by clicking (touching) individual items or by multi selecting multiple items. The positional information is taken from MagicVis and can be edited in the Patch Window.

The Plot Window is available on MagicQ PC for Windows, Mac and Linux and on the MQ1000. It is not currently available on Pro or Compact consoles.

55.1.5 MagicQ Stadium Panel Mode

MagicQ software for PC and Mac now supports a Stadium Panel layout as well as the older Compact and Pro layouts thus enabling MQ1000 users to pre program and run their shows from their laptops and computers. The Stadium Panel can be used together with existing MagicQ Wings (Mini, PC, Maxi, Extra, Playback, Execute). The full advantage is achieved with two full HD (1920x1080) monitors as per the MQ1000 Stadium console.

The Stadium Panel adds the extra MQ1000 buttons including HEAD, PAIR, MIRROR, TIME, VIS, PLOT and a dedicated GOTO button. There are also six multi purpose macro buttons. On older MagicQ consoles these button functions can be achieved through SHIFT/CTRL functions.

The Stadium Panel also simulates the MQ1000 fader pullback function enabling usage of the blind visualisation function to immediately visualise the contents of a playback by pulling back the fader.

MagicQ now supports an encoder on each Playback which can be configured to control a specific function such as Rate, FX Speed, FX Size, LTP crossfade, Time etc. on a per Cue Stack basis. The MQ1000 Stadium has a Playback encoder for each of the 30 Playback faders.

The Playback Encoders can also be configured on a per Cue Stack basis as stand alone Playbacks, completely separate to the Playback Faders, giving a total of 60 separate physical playbacks. These could be used for auxiliary functions that do not need dedicated faders like smoke machines, house lights, film practicals or just as additional intensity masters.

55.1.6 Net Wing Mode

MagicQ MQ60 and MQ70 consoles can now be used as network wings when connected to a PC or Mac running MagicQ thus enabling a full 64 universe show to be run from the PC/Mac but with physical control from the MQ60/70. This overcomes the 12 universe limit on the MQ60/70.

Net wing mode is activated by connecting the MQ60/70 to the PC/Mac via network and then on the MQ60/70 going to Setup, View System, View Monitors and pressing SHIFT and Remote Net Wing. The MQ60/70 will give a list of possible MagicQ systems to connect to. This is similar to remote control, except that the DMX ports on the MQ60/70 automatically are set to output the first four universes from the PC/Mac.

It is possible to configure the MQ60/70 to always start up in Net Wing mode - set Setup, View Settings, Window, Start Mode to Net Wing.

When in Net Wing mode the status bar shows NETW.

Press CTRL CLOSE to exit Net Wing Mode.

55.1.7 Audio Sound FX Playback

MagicQ now supports playback of audio files triggered from Cues within Cue Stacks for playing back sound effects in theatre shows and for playing back Cue Calls. Users place audio files in the audio folder and then can select them directly from the Cue Stack. Multiple audio files can be played at the same time and the audio volume can be configured.

In the Cue Stack use Encoder A to select View Mode to Media to choose and view the audio clip for each Cue step.

55.1.8 Context Sensitive Help

MagicQ now includes a completely rewritten help system which uses a web browser interface. Pressing the Help button jumps directly to the topic associated with the current window such as Setup and Cue Stack options. The MagicQ help system is also available on the web at www.chamsys.co.uk/help.

55.1.9 Patching Heads with Duplicated attributes

MagicQ now has improved support for Heads with more than one element of an attribute - for example a LED Wash light with 5 RGB elements or a club light with 2 tilt channels. Heads set as "Duplicated" now allow access to the individual elements and allow FX to be run over the individual elements.

By default the duplicated elements are treated as one element - so the 2nd, 3rd and 4th elements just copy the programming from the 1st element. This ensures that the Head is simple to use and appears to act as if it only had a single element.

When locating, selecting palettes and using soft buttons or encoders on attribute parameters only the first element is made active in the programmer and therefore only the first element is recorded into Cues. When the Cues are played back then MagicQ copies the calculated values from the 1st element to the other elements.

Individual elements can be selected using the dot (.) operator. For example to select the 1st element only, enter .1 NEXT HEAD or .1 @@. This sub selects only the 1st element. Pressing returns the selection to all elements. When a sub selection is active on a Duplicated Head then the specific elements will be made active in the Programmer and subsequently recorded into Cues. When the Cues are played back MagicQ uses the programming from the Cue for elements that have been recorded in to the Cue, only copying for elements that have not been recorded.

Palettes values are created only for the first element. When a sub selection is in operation MagicQ will use the value in the Palette for the first element regardless of the element selected - this avoids the need for creating separate palette information for each element. When a Palette is updated it will update Cues that use that Palette from the data for the 1st element regardless of which element is active in the Cue - ensuring that the Cue gets updated as expected.

When selecting FX for channels on a Duplicated Head that have multiple elements MagicQ prompts three options for applying the FX:

- Dup Elements
- Include Elements
- Use Elements

Dup Elements treats the elements as duplicated - i.e. all elements in the head do exactly the same thing. This is the default operation which treats all the elements in a head as one. In software prior to v1.6.5.8 this was the only supported mode of FX for Duplicated Heads.

Include Elements includes all the elements in the FX enabling separate control of each of the elements as if they were separate heads. For example if you apply a FX to 4 heads each with 3 elements then the FX would be spread over the 12 elements.

Use Elements runs the FX within the Heads, with all Heads performing the same FX synchronously across their elements. This is the same as Include Elements except that MagicQ automatically sets Parts to the number of elements within the heads causing all Heads to have the same offset.

Heads are set as Duplicated Heads in the Multiple Heads Type field in the Head Editor. In the Head Editor, View Chans the element field (cursor right) is used to indicate the different elements. Duplicated elements always start from Element 1. All elements that are not duplicated are set to 0 (Main Element). For heads that have both a main element and a repeated element - e.g. a master RGB and then repeated RGB for each element then the master RGB is element 0 and the repeated RGBs start from 1.

55.1.10 MagicVis

Added support for Hang Types so that Heads can be fitted to Attach Objects in specific orientations. This information is also available in the MagicVis reports. Hang type options are Normal, Bottom rear, Bottom front, Top rear, Top front face up, Top front face forwards, Top boom, and Bottom Boom.

Added Shape and Angle fields to Patch, View Heads to enable specific shapes and beam angles to be set for generic heads. When set these fields override the defaults from the chosen personality. Again the shape is shown in the Fixture Patch report.

55.1.11 MQ70 Timecode support

This release includes an update of the MQ70 firmware (v1.1 which supports MIDI timecode input and SMPTE timecode input. Firmware change should not be attempted in show environments as should power be lost during the upgrade the console will become unusable. MQ70 firmware can be upgraded from Setup, View System, View Status. Reprogramming the firmware does have a small risk if the power is lost during the upgrade. We do not recommend upgrading firmware in a show environment - upgrade it when you have plenty of time before your next show. Place the cursor on the USB link and press the UPDATE FIRMWARE soft button and select v1.1 - then let the upgrade complete. Do not power off or reset the MQ70 during the update process as this could case the system to become unusable.

If for any reason you are unhappy with the new firmware you can downgrade again to v1.0 using the same method. Both versions are stored on the disc of the MQ70.

Note that this firmware should not be loaded on a MQ40 or MQ60.

55.1.12 MagicHD

Improvements to text layer. Fonts are rendered at one pixel per point regardless of size, so always appear smooth. Text window doesn't shrink if the text is too small. Added a basic scroll modes (loop, bounce, stop), and scroll to char/line. User can select font, bold & italic. Refer to the MagicHD manual for full details.

Added shake effect.

Added media conversion dialogue box to help the user through the process of converting a file.

Media folders can now have trailing text (e.g. "001_my_loops"). Where two media files or directories have the same number, the youngest will be used in the index.

55.1.13 Other Changes

Added support for selecting the heads within a palette entry. Deselect all heads then press the palette entry twice. Note that to apply the palette to all heads that are in the palette press INCLUDE and then the palette entry.

Setup, View DMX I/O now shows when there are conflicts for Direct DMX and for MagicQ Dual DMX.

55.2 Bug Fixes

Fixed problem with Net Sessions Manual Takeover Mode whereby MagicQ systems that were previously Slaves, started up as a Master as they could not detect a MAster on teh network. Now they will remain as a Slave until the user specifically presses TAKE CONTROL.

MagicHD. Fixed problem with audio playback in previous versions. Also fixed audio playback so it doesn't black out the layer, which was hiding lower layers.

External Touch Screen not working on Pro 2010 consoles. #0008557

Fix for getting thumbnails from Arkaos - in recent versions it would stop at category 249.

Chapter 56

Version 1.6.6.0

56.1 Bug Fixes

Fixed problem with morphing FX from fixtures with only Col Wheel to fixtures with CMY.

Chapter 57

Version 1.6.5.9

57.1 Bug Fixes

Fixed problem with refresh when selecting items on MagicQ remote control in recent versions 1.5.1.4 to 1.6.5.8.

Fixed problem with icons on Encoders A-C in Colour Window (affected recent beta versions).

Chapter 58

Version 1.6.5.8

58.1 New Functions

58.1.1 Fader controls FX Size / Group Size Masters

Fade time support has been added to Playbacks set to Fader controls FX Size and to Group Size Masters. Previously there were no fade times and moving the faders would cause jerky movements.

For Fader controls FX size the FX In Fade and FX Out Fade times in the Cue, View Times, View General control the time. As you move the fader to a new level it changes the size over that time - so from the time you stop moving the fader it takes no longer than the fade time to go to the new size.

For Group Masters as there is no FX in the Group Master itself, then the Int In, Int Out, Pos, Colour, Beam times from the Cue, View Times, View General control the time.

58.1.2 Other changes

Record Merging to a Cue Stack with only one step no longer prompts for Single Step or Entire Cue Stack. #0000794

Patch Window Encoder A Universe did not follow cursor position in the View Chans view #0007464

Added generation of split colour icons when recording a new colour palette.

When loading from USB, MagicQ now always saves to a default name on the hard drive, even if the user does not request a save, to avoid saving back to the USB stick.

Modified Execute View Max mode so that Encoders on any connected Wing control attributes as follows:

Enc X - Pan Enc Y - Tilt Enc A - Cyan Enc B - Magenta Enc C - Yellow

MagicQ now supports an inbuilt help viewer under the HELP button.

58.2 Bug Fixes

Fixed problem in Execute Window with Cue Stacks with automatic release at end and release times - the release time was ignored. Also affected Cue Stacks in the Stack Store triggered from Cue Stack Macros. #0007854

Fixed problem with releasing of a playback with FX channels when another playback had used those channels in a FX in a previous step - the FX channels could erroneously continue at full size. #0007371

Fixed problem with update/merging on inactive Playbacks. Updating or merging to the 2nd or higher Cue in the Cue Stack would not have immediate effect. #0008168

Fixed problem with pixelmapping intensity on RGB heads - it was inverted. This caused problem when trying to pixelmap intensity on a combination of CMY and RGB fixtures.

Fixed setting icons for palettes on the slave console in a multi console set up.

Fixed problem with Output Window, Grid View - if no grid size was defined the window would not clear properly.

Fixed problem when generating Intensity Masters from Groups with fixtures with VDIMS. If the fixtures that have VDIMS do not have Red (Cyan) as the first channel in the personality then the intensity master would not contain the vdim for that head.

Fixed problem when copying groups with virtual dimmers to playbacks to make intensity faders. #0004919

Fixed pixelmapper colour blending mode for *Add* overflowing if the sum of the layers was over 100%. This is now "Increment (remainder)", in addition to "Decrement (remainder)" which underflows. "Add" now limits to 100% and "Subtract" limits to 0%.

Fixed MagicHD layer intensity fader curve. This removes the "dark dip" seen as a layer fades up over another layer. #0008287

Fixed problem with using touch/stylus/pen touch on Windows systems (mostly Windows 8). Mouse clicks would work but touches would not. #0006556

Chapter 59

Version 1.6.5.6

Added support for Pixelmap preview of layers in Media Window.

Added extra options for touch screen disabling in Setup, View Settings, Hardware to enable unreliable touch screens to continue to be used.

Added front view to Vis plots #7514

Make playback S+Go option available on main playbacks as well as wing playbacks to allow PAUSE on a Mini Wing.

59.1 Bug Fixes

Improved MQ40/60/70 speed when using Encoder E to modify cursor selected items.

Fixed problem where MagicVis would occasionally crash when moving fixtures around.

Fixed problem with Pro2014 audio input where the input level was defaulting to 0.

Fixed problem with Exec window images when the All caps or First letter caps was in use. #0008148

Fixed window refresh problem in Cue Window when using NEXT STEP, PREV STEP buttons. #0008154

Fixed problem when editing FX palette in Programmer, Cue Windows. #0007052

Fixed problem with layouts programmed to use multiple windows displaying on consoles without multiple monitors. #0008124

Fixed thumbnail creation problem on MagicHD 0008127

Chapter 60

Version 1.6.5.5

60.1 New Functions

Improved Net Manager so that firmware upgrade of SnakeSys products is easier - a list of available firmware versions is now shown instead of the user having to know the version number.

Added support for scene setter Autom events. Scene setter autom events can be created using the 16 buttons on the scene setter. When a button is assigned to one or more Autom events then the normal function of the button (e.g. S, Go, Back, Flash) is overridden. The button assignment affects all scene setters in the system.

Added support for Autom event to toggle Cue / Cue Stack on/off - this is useful when using Scene Setter buttons.

60.1.1 MagicHD

MagicHD now supports playback of audio-only media. Audio files are managed and selected the same as any other media. When playing audio the HUD displays the start/current/end points in seconds rather than frames. DMX channels for start and end frames are converted to seconds based on 25 frames per second.

60.2 Bug Fixes

Fixed problem in Windows 8 using laptop inbuilt touch screens. #0006869

Fixed problem with selecting Intensity palettes with fade times - in the previous betas the time would not be applied correctly.

Fixed audio input on Pro 2014 - it was accidentally disabled in recent betas. #0008048

Reduced size of .cdc file.

Fix problem with Execute Window on iOS/Android when connected to some Windows MagicQ systems - sometimes names were not shown for the buttons in the Execute window.

Chapter 61

Version 1.6.5.4

61.1 Bug Fixes

Fixed problem with displaying attributes in 1.6.5.3 - default attribute names rather than selected head specific names would be used until the attribute was made active.

Make Pro 2014 detect MIDI module instead/as well as graphics cards to determine number of universes.

Chapter 62

Version 1.6.5.3

62.1 New Functions

Added automatic setting of IP sub net when setting IP address.

Improved checking for MIDI and audio modules to rediscover modules after module loss.

62.2 Bug Fixes

Fixed problem with 1.6.5.1 and 1.6.5.2 which caused a backward compatibility problem on Compact and Pro consoles when changing back to software versions 1.6.1.7. Run 1.6.5.3 or above before attempting to go back to 1.6.1.7. See version 1.6.5.2 known features for info on how to downgrade directly from 1.6.5.2 to 1.6.1.7.

Fixed problem with loading show files into a MQ40 that have more than 4 universes. The universes above 4 were causing a reset whereas they should have been ignored.

Fixed problem in 1.6.5.1 and 1.6.5.2 with setting intensity level from the keypad on selected heads with times

Fixed problem in 1.6.5.2 with attributes always showing active in Group, Pos, Col, Beam, Media window. #0007969

Fixed problem with View Palettes window - View Raw and View Used did not work in recent betas.

Chapter 63

Version 1.6.5.2

63.1 New Functions

63.1.1 Intensity Palettes

The Intensity window has been enhanced to have a View Palettes view similar to the Position, Colour and Beam windows. Palettes can be recorded, moved, copied and removed and used within Cues just as with Position, Colour and Beam palettes.

By default only Intensity parameters are recorded into the Intensity Palettes regardless of whether other attributes are in the programmer. A record mask (SHIFT + RECORD) can be used to override which attributes are recorded.

The only difference with Intensity Palettes compared to Position, Colour and Beam palettes is that by default the record type is set to all heads that have intensity in the Programmer being recorded into the Palette not just the selected heads. This avoids the need to always select heads (e.g. by selecting the All Dimmers group) before recording an Intensity Palette. The record type can be changed by pressing SHIFT RECORD and selecting RECORD TYPE.

63.1.2 Multi element head selection

The "." operator is now universally used for selecting elements of multiple heads. The repeated element of a multiple head are indexed .1 .2 .3 etc.. whilst the main part of a multi element head is indexed as .0. Note that if a multi element head does not have a main part - i.e. it is just a repeated head then there is no .0 element. The operators +, -, and THRU (>) can be used to select more than one element of a multi element head.

Examples of supported syntax are:

. 3 Select 3rd element of currently selected heads

. 1>3 Select 1st, 2nd and 3rd elements of currently selected heads

. 1+4 Select 1st and 4th elements of currently selected heads

1>10.1@FULL // Set element 1 of heads 1 to 10 at FULL 1>10.1>3@50 // Set elements 1,2,3 of heads 1 to 10 at 50%

Depending on the MagicQ setup options, it may be necessary to enter @@ at the end of the line to select heads or to press ENTER at the end of the line to enter intensities.

MagicQ now supports the multiple elements of a multi element head all having the same head number. By default MagicQ allocates each element of a multi element head ascending head numbers - this can be modified in Patch, View Heads by setting the Head Number appended with /1 to indicate only 1 head number in use for that fixture.

Note that in previous versions the "." was used for selecting or setting intensity direct to a DMX channel rather than a head number. This functionality is no longer supported.

63.1.3 Setting Intensities directly into Cues

MagicQ has for several years supported setting of intensities directly into the current Cue on a Playback by holding the S button of the Playback whilst entering the intensity set command.

This has now been expanded to enable setting of intensities in all Cues in the Playback - this can be absolute - e.g. setting some heads to 50% in all Cues - or relative, e.g. setting some heads +10% in all Cues where they are already used.

The syntax is to hold S and then type the intensity set command. For example, whilst holding S type

1 @ FULL Sets head 1 to FULL in current cue on Playback with S held 1 @ +10 Adjusts head 1 intensity +10% in current cue on Playback with S held 1 @ FULL THRU Sets head 1 to FULL in all cues on Playback with S held 1 @ +10 THRU Adjusts head 1 intensity +10% in all cues on Playback with S held 1 @ .. THRU Removes head 1 intensity in all cues on Playback with S held

Note that in order to use THRU at the end of the syntax line to select all Cues in the Playback the Setup option, View Setup, View Settings, Keypad, Auto Enter on Intensity Set, must be set to No.

63.1.4 Track Sheet Support

Track Sheet support has been added to the Timeline window. This enables the contents of each of the individual Cues in a Cue Stack to be examined from within one window. Filtering exists to choose whether all heads in the Cues are shown or just selected heads. It is also possible to view just Intensity, IPCB or all channels.

Theatre users can monitor the intensity of their lamps through the Cue Stack including all of the tracked values.

63.1.5 Patch Head Filtering

In Patch, Choose Head it is now possible to filter personalities by type, making it easier to find the personalities required. Filter options include All, Patched, Live, Club, Film/TV and User.

Patched enables users to see which heads are patched in the current show and to re choose them easily.

Users can tag heads that they use frequently so that they appear in the User filter. This could be used for example to include all heads in the stock of a rental company.

Heads can be tagged and untagged in both Choose Head, Simple View and Choose Head, Adv View. In Simple View you can tag all heads from a particular manufacturer, or all modes of a specific head. In Adv View you can tag individual modes of a head.

In Adv View the Tag column shows a "U" for all heads tagged as user.

MagicQ stores a file of all tagged heads in the heads folder called userheads.csv. It is possible to create or edit this file with a text editor/spreadsheet. The format is:

```
<manufacturer> , <short name> , <mode>
```

63.1.6 Other changes

The spreadsheet views in MagicQ (such as Cue Stack, Outputs, Prog, Patch, Cue) now support fixed columns so that when scrolling to the right the first few column identifying the Cue number or Head Number stay fixed with only the other columns scrolling.

63.1.7 MagicHD

MagicHD now supports playback of media with audio on all platforms.

63.2 Bug Fixes

Fixed problem with screen update on MQ40/60/70 in v1.5.6.0 which made is slow to respond.

Fixed MagicHD issues where single frame media (i.e. static pictures) might not be displayed, leaving the layer black. #7737, #7792

Fixed some MagicHD problems relating to unusual media formats. #7635, #7742.

Fixed crash when MagicHD converts audio files. #7692

Fixed problem with CTRL B and CTRL C short cuts - now modified to CTRL J and CTRL K #0007467

Fixed reset problem in Pixelmapper when using Vert Rnd FX. #0007463

Sel + S caused a reset. #0007798

63.3 Known Problems

v1.6.5.2 causes a problem with backward compatibility to version 1.6.1.7. After running v1.6.5.2 on a Pro or Compact console, changing back to v1.6.1.7 will cause the console to continually reset. Hold the reset button to power off completely then on start up hold a key to enter the software utility and re choose 1.6.5.2.

Before changing back to 1.6.1.7 open File Manager and delete all the .mic2 files from the icons folder.

Chapter 64

Version 1.6.5.1

64.1 New Functions

64.1.1 Intensity Palettes

The Intensity window has been enhanced to have a View Palettes view similar to the Position, Colour and Beam windows. Palettes can be recorded, moved, copied and removed and used within Cues just as with Position, Colour and Beam palettes.

By default only Intensity parameters are recorded into the Intensity Palettes regardless of whether other attributes are in the programmer. A record mask (SHIFT + RECORD) can be used to override which attributes are recorded.

The only difference with Intensity Palettes compared to Position, Colour and Beam palettes is that by default the record type is set to all heads that have intensity in the Programmer being recorded into the Palette not just the selected heads. This avoids the need to always select heads (e.g. by selecting the All Dimmers group) before recording an Intensity Palette. The record type can be changed by pressing SHIFT RECORD and selecting RECORD TYPE.

64.1.2 Multi element head selection

The "." operator is now universally used for selecting elements of multiple heads. The repeated element of a multiple head are indexed .1 .2 .3 etc.. whilst the main part of a multi element head is indexed as .0. Note that if a multi element head does not have a main part - i.e. it is just a repeated head then there is no .0 element. The operators +, -, and THRU (>) can be used to select more than one element of a multi element head.

Examples of supported syntax are:

. 3 Select 3rd element of currently selected heads

. 1>3 Select 1st, 2nd and 3rd elements of currently selected heads

. 1+4 Select 1st and 4th elements of currently selected heads

1>10.1@FULL // Set element 1 of heads 1 to 10 at FULL 1>10.1>3@50 // Set elements 1,2,3 of heads 1 to 10 at 50%

Depending on the MagicQ setup options, it may be necessary to enter @@ at the end of the line to select heads or to press ENTER at the end of the line to enter intensities.

MagicQ now supports the multiple elements of a multi element head all having the same head number. By default MagicQ allocates each element of a multi element head ascending head numbers - this can be modified in Patch, View Heads by setting the Head Number appended with /1 to indicate only 1 head number in use for that fixture.

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This has now been expanded to enable setting of intensities in all Cues in the Playback - this can be absolute - e.g. setting some heads to 50% in all Cues - or relative, e.g. setting some heads +10% in all Cues where they are already used.

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Theatre users can monitor the intensity of their lamps through the Cue Stack including all of the tracked values.

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Patched enables users to see which heads are patched in the current show and to re choose them easily.

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Heads can be tagged and untagged in both Choose Head, Simple View and Choose Head, Adv View. In Simple View you can tag all heads from a particular manufacturer, or all modes of a specific head. In Adv View you can tag individual modes of a head.

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MagicQ stores a file of all tagged heads in the heads folder called userheads.csv. It is possible to create or edit this file with a text editor/spreadsheet. The format is:

```
<manufacturer> , <short name> , <mode>
```

64.1.6 Other changes

The spreadsheet views in MagicQ (such as Cue Stack, Outputs, Prog, Patch, Cue) now support fixed columns so that when scrolling to the right the first few column identifying the Cue number or Head Number stay fixed with only the other columns scrolling.

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64.2 Bug Fixes

Fixed problem with screen update on MQ40/60/70 in v1.5.6.0 which made is slow to respond.

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Sel + S caused a reset. #0007798

64.3 Known Problems

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Before changing back to 1.6.1.7 open File Manager and delete all the .mic2 files from the icons folder.

v1.6.5.1 has been obsoleted.

Chapter 65

Version 1.6.5.0

65.1 New Functions

This release now uses the new graphical toolkit for all variants including MQ40/60/70 and Pro 2010 consoles. This enables improved graphical functions on these consoles including removing update flickers and allowing shaded buttons.

Note that MagicQ on Windows, Mac and Linux PC have already been using the new toolkit since version 1.5.8.6.

There is now a choice of 4 colour schemes:

- Grey (Default)
- Grey (High Contrast)
- Black (as used on MQ1000)
- Black Shaded

There are now more icons in use on the user interface - including icons on the Setup and Cue Stack tabs and also for groups and heads.

Note that as with all MagicQ software versions it is possible to return to the older software such as v1.6.1.7 from the software utility (Setup, View System, View Status, Change S/W).

65.1.1 Older Consoles

Customers with Pro consoles prior to Pro 2010, pre Pro consoles, and Expert consoles prior to 2014 (i.e. consoles that use the .cde download package) will need to upgrade their operating system disc. Replacement system discs with the Pro 2014 operating system will be available for purchase from June 2014 - please contact your local MagicQ dealer.

Customers with pre Pro and Pro consoles may also consider upgrading their hardware to full 2014 spec.

Table 65.1: Pro upgrades

Product name	Date	OS	S/W	Proc	O/S disc upgrade to 1.6.5.0?	Pro 2014 h/w upgrade possible?
MQ100 (pre Pro)	Oct 2004 to Oct 2007	Non-X	.cde	6310	Y	Y
MQ100 Pro	Oct 2007 to Nov 2008	Non-X	.cde	6310	Y	Y

Table 65.1: (continued)

Product name	Date	OS	S/W	Proc	O/S disc upgrade to 1.6.5.0?	Pro 2014 h/w upgrade possible?
MQ100 Pro	Nov 2008 to Oct 2009	Non-X	.cde	8310	Y	Y
MQ100 Pro 2010	Oct 2009 to Mar 2013	Pro2010	.cdx	8310	N	Y
MQ100 Pro 2014	Mar 2013 onwards	Pro2014	.cdc	A50	N	n/a

Table 65.2: Expert upgrades

Product name	Date	OS	S/W	Proc	O/S disc upgrade to 1.6.5.0?	Pro 2014 h/w upgrade possible?
MQ100 Expert	Oct 2007 to Nov 2008	Non-X	.cde	6310	Y	N
MQ100 Expert	Nov 2008 to Oct 2009	Non-X	.cde	8310	Y	N
MQ100 Expert	Oct 2009 to Mar 2013	Non-X	.cde	8310	Y	N
MQ100 Pro-E	Mar 2013 onwards	Pro2014	.cdc	A50	N	N

Note Pro 2014 h/w upgrades do not include illuminated soft buttons

Pro 2010 consoles continue to use the .cdx software, but this now includes the new graphical toolkit.

Software 1.6.5.0 is not supported on older products such as MQ50, Architectural controller, rack mount PC.

65.1.2 MagicHD

MagicHD now supports playback of media with audio. Please note that this feature is a beta release, and is limited to Windows platforms only. Playback works for media played forwards at 1x speed: it is not possible to speed up, slow down, or reverse the audio.

The Media Layer and Output Layer personalities have been updated to include audio parameters. The output layer has a Volume channel which controls the overall volume of all layers. Fading the output layer also fades the volume. Each media layer has an Audio Gain and Audio Pan channel. Gain is for equalising quiet clips. Pan moves the sound to the left or right channel. The layer's intensity also fades its audio. Audio settings are in the Intensity Window.

Audio playback requires the media's audio format to be 16 bit PCM. The media conversion process has been updated to include audio (previously audio was stripped to reduce file size). You are strongly advised to convert media before playing. If the format is not acceptable the audio will not play and error message(s) will be written to the log file.

The HUD has been updated to add audio level meters on top of the layer intensity bar, next to each layer's preview thumbnail. Note that the HUD no longer displays the Blend and Transition channels for each media layer. (These parameters are not fully supported anyway). They have made room for the two audio control channels.

65.2 Bug Fixes

Fixed problem with receive of MIDI notes on different MIDI channels. MIDI Automats that specified a particular MIDI channel would not trigger correctly. MIDI notes using the miditable.txt would also not trigger if a "Requested Chan Only" was set in Setup, View Settings, MIDI, MIDI In type. #0007427

Fixed problem in recent betas with Patch, Multiply which would incorrectly output values between 128 and 254.

Reduced MagicHD OpenGL requirement from 3.3 to 3.2 for Mac OS 10.7 and 10.8. #0007558

Fixed problem on Mac and Linux 64 bit PC systems with Cue delay times and restarting of Cues after pausing. Incorrect values could be output during the fade phase. #0007116 #0007417, #0005911

Recording a position palette and then recording a Cue without reselecting the recorded palette causing the cue to have no link to the palette. #0006972, #0005937

Mouse pan/tilt did not work in recent betas. #0000149, #0006874, #0006028, #0001469, #0007562

Shortcut of SHIFT + DBO shutting down console removed from Windows/Mac/Linux PC systems #0007059

Reset Wings causes MQ40/60/70 to enter PC mode #0006192

Graphical improvements - new toolkit #0006857, #0007519, #0007432, #0006727, #0007324, #0007340, #0006991, #0006543, #0005349, #0007604

Support for setting direct values to soft buttons in the Programmer and Cue windows. #0006469

Fixed reset when pressing Cancel during CMV conversion selection. #0007566

Fixed problem with selecting FX from FX window whereby if the FX had exactly the same fixtures and parameters the output would not show the change #000760

Fixed problem with tap to time using "S+Go", "S+Flash", "S + Stop" on Cue Stacks with multiple steps #0006767

Page right/left doesn't work on head editor #0000336

Editing a Waveform FX adding extra attributes caused a reset #0006813

Clear selected didn't work on sub selected fixtures #0005154:

Chapter 66

Version 1.6.1.7

66.1 Bug Fixes

Fixed major problem on MQ60 and MQ70 whereby after 24 hours the software could no longer write to the disc (for example to save show file). This affected versions 1.5.9.7 to 1.6.1.6 inclusive. We recommend avoiding these versions for MQ60 and MQ70 or soft resetting every 12 hours. #0007438

Fixed problem with defaults on MagicHD in version 1.6.1.6. Shows created on previous versions that used MagicHD would have incorrect keystoneing which prevented an image being shown on the output. Shows created in previous versions will be now be converted correctly to have default keystone and hence correct output image.

Fix cursor down problem in windows whereby pressing cursor down would sometimes lose the cursor.

Fix for when applying FX using palettes the selection window was not refreshed correctly.

Chapter 67

Version 1.6.1.6

67.1 New Functions

67.1.1 MagicHD

Added full 4 corner keystone to the output layer. This has resulted in minor changes to the output layer personality. Refer to the MagicHD manual for details.

67.2 Bug Fixes

Fixed problem with toggling playbacks on Execute and Extra wings that affected recent betas.

Fixed problem with MagicQ restarting in last used panel mode. #0006613

Fixed problem with scrolling of Media window.

Fixed reset problem when using Execute window with different grid sizes.

Fixed problem with pressing ENTER to change setting options.

Chapter 68

Version 1.6.1.5

68.1 Bug Fixes

Fixed problem with releasing playbacks with time or updating Cues that can occasionally cause the playback to release channels under its control to random values. This only occurs when releasing a playback when the channels in that playback are controlled by another playback.

Fixed problem with Cue Storage setting "Use first free Group, Palette, Cue" which did not operate as expected. #0005265, #0005716

Chapter 69

Version 1.6.1.4

69.1 New Functions

MagicHD

Added Posterise, Mask, Key, and Hue colour effects. Posterise reduces the colour levels in the media, making it look like a poster. Mask controls how light or dark areas become transparent, allowing any image to be used as an independent mask by loading it in its own layer. Key allows chroma key transparency effects, such as green screen, to be applied to any layer. Hue allows a hue offset to be applied. Added menu items to stop media conversion, force index and thumbnail regenerations, and improved feedback during the media conversion process. Images and media which have an alpha channel now display correctly: the alpha channel controls image transparency properly.

69.2 Bug Fixes

Fixed problem with copying head data between groups using the keypad which was broken since 1.5.9.7. Copying head data using head numbers was not affected.

Removed timeout on MagicHD media conversion. #7054, #6735.

Chapter 70

Version 1.6.1.3

70.1 Bug Fixes

Fixed problem in 1.6.1.2 with 2nd external monitor on Pro 2010 consoles.

Chapter 71

Version 1.6.1.2

71.1 New Functions

71.1.1 MQ60

Support for new graphics system as used on MagicQ PC for Windows, Mac and Linux and on the MagicQ Pro 2014 console.

This release includes an option to run both the new graphics system or the old graphics system. The new graphics includes gradient shading and improved fonts. The new graphics system refreshes the whole screen at the same time - this means that some operations will be smoother although sometimes they may take slightly longer.

It is possible to easily change between the graphics systems in the Setup Window, View System, View Status, SHIFT + Use New Graphics. To change back to the original graphics, Setup Window, View System, View Status, SHIFT + Use Old Graphics. Changing graphics will reset the system.

71.2 Bug Fixes

Fixed problem with stand alone MagicVis crashing on start up.

Fixed remote switch support which was broken in 1.6.0.9 to 1.6.1.1

Fixed problem with Autom Go to Cue ID and Jump which would not jump to the correct Cue Id.

Added divider option for Autom Go Cue Id = Level so that when using MIDI velocities, MIDI velocity 1 can be set to trigger Cue Id 1. #0007061

Chapter 72

Version 1.6.1.1

72.1 New Functions

72.1.1 MagicHD

MagicHD stand alone version for Mac with full 8 layers HD media playback capability is now included in the MagicQ for Mac installer. This works in the same way as MagicHD stand alone for Windows.

MagicHD stand alone is fully unlocked when connected to a MagicQ console or MagicQ Wing system with encoder wheels. When no MagicQ console or Wing system is detected on the network it supports only 1 layer.

72.1.2 Universe Naming

It is now possible to name each of the universes in Setup, View DMX I/O to help with organisation of the universes. The universe name is shown in Patch, View Chans and the Outputs, View Chans windows.

72.1.3 Other Changes

View Palette soft button in the Position, Colour, Beam windows has been moved towards the left side in line with the MagicQ philosophy to have View buttons to the left and more dangerous buttons (such as Remove/Clear) to the right.

Execute Grids and Output Plans can now be named.

72.2 Bug Fixes

Fixed problem in 1.6.1.0 with the new View Heads window which could cause a reset. #0006987

Further fix for Patch offsets on start up when using a default Cue. In the previous version the default value would be set correctly but the move incorrectly when the first cue was activated.

Chapter 73

Version 1.6.1.0

73.1 New Functions

MagicQ Pro 2014 consoles now supports audio input through the phono connectors on the rear of the console. Note that this requires the latest Pro 2014 kernel Mon Jan 20th. In Setup, View Settings, Ports set Audio Input to Console Inbuilt Port.

Improved Group, View Heads view to show sub selected heads and to provide option of viewing All Heads or Selected Heads.

73.2 Bug Fixes

Fix for LEDs on Playback and Extra Wings that affected version 1.6.0.9 only.

Fix MagicHD window resizing problem for Mac affected 1.6.0.9. #0006976.

Fix for Patch offsets on startup. In recent versions the default values would be set incorrectly.

Fixed problem with using the external keyboard on Pro 2014 when no windows were open or when entering the name when saving a show. #0006842

Chapter 74

Version 1.6.0.9

74.1 New Functions

74.1.1 MagicHD

MagicHD - stand alone version for Windows with full 8 layers HD media playback capability is now included in the MagicQ for Windows installer.

MagicHD stand alone is fully unlocked when connected to a MagicQ console or MagicQ Wing system with encoder wheels. When no MagicQ console or Wing system is detected on the network it supports only 1 layer.

MQ60 and MQ70 expanded number of universes

The MQ60 and MQ70 can now be used as "wing" systems for a PC or Mac running MagicQ software with up to 64 universes. This enables large shows to be controlled with just a MQ60/70 and a laptop.

When the PC or Mac detects the MQ60/70 on the network it unlocks the remote control support on the PC or Mac allowing the MQ60/70 to be used to remote control MagicQ running on the PC or Mac.

If required the DMX output ports on the MQ60/70 can be used to output network universes from the PC / Mac. Before entering remote control mode on the MQ60/70 configure Universes 1 to 4 to input ArtNet/ACN/Pathport universes and set their Test Mode to "Input". This will loop the network universes received from the Mac/PC out of the direct ports on the MQ60/70.

74.1.2 Audio Support

MagicQ for Windows, Mac and Linux now supports audio input via the PC/Mac sound card. In Setup, View Settings, Ports set Audio Input to PC/Mac sound card. Audio support is enabled when the PC/Mac is connected to a MagicQ Wing or Interface (not MagicDMX).

74.1.3 Colour Window

Support for selection of colour mix mode in the Colour Window to enable using the encoders to operate in CMY, RGB and HSI modes. Colour chosen is also now shown on the CMY encoders.

74.2 Bug Fixes

Fix for 2nd monitor output on a Pro 2014 console - this was broken in recent releases.

Fix for multicast / ChamNet on MQ60 and MQ70. Previously ChamNet devices might not be detected and multicast packets would not be correctly forwarded through the network switch on the MQ60/70. Also ACN streaming DMX might not work correctly. #0006014

Fixed problem on MagicQ consoles and Linux PC when removing playbacks or changing DMX addresses which could cause channels in Cues to be lost and potential resets #0006183

Fixed problem morphing from fixtures with just a colour wheel to 16bit CMY fixtures.

Fixed problem with serial automs where the serial stream could get parsed incorrectly.

Fixed problem when remote controlling a MagicQ system from MagicQ running on a Mac. MagicQ on the remote would crash the 2nd time it was opened during a session. #0006823

Autom Window - wing playbacks could not be entered as 1-1, 1-2 only as a playback number 1 to 202. #0006137

Support for triggering Cues in a Cue Stack according to velocity in MIDI automs. #0006797

Fixed visualisation of Robe Robin 1000 and similar fixtures #0006928

Fixed problem with user Palette FX when using same FX in multiple Cue steps with different palettes. #0006870

Fixed problem with using MagicQ Dual DMX Interface on universe 3 or higher #0006038

Fixed problem with stand alone MagicVis crashing on start #0006873

Chapter 75

Version 1.6.0.8

75.1 Bug Fixes

Fix for using keyboards when remote controlling other MagicQ systems. Since 1.5.9.2 MagicQ when remote controlling using Windows, Mac and Linux MagicQ PC builds would not support the keyboard correctly. This only affected keyboard keys - button presses from MagicQ consoles and wings would work correctly. #0006707, #0005460

Inbuilt bitmaps on Media page 1 of the Pixelmapper were not showing correctly on MQ60 and Pro 2010 consoles in recent betas. #0006780

Fix for occasional reset when opening Visualiser #0006760, #0006733

Fix for full screen view in Visualiser #0006690

Fix for multi head elements such as Robe Robin 600 LED wash in Visualiser. #006790

Chapter 76

Version 1.6.0.7

76.1 New Functions

76.1.1 Improvements to FX

The FX Engine has been improved to support easier selection of colour and Palette FX particularly when mixing CMY and RGB fixtures.

76.1.2 FX Selection

When FX are selected, they are now grouped into the categories - Intensity, Position, Colour, Beam, Any Attribute, User and Old. All User FX are shown in the User category - only inbuilt FX are shown in the Intensity, Position, Colour and Beam categories. Note that all FX are still stored in the FX folder as .wve files - they are just intelligently filtered into categories.

76.1.3 FX on CMY and RGB fixtures

The inbuilt colour FX are now designed to work on both CMY and RGB fixtures - these FX are set with the "Auto Invert RGB" option set in the Waveform FX. This means that, for example, adding the RGB FX to a group of CMY and RGB fixtures will cause all fixtures to change colour red, green, blue.

76.1.4 FX using Palettes

Palettes can be chosen when the FX is applied rather than having to create new Waveform FX. Palette selection can be changed directly in the Programmer, View FX and Cue , View FX windows. Changes of Palette selection are immediately updated in the Output.

The inbuilt library of FX contains several Waveform FX that allow selection of Palettes - including 2col, 3col, 4col, 2pos, 3pos, 4pos, 2iris and 2focus.

For example, to make a FX that colour changes between yellow and magenta simply choose the 2col FX - then select the "Yellow" palette, followed by the "Magenta" palette. Change the width parameter to vary the proportion of time spent on yellow and magenta.

Users can create their own waveform FX using the FX Editor. To make a waveform FX that has selected palettes, set both the "Use Palettes" and "Use FX Palettes" in the Edit FX, View General. The palettes in Edit FX, View Chans are then Palette indices rather than Palette numbers - e.g. Col 1 refers to the first selected Palette when you apply the FX, Col 2 the second selected Palette.

76.1.5 FX colour flicks

MagicQ now supports colour flicks - i.e. FX that apply a different colour over the base colour without mixing the colours - for example running a red flick over a green base without mixing the red and green to get yellow.

The inbuilt FX library now includes Red, Green, Blue and White colour flicks. In addition there is a colflick FX where you select the colour you want from a colour palette. The width parameter can be modified to change the width of the flick.

Users can create their own Waveform FX to perform complex colour flicks. In Edit FX, View General set the Default Add Type to "Abs". In the Edit FX, View Chans set the curve to "Abs" for steps that you want to be absolute and to "Trans" for steps that you want to be transparent (i.e. not affected by the FX - just the base level). The levels for steps set to "Trans" should be 0, or if using Palette based FX then just set them to the first Palette selection (P1,C1,B1).

76.1.6 FX in old shows

Shows that use the older FX in their Cues will continue to use the old FX unless the FX are reloaded in the FX Editor using the Reload FX soft button. New shows will use the new FX.

The older FX that are now superseded by better new FX are categorised in the Old folder.

76.1.7 Other FX changes

Absolute FX can now be faded in and out - previously they would snap. The Width parameter is now part of the spreadsheet view in the Programmer Window, View FX and the Cue Window, View FX. The legacy per FX, Fade In and Fade Out times have been removed from the View FX view of the Programmer Window. Since 2010 FX Fade In and Fade Out times have been part of the Cue Step and are set in the View Times view of the Programmer Window. Legacy shows that still use the per FX, Fade In and Fade Out times can still have these times edited (and removed) from View FX in the Cue Window. Note that these columns have been moved to the end so you must page right to find them.

76.1.8 Morphing

It is now possible to morph between fixtures with inbuilt dimmers and fixtures with virtual dimmers. For example it is possible to morph a RGB fixture with an inbuilt dimmer to a RGB fixture with a virtual dimmer. It is also possible to morph back from a fixture with a virtual dimmer to one that has an inbuilt dimmer. When morphing between fixtures with CMY/RGB and Colour Wheel to fixtures with only Colour Wheels, MagicQ now converts the CMY/RGB data to Col Wheel rather than trying to map between the Colour Wheels. This ensures that shows programmed with Cues using RGB palettes morph to Col Wheel palettes.

When morphing to heads with greater number of colour wheels or greater number of gobo wheels MagicQ now includes the extra colour or gobo wheels channels in Palettes and Cues where the colour wheels or gobo wheels were previously used. This enables easy updating of shows, for example when changing from fixtures with only 1 gobo wheel to fixtures with 2 gobo wheels.

76.1.9 Other changes

It is now possible to make heads that automatically patch a virtual dimmer. In the Head Editor, View General, Options there is an option "Virtual Dim". If this is set to "yes" and the head has no dimmer then a virtual dimmer is automatically patched for this head. A new Virtual Dimmer version of LED3chan has been added to the library. Note that Virtual Dimmer is distinct from Virtual Channels where all the channels of the head have separate DMX addresses.

Support has been added for dimmer curves on 16bit dimmer attributes. The inbuilt dimmer curves s-law and inverse s law now work on 16bit dimmer attributes. User dimmer curves can now specify 16bit values (0..66535) instead of just (0..255). If any value in the user dimmer curve file is over 255 then 16bit is assumed.

Additional Tap to Time playback options have been added to Setup, View Settings, Playback, Tap to Time buttons. These include holding S button and pressing GO and holding S button and pressing FLASH. Bug Fixes

Clicking between 0% and 100% on Speed Master fader in Execute Window did not work correctly. #0001741

Execute Window - item colours were not correct. #0006684, #0006404

When using a remote iOS or Andorid device Execute Window could get stuck on Page 1. #0006684

When using remote iOS on iOS 7 the display text for the keypad did not work.

Ping reply sometimes displayed wrong address #0003608

Fading to/from Abs FX did not work #0005369

Dimmer curves did not apply correctly to 16bit dimmers #004840

Problem when selecting from keypad using - to deselect a single fixture. #0006580

Increased MagicHD file conversion timeout to 5 minutes. #0006735

Added missing libraries to Linux .tar (#0006675), and MagicHD masks and text files to Linux and Mac releases.

Chapter 77

Version 1.6.0.6

77.1 New Functions

Added support for Tap to Time on remote input and on Playback Automs. Added menu option to toggle MagicHD fullscreen mode.

77.2 Bug Fixes

#0005965 On MQ60 pressing ALT key, another key, then releasing ALT before the other key caused a problem. #0006011 Personalities with 16bit duplicated elements did not handle FX correctly. #0006644 MIDI velocity not scaled correctly (max value was 50%) #0006247 Cue Stack macros on Cue IDs with point cues .xx did not work #0005896 Record merge did not always work on point cues #0006565 Media Player not working after load show. #0006352 Increased hot takeover detect time #0006531 Initialisation of MIDI on MQ60 now operates correctly. In previous versions it was necessary to disable and enable the MIDI. #0006590 Fix media conversion for Mac. #0006629 Handle unknown pixel formats in source material by triggering media conversion. Added missing libraries to Linux release.

Chapter 78

Version 1.6.0.5

78.1 New Functions

This release is the same as 1.6.0.4, with the windows installer fixed. For the new functions, see 1.6.0.4.

78.2 Bug Fixes

MagicVis Fixed issue where Visualiser would crash when put into fullscreen mode on Mac. Fixed issue where Visualiser would crash when it's window was closed on Windows, #6396.

MagicHD #0006581 V1.6.0.4 windows misses library. #0006516 Kill any media conversion when MagicHD is asked to shut-down, so it happens promptly. Media conversion would carry on, and Windows would declare the MagicHD not responding.

Chapter 79

Version 1.6.0.4

79.1 New Functions

79.1.1 MagicHD

This release allows MagicHD to be opened from MagicQ PC in the Mac version as well as from the Windows version. OpenGL requirement has been reduced to 3.3 on all variants and a number of related issues have been fixed. MagicHD should now open on all recent computers but performance will depend on the graphics card. Media Position DMX Channels are twice as sensitive (see below, issue 6444). This means any shows that use these channels will have to be edited.

79.2 Bug Fixes

79.2.1 MagicQ

Fixed problem with remote control and selection boxes display - for example when using Update to update palettes or add patch offsets. The selection box selection on the remote control system did not correctly follow the selection on the target system. Fixed problem when using the iOS remote application (particularly the latest version) whereby turning the X encoder reset all encoders. Fixed problem with timed release of playbacks on Mac - this was not fully fixed in 1.6.0.3. #0005601 Fixed beams from scrollers in MagicVis. #0006239

79.2.2 MagicHD

#0006427 Requires OpenGL 4.2 #0006428 Green line down right side of some video. #0006433 (Partial fix) Images are scaled before rotation to preserve their aspect ratio. Screen aspect ratio still has an effect on rotation. #0006443 X & Y scale did not go all the way to zero. #0006444 X & Y position only moved the image across half the screen: it was not possible to move a layer off the screen. #0006506 Fixed MQHD: GL_INVALID_ENUM error seen at startup with some graphics adapters. #0006508 Original panel layout VIS button can launch Vis when HD is open. #0006512 Made sure the window always appears on a valid screen at startup (saved window coordinates can be invalid).

Chapter 80

Version 1.6.0.3

80.1 New Functions

80.1.1 MagicHD Beta Release

MagicHD can be launched and controlled from MagicQ PC (Windows only). To start MagicHD use the Media Player menu in MagicQ PC. The installation includes a demo show which can be started from the menu, the Choose demo show start mode, or loaded manually. The installation includes some masks and text files but no media. On starting MagicHD with no media, the user is given the option to download a small basic media package from the ChamSys website: this is enough for the demo show.

Note that MagicHD requires OpenGL version 4.2 or above.

For more information consult the MagicHD manual which is included in the release, or can be downloaded separately from the ChamSys website.

80.2 Bug Fixes

Resolved issue with X encoder not working on iOS remote.

Chapter 81

Version 1.6.0.1

81.1 New Functions

81.2 Bug Fixes

Fixed problem with Update patch offset. If View Inputs was selected in the Outputs Window then the Update patch offset function would not work correctly and all patch offsets would be set to unexpected values. In previous versions ensure View Inputs is not set before you do an Update patch offset.

Fixed problem in 1.6.0.0 whereby the Default Cue in the Cue Store would no longer work.

Fixed problem with timed release on Mac.

Chapter 82

Version 1.6.0.0

82.1 New Functions

82.1.1 New Execute Window and iOS app

The Execute Window has been improved to support improved images of buttons, faders and encoders. These can be selected in Execute Window, View Design by selecting Images on soft button B.

The Execute Window now supports encoders for speed control of Cue Stacks. Use Insert Special, and select Encoder to insert an encoder below a recorded Cue Stack. The Encoder will only be active when the Cue Stack above is active.

The Execute Window supports custom images for the buttons, faders and encoders. The images should be stored in the bitmaps folder and named according to:

Button up image xxxxup.bmp Button down image xxxxdn.bmp Fader track image xxxxtrck.bmp Fader knob image xxxxknob.bmp Encoder back image xxxxbase.bmp Encoder dial image xxxxdial.bmp

Where xxxx is any name. The images can be bmp, jpeg or png. The bitmaps can be selected for each item in the Execute Window, View Design by pressing the BUTTON BITMAP soft button.

This version also supports an improved iOS app which allows the Execute Window images to be shown on your iPhone or iPad as images instead of boxes. Custom button images will be automatically downloaded to the iOS app.

The iOS app now supports an Idiot user mode which forces the iOS app always to run in full Execute Window. This is set up in MagicQ app settings in the iOS settings menu. A particular console IP address can also be specified to ensure the iOS always connects to the correct console.

The new version of the iOS app will be on the App Store soon.

82.2 Bug Fixes

Mac release times snapped instead of fading #0005601, #0006117, #0004989

Masters Affect Levels = No and L,K,M macros did not work together #0006341, #0006342

Execute Window display issues #0005319

Execute Window button colours inverted #0005319

Execute Window colour scheme not working #0006323

Execute Window full screen encoders could change to unused pages #0005250

Execute Window, Max View not working #0005948, #0005593, #0006148, #0006221, #0006174

Reset when using faders in Execute Window #0006305

CTRL shortcuts opened additional file save options in recent versions #0006206

Mac CMD button fix #0006327

Chapter 83

Version 1.5.9.9

83.1 New Functions

Modify MagicQ on Mac to support OSX 10.9 Mavericks.

83.2 Bug Fixes

Fixed problems with some personalities including generic dimmer having 24bit parameters erroneously set.

Problems with window artifacts. #0005491

Reset when selecting Velleman interface #0005968

Reset when using Vis, Insert #0006162

Fix to Autom Window parameters. #00004786

Strange characters on pan/tilt #0006005

Strange characters on new menu bar #0006205

Chapter 84

Version 1.5.9.7

84.1 New Functions

MagicQ PC on Windows, Mac and Linux now has an improved look and feel together with a new menu bar of short cuts. The old button layout is still supported from the Panel menu. Note that the Media Player menu items are not active in this version.

Head numbers have now been expanded so that all Versions support numbers up to 32768 regardless of the number of universes the console is set to. Note that loading shows with higher head numbers into older versions of software will cause those head numbers to be reduced to the limit of that console/software. #0005984

84.2 Bug Fixes

Performance of user interface on Pro 2014 in recent betas was seriously affected when the Output and Output Info windows were open. This was particularly bad when these windows were placed at full size on external monitors.

User Dimmer curves were not working in recent betas #0006036.

View Automation, Activate/Release Cue did not work #0005093

Crossfades on dimmers controlled as LTP when pressing GO on a Cue Stack that had tracked values but was not the latest playback did not correctly. #0006130

Multiple selections using CTRL did not work correctly on MQ60. #0005966

Recording palettes with a name on the command line did record the name. #0005981

Time as displayed on the status bar now shows local time not UTC. #0005988

Thumbnail retrieval on MQ60 did not always work correctly #0005093

Fixes to keyboard shortcuts on MagicQ PC (Windows/Linux/OSX). #0002477, #0003719, #0002006, #0004494

Chapter 85

Version 1.5.9.6

85.1 Bug Fixes

Fixed problem in 1.5.9.4 with selection boxes being hidden behind other windows only affected 1.5.9.4. #5979

Fixed problem with calibration of external touch screens on Pro 2014 the calibration crosses were not shown correctly. #5866

In MagicQ for Windows the splash screen and thumbnail images would not be displayed. #5715

Chapter 86

Version 1.5.9.4

86.1 New Functions

86.1.1 Multi Console Simplifications

The use of multiple MagicQ consoles in a network has been made much simpler by the introduction of the concept of Network Sessions:

- A MagicQ console is made part of a network session by simply setting the Net Session Mode and choosing a Net Session ID.
- Within a network session only one MagicQ console is the Master, all others are Slaves to the Master console. Only the Master console outputs universes (ArtNet/ACN/Pathport) on the network.
- All Slaves in the network session are automatically synchronised to the show file from the Master console.
- All Slaves in the network session can take control of part of the Output via the multi channel control feature.
- All Slaves in the network session can edit show data including Palettes, Cues and Cue Stacks on the Master console (note this feature is not available in the US).
- All Slaves in the network session are automatically synchronised to the playback state of the Master console. Each Slave can choose to Inhibit PB Sync, for example whilst programming.
- It is possible at any time to change which console is the Master console by using the Take Control feature from the Slave console.
- The Net Session Mode can be set to Sync Auto Takeover or Sync Manual Takeover when set to Sync Auto Takeover if the Master console fails then a Slave will automatically take over. In Sync Manual Takeover the user must manually use Take Control.
- It is possible to inhibit all network output from the consoles in the network session using the Inhibit All feature. All consoles outputs within the network session are disabled. It is still possible to change Master but the outputs remain disabled.

It is now no longer needed to set the Show Data Sync Type and the Show Data Sync IP MagicQ sets this automatically within the network session.

It is now no longer needed to set the Playback Sync Type and the Playback Sync IP MagicQ sets this automatically within the network session.

It is now no longer needed to set the Hot Takeover mode MagicQ sets this automatically according to the Net Session Mode.

86.1.2 Configuration Simplifications

The Network option MultiWindows is now no longer required and has been removed. MagicQ for Windows, Mac and Linux and MagicQ Pro 2014, Pro 2010 and Compact consoles all have inbuilt multi windowing support. If you wish to use network based multi windows on a separate PC together with a MagicQ then set Enable remote access = yes.

The Setup option Force Window On External Monitor is now fully supported on Windows, Linux, Mac and consoles with external monitors. It forces a window onto the 2nd monitor. Previously it was only supported on older Pro consoles.

Wing configuration in Setup, View System Wings is now simplified by all wings defaulting to Playback/Extra Wing. This enables plug'n'play with one or more Playback or Extra wings.

The Artistic License parallel port interface is no longer supported as modern PCs do not have parallel ports.

86.1.3 Other Changes

Icons are now always enabled - with options now being Small, Large and Large when no name. This last option enables mixing of small and large icons dependent on whether a name is set for an item.

Icons can now be set directly in the Execute Window. For Cues and Cues Stacks the icons are propagated through to the Cues in the Cue Store and the Cues Stacks in the Stack Store.

The support for a single external monitor interface on old Pro consoles using the network connected video card has now been removed as the resolutions supported were not sufficient for modern monitors. Full external monitor support at resolutions up to 1920x1200 are available via upgrade to Pro 2014.

Audio and MIDI status are now shown in the status box on Compact series products.

Support for updating firmware on SnakeSys R8.

86.2 Bug Fixes

The calibrate window was not showing on external monitors on the Pro 2014.

Fixed problem on Mac version with loading of head names for patched heads - they were not loaded correctly. #5512 #5908 #5685

In recent betas 1.5.8.x to 1.5.9.3 there was a problem with IMPORT SHOW. As soon as you went to choose a new fixture the software would become unstable. #5838

The FX Edit Window did not allow FX to be edited correctly in recent versions #5787

Tap to time on S buttons only affected the first FX in Cues with multiple FX. #5760

The Set box and Quick macros are now disabled when the console is locked.

Fix to graphics in Media Window on Pro 2014 consoles when showing previews in the preview boxes. #5728

In the Media Window, the wrong preview for some media server types with ranges set for the media folder. #5719

Support for changing firmware on MQ40 (was disabled in 1.5.9.2).

Displaying of thumbnails and .jpg images in MagicQ on Windows was broken in recent betas #5759 #4764 #5523 #5892

When using multi head elements with a main element with a dimmer and multi elements with RGB or RGBA then selecting the all group and setting @ FULL would cause all the RGB or RGBA to go to white.

On Pro 2014 all windows were opened on start up #5706

Fixed problem with external window support on PC (Windows, Linux, Mac) versions to keep focus correctly. #5714 #5723

The Pixelmapper used the wrong grid when the Output Info window was open #4874

Improved the response of the touch screen on Pro 2014 when the Output Window was open.

Chapter 87

Version 1.5.9.2

87.1 New Functions

Support for MQ40 console.

87.2 Bug Fixes

Fixed problem with Manual Crossfading using dual crossfading on PB9 and PB10 whereby intensity channels fading out would be faded out when the fade in was complete even when the fade out was not complete.

Fixed problem with retrieving thumbs in 1.5.9.1 - it could cause consoles to reset. #5620

Fixed problem with loading from USB stick on a Pro 2014 console - it did not enable immediate saving to USB stick.

Improved external window support on PC (Windows, Linux, Mac) versions to only include a single window banner and to keep focus correctly.

Fixed support for USB mice on Pro 2014 consoles.

Chapter 88

Version 1.5.9.1

88.1 New Functions

Added reporting of memory usage on MagicQ consoles - see Setup, View System, View Status, System, Memory Usage..

Added support for one shot FX. Two new library waveform FX have been added - PulseOne and RampOne. Custom waveform FX can be created and set as one shot in the FX parameters.

Modified the size on screen of the simulated Magic Wand.

88.2 Bug Fixes

Fixed problem with memory usage when using large movie files (e.g. 100x100 pixels and above) on the Pixel Mapper - if lots of movies were loaded then the system could run out of memory causing unexpected lock ups and crashes. This was caused by the system allocating much more memory than was required for each movie clip.

Fixed problem with changing the DMX address of heads and morphing heads in shows. It was possible for Cues to get corrupted such that they contained a channel more than once - then when moving or morphing channels that were used in those Cues could leave erroneous values in Cues.

Fixed problem with loading media server personalities on the MQ60 - MagicQ would display an error indicating that the multi element personality could not be found. Recreating the head index in the File Manager worked around the problem.

Fixed problem with using user dimmer curves on the MQ60 - they would always be set to a step.

Chapter 89

Version 1.5.8.9

89.1 New Functions

89.2 Bug Fixes

Fixed problem with colour picker in latest MagicQ on PC/Mac.

Fixed problem with bitmaps in MagicQ on Windows.

Chapter 90

Version 1.5.8.8

90.1 New Functions

Added support for changes to Setup options in the Execute Window - press ASSIGN SPECIAL and select Setup Option.

Added support in Setup, View System, View Status for a counter of the number of times the remote input has been switched since the system was started.

90.2 Bug Fixes

Fixed problem with the FX size update function in the Cue Window - it would set all attributes and parameters of a FX to the same size rather than setting up the sizes according to the individual attributes.

Fixed problem with MagicQ for Linux 1.5.8.6 and 1.5.8.7 when installed on Linux systems with a Locale such as France that uses a "," instead of a "." for representing a floating point number. #0005445.

Fixed problem with installing new software versions if users had replaced the demo movie files with custom content - the custom content would be overwritten with the demo files.

Fixed problem in v1.5.8.7 with fixtures with a "." in the name - it would not load them correctly.

Fixed problem in v1.5.8.7 with recreating head index when adding a new fixture. Version 1.5.8.7

90.3 New Functions

90.3.1 MQ60

Improved performance of patching and scrolling of windows on MagicQ MQ60.

Added external USB touch screen support for MQ60s.

90.3.2 Visualiser

Improved the mouse navigation. Added support for Zoom. On Windows hold CTRL, hold the right mouse button and move the mouse up or down. On Mac hold SHIFT and use the scroll wheel.

90.3.3 Net Manager

Support in Net Manager for latest SnakeSys B4 with inbuilt FLASH memory (units with last 4 digits of serial number greater than 0268).

Full support in Net Manager for SnakeSys T2 and SnakeSys R8.

90.3.4 Magic Wand

Added support for a simulated Magic Wand - start MagicQ with the command line argument "wand". MagicQ will run just a simulation of the Magic Wand controlling the first 4 playbacks from the first Wing.

If you wish to restrict the Wand simulation to only connect to a specific IP address then include the required IP address as the second command line argument of the IP address.

90.3.5 Other Changes

Added sensitivity option for when using pan/tilt controlled by mouse/track ball.

90.4 Bug Fixes

Fixed problem with using ChamSys Dual DMX interfaces on Windows/Linux and Version 1.5.8.6. This only affected beta version 1.5.8.6.

Fixed problem in Pixel Mapper in MagicQ for Windows whereby when swapping between different icon bitmaps the Cue Engine could stop working (this would cause wing disconnects and DMX to stop). It only occurred when changing between different icon bitmaps. It would not occur when changing between for example, an icon and a movie.

Fixed problem in Pixel Mapper whereby sometimes when changing back to an inbuilt bitmap (for example when pressing Locate) the output would remain showing a timer bitmap rather than the requested inbuilt bitmap. Changing to a different inbuilt bitmap (for example, not the cross) would refresh the output correctly.

Fixed problem with MagicQ on Mac whereby objects such as trusses and pipes would not show up in the visualiser.

Fixed problem when changing Layout views with large Cue Stacks - the view would change back to the start even if the Follow Cue option was selected. #0004750

Fixed problem in MagicQ inc Vis when recording macros #0005078.

Fixed problem when setting value for RGB fixtures #0005069.

Fixed problem with Cue tracking and Remoe FX. #0005266.

Fixed Erase Console on MQ60 and Pro 2014 consoles. Performing an Erase Console on v1.5.8.6 or before on these consoles would cause the MagicQ file structure to be corrupted. This could be fixed in file Manager by going up directory to the top level and creating a MagicQ folder and then loading on v.15.8.6 from USB stick.

Fixed problem on Pro 2014 consoles when using external monitors with different resolutions - the offsets would be incorrect.

Fixed PS2 mouse support on Pro 2014 consoles.

Added improved debugging support to MQ60 and Pro 2014 build.

Chapter 91

Version 1.5.8.6

91.1 New Functions

Updated MagicQ Media Centre to support 64 Universes. Added support for converting larger movies to cmv files - up to 100,000 pixels - previously there was a maximum of 10,000 pixels.

Added pan and tilt invert to the personality files so that it is now possible for MagicVis to model the real fixture pan and tilt direction.

Added movement damping to MagicVis to simulate movement times of real fixtures.

Modified Generic Camera personality for MagicVis to use 16bit values.

The Windows, Linux and Mac versions of MagicQ now use the new improved graphical toolkit and include the visualiser. The older MagicQ app has now been replaced with MagicQ inc Vis.

91.2 Bug Fixes

Added a fix for Pro 2010 consoles for reported DMX loss problem. #0005178, #0005208

Fixed a few problems with the use of 64 universes. It was not possible to re patch heads above Universe 40.

Fixed a reset problem if head numbers were inadvertently set above the head number limit of 32768.

Chapter 92

Version 1.5.8.5

92.1 New Functions

92.2 Bug Fixes

Fix problem when using many intensity / group masters. A reset could be caused on MagicQ consoles when changing fader levels in shows with large numbers of intensity / group masters.

Chapter 93

Version 1.5.8.4

93.1 New Functions

Support for checking whether PC Wing Compact firmware is upgradeable.

93.2 Bug Fixes

Chapter 94

Version 1.5.8.3

94.1 New Functions

Support for new rear panel processor card on MagicQ MQ100, MQ200, MQ300 consoles.

Added PB2 and PB9 to options for manual cross fader.

Support for external multi windows on Pro 2010 consoles enabling a total of up to 4 external monitors - 2 direct from console, 2 on external PCs.

Improved firmware upgrade procedure.

94.2 Bug Fixes

Media Window and bitmaps showed wrong colour in MagicQ inc Vis. #0004762

Soft keys don't update properly in MagicQ inc Vis. #0005051

Saving heads in Head Editor stops IPC programming until MagicQ is restarted #0005081

Automation Window and serial communication did not work correctly. #0004547

Chapter 95

Version 1.5.8.1

95.1 New Functions

Added support for patching direct to a specific head number using the * operator.

For example:

```
10 @ 7 - 2 * 201
```

This will patch 10 heads at channel 2 on Universe 7 starting at head number 201.

Added support for an extra level of playback priority Mid priority.

Added support for fader images in the Execute Window - the track part should end trck and the knob part should end knob - e.g. fadertrek.jpg and faderknob.jpg.

Improvements to faders and encoders on MagicQ inc Vis.

95.2 Bug Fixes

Fixed problem on the MQ60 with changing DMX output type that could cause a reset or loss of front panel communications.

Fixed problem on the MQ60 where it would take a long time to shut down and turn off.

Chapter 96

Version 1.5.7.9

96.1 New Functions

96.2 Bug Fixes

Fix problem with Highlight in 1.5.7.7 and 1.5.7.8. #0004925

Fix problem with more than 10 Grids. #0004927

Capital names in Cue Window #000485

Timed palettes not working on MQ60 #0004830

Playback window faders remain at Wing level even when Wing is lost #0004830

Fan toolbar on MagicQ inc Vis version was not same as Version #0004848

Chapter 97

Version 1.5.7.7

97.1 New Functions

Includes FTDI driver support for PC Wing Compact.

Support for Highlight and Lowlight Cues in the Cue Store. These work in the same way as Default and Locate Cues.

Support for confirm boxes on external screens on MagicQ consoles.

97.2 Bug Fixes

Fixed problem with layouts using multiple screens on remote tablets.

Fixed problem with patch offsets when using 16 bit channels. Channels activated in the programmer would get slightly incorrect values.

Chapter 98

Version 1.5.7.6

98.1 New Functions

98.1.1 Blind Visualisation

MagicQ now supports Blind Visualisation and Preview Visualisation when used together with MagicVis, Capture or WYSIWYG. This enables a Visualiser to show the contents of the Programmer during BLIND mode or to preview a Playback that is not active on the real outputs.

In Patch, View Vis press the VIS SOURCE Soft button to choose between visualising the console Output, the BLIND programmer, the selected Playback, or the next step on the selected Playback.

When set to Blind Programmer MagicQ will add the contents of the Programmer to the Output visualisation even when the programmer is in BLIND mode.

When set to Playback MagicQ will show in the visualiser the contents of the selected Playback as if the Playback fader was at 100%. Only data from the selected Playback is shown.

When set to Next GO MagicQ will show in the visualiser the output of the console as it would appear if GO was pressed on the selected Playback. When the selected Playback has multiple steps then MagicQ always shows the next step in the Visualiser. If the selected Playback is not active then MagicQ will show what would occur if the Playback was activated.

Blind Visualisation and Preview Visualisation do not affect the normal network outputs such as ArtNet, ACN, or Pathport. Only the DMX stream sent directly to the Visualiser is affected.

When using Capture visualisation, Capture must be connected via C1TP universes rather than ArtNet - otherwise Capture will just show the console output.

98.1.2 Multi element heads

Multi element heads that consist of a main element and a repeated element - i.e. heads with the Before or After option set are now stored together in one head file. This makes the heads easier to transport between consoles. The Head Editor now shows the full channel list in View Chans including the repeated channels.

98.2 Bug Fixes

Fixed problem with layouts using multiple screens on remote tablets.

Fixed problem with manual crossfade and 16 bit dimmers. #0004719.

Chapter 99

Version 1.5.7.5

99.1 New Functions

Improved the inbuilt web server so that when using it to remote control a console the remote keypad sizes better to web browsers on remote devices. Selection the Web type to Enabled CSS to use the new style sheet based remote keypad.

99.1.1 MagicVis improvements

MagicVis now supports multi element heads - in Patch, View Vis they will appear as a single head so they can be moved and rotated as a single element, but in MagicVis they will appear with all the elements.

99.1.2 MagicQ inc Vis improvements

MagicQ inc Vis now supports all the features of MagicQ.

MagicQ inc Vis on Mac now supports MagicQ Wings and Interfaces. It also supports Gel colours.

Full support for pixel mapping including cmv movies.

Full support for media server thumbnails and previews.

Full support for multi console operation including grab show.

Support for Multi Windows on the same system - on both Windows and Mac versions.

Support for initial splash screen.

Support for ChamNet protocols and all other multicast protocols.

Support for inbuilt web server.

Improved the refresh of the Windows, particularly the Output and Media Windows.

MagicQ now stores the visualiser window position separately to the main settings - Setup, View System, Monitors now handles multi windows as per the old MagicQ.

Please inform ChamSys via the Bugtracker of any functions that do not work correctly in MagicQ inc Vis.

99.2 Bug Fixes

Capture and CFTP connection - inversed data after inverting pan and tilt #0001614.

Theatre patch mode. After adding a head on multiple DMX addresses the extra DMX channels were not immediately updated. #0004608

Chapter 100

Version 1.5.7.4

100.1 New Functions

100.1.1 Multi Element Heads

Improved the support for moving lights with multiple elements such as Robe 600 LED Wash. The All Group now includes both the main and the repeated elements. This group can be used to treat the multi elements all as a single head.

MagicQ now allows FX to be applied to a group of heads even if some of those heads do not have the required attributes - for example when a multi element head has pan and tilt in the main part and colour in the repeated elements. This allows each of the FX to be added from the All group instead of requiring the main and repeated groups to be selected separately.

Using LOCATE on the All Group locates all the elements in the head.

It is now possible to sub select one of the elements using the dot operator. To sub select the 2nd element of a multi element head enter

1. 2 NEXT HEAD

In Theatre/Hog modes where the keypad is set to select heads simple enter

1. 2

To get back the complete selection press ALL.

MagicQ also creates a Mn Group - with only the main part of the head and a Ele Group with the repeated elements.

100.1.2 Other Changes

Added new options for how box style windows are shown on external monitors. This enables the sizing (number of columns) on the external monitors to be the same as on the internal touch screen. In Setup, View Settings, Windows, Force Window on External Monitor you can choose the additional options Normal same res and Normal 10 cols.

Added ability to update the size of all Cues with a specific FX type on a set of heads. In the Cue Window, View FX put the cursor on the size field and press SHIFT + UPDATE ALL to update all Cues that have the same FX on the same heads.

Cue Stack now marks time code steps where the time code is out of order with a *.

When pinging from MagicQ, using ... without an address will ping the address from the last ping attempt.

Improved the display of patch offsets in the Outputs Window so they are only highlighted in green when they are not active on a playback.

100.2 Bug Fixes

Fixed problem with inserting a Mark Cue after Cues set to Timecode - the Mark Cue would be incorrectly set to timecode value 0 causing the Cue Stack to work incorrectly.

Corrected protocol issues in CITP/MSEX which stopped some media servers such as Madrix being able to send thumbnails. #0003966

Output Window title bar now shows when it is in Input mode. #000647

Remote control from a system with a higher screen resolution than the console would cause screen painting issues on the remote system. #0004242.

It was not possible to move or copy Cue Stacks from the Stack Store to a playback with a default cue. #0004597

When a FX is used in a cue, and the same FX is used with the same parameters ←
except for size in the next cue, the parameters changes in that last cue were ←
not applied. #0004527

There was a naming error in the Head Editor, Multi Element, Order options. The first "Bottom right to Top Snake" was actually "Bottom right to left snake". #0004621

If you updated the current Cue in a Cue Stack with Move When Dark enabled then the current Cue would be re-output without the move when dark. #0004560

Removing an attribute from a head in the Head Editor could result in the removal of more than one attribute if multiple columns were cursor selected. #0000274

There was a possible reset when removing Cues from the end of a Cue Stack when the Cue Stack was active with the current Cue as the last or previous to last Cue. #0003658

Fixed problem with remote controlling a MagicQ from another MagicQ system. When using the UPDATE function the remote system would not show the state of the update options correctly.

Fixed problem with using the UPDATE function - once Patch Offset was selected then it was not possible to clear this option.

Chapter 101

Version 1.5.7.3

101.1 Bug Fixes

Fixed problem with Width parameter in FX - in version 1.5.7.2 it would always do a width of 50%. #0004492

Added support for ArtNet sequence field. This is now enabled by default but can be disabled from Setup, View Settings, Hardware, Reduced Rate DMX, No Seq if required. #000946

Robe demo show, 2nd page of pixel map Cue Stacks did not work in 1.5.7.2.

Odd / Even did not work for LEDs with virtual dimmers. #0003940

Chapter 102

Version 1.5.7.2

102.1 Bug Fixes

Fixed problem in the Grid View in recent betas that caused a reset - affected grids with fixtures with no CMY or RGB attributes. This problem also caused VDIM channels not to show in the Grid correctly. #0004445, #0003706.

Fixed problem with Update only method of updating. When selecting Cue Stacks rather than Palettes MagicQ would update the Cues in the Cue Stack with the values from the programmer but would incorrectly maintain links to the original Palettes. If those Palettes were then updated the original Cues would be updated again.

Fixed FX Engine so that random FX changes all attributes of the FX at the same time. Also fixed Flicker UP, Flicker Down and Flicker Sync FX which were not working correctly. #0000674.

Fixed problem with gel icons in MagicQ inc Vis - red and blue colours were swapped. #0004449.

Fixed problem when using Cue Stack window with Display Current Cue option. Changing selected playback jumped the window back to the first cue in the Stack not to the current Cue. #0004301

Fixed problem with loading set lists. If the page names had spaces in them then it would not work correctly. #0001209, #0004260
Version 1.5.7.1

102.2 New Functions

102.2.1 MagicQ Visualiser

MagicQ software now supports a visualiser to enable pre programming of lighting. It also provides a useful learning/training tool.

The Visualiser is available in two variants; a MagicVis application for connecting via network to a MagicQ console, and a combined MagicQ/Visualiser version for use on a single PC or Mac.

The Visualiser is available for both Windows and Mac. A linux version will be available in the near future.

On Windows, click on Start, Programs, ChamSys MagicQ PC, MagicVis for the network app and Start, Programs, ChamSys MagicQ PC, MagicQ (inc Vis) for the combined version.

On Mac, click on the Applications, MagicQ, MagicQincVis for the network app and Applications, MagicQ, MagicQincVis for the combined version.

The combined version of MagicQ and Visualiser has a VIS button in the top right hand corner of the screen. Press the VIS button to open the visualisation window. Press the VIS button again to close the visualisation window.

The performance of the visualisation will depend on the graphics capability of the PC or Mac that the visualisation is running on and the number of fixtures you are trying to visualise. For our demo shows with moving lights and pixel mapping we recommend at least a NVIDIA GeForce 9600M GT.

102.2.2 Fanning attributes and times by segments and groups

The fan toolbar has been enhanced to add support for fanning by segments and by groups.

When fanning by segments is selected then adjacent heads are adjusted by the same amount - e.g. when segments are set to 2 the fan occurs with pairs of adjacent heads having the same adjustment.

When fanning by groups, the fan is performed on each group in turn as if the group contained the only selected heads. This enables a fan to be simultaneously applied to groups of different sizes.

Fanning by segments overrides fanning by parts. Fanning by groups overrides fanning by parts or segments.

Fanning by segments and groups can be used on attributes values, and on times in the Programmer, View Times, Simple view and Cue, View Times, Simple View.

In order to maintain compatibility with older versions and remote control, the new functions have been added to the existing fan tool bar. Direct selection of fanning using 4 parts and 5 parts now can be done by typing 4 or 5 followed by the N parts fan.

Moving of Cues and Cue Stacks in the Cue Store and Stack Store

It is now possible to move Cues within the Cue Store and Stacks within the Stack Store even when they have been assigned to Stacks and Playbacks.

A Cue can be moved in the Cue Store as long as the Cue is not active in the Cue Store and none of the Cue Stacks that uses the Cue are active (on Playbacks, Execute or Stack Store).

A Cue Stacks can be moved in the Stack Store as long as the Cue Stack is not active (on Playbacks, Execute or Stack Store).

102.2.3 Other Changes

Support for Active FX whilst holding FX, press SET.

Moving Palettes entries in the Palette Window, Cues in the Cue Store and Stacks in the Stack Store now updates the links to these items in the Execute Window. Previously the links would be lost and the Execute Window would no longer work as expected.

102.3 Bug Fixes

Fixed problem when using patch offsets. After startup / reset the first time the heads were activated in the programmer the values would jump to an incorrect value.

When recording palettes, MagicQ now avoids making links to other palettes for pan and tilt if either the pan or tilt attribute has been modified.

Chapter 103

Version 1.5.7.0

103.1 New Functions

103.1.1 Programmer Master

It is now possible to make a Playback into a Programmer Master. Record an empty Cue onto a Playback and then set the Cue Stack option, Function, Programmer Master.

When the Playback is activated by pressing the GO button then the fader level becomes the Programmer level. Releasing the fader level causes the Programmer level to go back to 100%.

When the fader is less set to less than 100%, the FLASH button can be used to bump in the Programmer at 100%.

The GO button and BACK buttons are used to swap Palette values in the Programmer when the Programmer has mixed palette values.

For instance if some heads are set to use the RED palette in the programmer and others using the GREEN palette then pressing GO will swap all the heads using RED palette to use GREEN and all the heads using GREEN palette to use RED.

If there are more than 2 colour Palettes in use in the Programmer, then the colours rotate around all the different Palettes.

Odd/Even can be used to easily set up an initial look of 2 or more colour palettes.

Currently only one Programmer Master can be active at a time.

103.1.2 FX based on chosen colour

It is now possible to create FX based on any chosen colour rather than just primary colours - a new example Colpulse.wve is included as part of the standard FX library.

When the FX is created, the base level of the colour channel will be used to determine the colour that the FX will use. When the FX is played back the base level is used in the FX itself rather than the FX adding to the base.

To create a new FX based on base colour, in the FX Edit Window, View General, set Use Col Base = Yes.

103.1.3 Other Changes

Improved Auto Palettes to avoid overlapping Palettes for heads with similar gobo names such as Gobo 1, Gobo 2. Also avoid creating Gobo Palettes for shaking and indexing gobos.

When new Colour Palettes are recorded, now a colour icon of the appropriate colour is auto assigned.

When new Beam Palettes are recorded, if the Beam includes a Gobo from Gobo Wheel 1, 2 or 3 then the appropriate gobo icon is auto assigned.

103.1.4 Bug Fixes

Fixed problem in 1.5.6.9 with display of fixtures without CMY in the Outputs View Plan View.

Chapter 104

Version 1.5.6.9

104.1 New Functions

The Media Window now supports more than 8 media servers - page through the media servers using the Server Bank soft button. The Preview Layer / Output button has been moved to a SHIFT function.

It is now possible to change page quickly in the Playback Window by entering a number and pressing the top left soft button.

Support for remote trigger on ChamSys Remote protocol - send 71,<state>H where state is 0 or 1 for the remote trigger state.

Support for audio divider on Cue Stacks with the audio option Bumps GO. Audio parameter 1 is used as a divider - set it between 2 and 10 to divide the received beat frequency by a value between 2 and 10 times.

Support for subtracting group by pressing minus before you select a group in the Group Window.

104.2 Bug Fixes

Fixed problem in recent betas with display of fixtures with virtual dimmers in the Outputs View Plan View - the fixtures would always show at full in the Grid.

When changing page the Cue Window is now unlocked to show the Cue for the currently selected playback on the new page.

When the Cue Stack Window is set to follow the current Cue it is now possible to move up and down the Cue Stack.

Fixed playback when using timecode, so that if the timecode is just stepping to the next step in the Cue Stack then it does not recalculate the entire state.

Fixed problem when paging right in Programmer Window when it was empty, which would cause a reset.

Fixed problem in MagicQ when editing head macros - removing a head macro could cause a reset.

Fixed problem when updating Cues in a tracking Cue Stack using the Update method. When moving back up the Cue Stack, or jumping around then pressing Update would not show Palettes for attributes that tracked from earlier Cues.

Fixed problem with mark cues as the first step on Cue Stacks which activated on Page Change. The mark cue would not run correctly. This could be worked around by inerting a 0 second empty cue as the first Cue.

Fixed problem with remote control from MagicQ Windows to a MagicQ console whereby the RETURN key would sometimes be processed twice - this could cause head selection not to work as expected.

Tapping time on S buttons would only affect the first FX in the Cue. #0004192

Chapter 105

Version 1.5.6.7

105.1 New Functions

Output Window, View Plan now has an option to show intensity values as well as head numbers. Hold SHIFT and press VIEW HD+INT.

105.2 Bug Fixes

Fixed problem when morphing heads from heads with multiple elements to heads with duplicated elements such as Robe Robin 600 LED Wash mode 5 duplicated. The morphing would not work correctly with data not being transferred to the new heads.

Fixed problem when morphing heads from heads with multiple elements and a main section to heads with a single element. The data for the multiple elements would be copied correctly, but the data from the main section would not be copied. For example when converting from a Robe Robin 600 LED Wash mode 5 to a Robe Robin 600 LED Wash mode 2.

Shift Include no longer showed the SELECTED HEADS option.

Hot takeover and multi console control had problems in recent betas.

Wall paper did not show up in Execute Window. #0004124

In 1.5.6.4 after editing and saving a head MagicQ continued to indicate that you would lose the edits. #004088.

Auto group could give strange results. #0004113.

Wait time display was not correct when delay times in use. #0004117.

Chapter 106

Version 1.5.6.4

106.1 Bug Fixes

Fixed problem in 1.5.6.2 whereby MagicQ could crash on start up when creating the head index file. 1.5.6.2 would not work at all on Macs due to this problem.

Hot takeover was broken in recent betas when using Equal or Split mode.

Changing Capture make or name in the Head Editor caused an immediate regeneration of the head index. #0004036

Using Encoder Y to change Media Bank in the Pixel Mapper showed incorrect range names - hence an incorrect Media Bank could be selected with media clips frozen. #003987

Chapter 107

Version 1.5.6.2

107.1 New Functions

107.1.1 Timecode Simulator

MagicQ now includes a powerful timecode simulator for simulating external timecode when an external timecode source is not available. In the Setup Window, the simulator is turned on using soft button Y. When the simulator is on, then any received external timecode is ignored.

The timecode start value can be set by entering a timecode value and pressing the X soft button. The X soft button is also used to start and stop the timecode running.

Entering a new timecode value whilst the timecode simulator is running will jump directly to the new value and continue running.

Typing * before pressing the X button will restart from the last entered timecode.

107.1.2 Macro Segments

Macros now support fader moves and encoder changes as well as button presses. This enables complete recording and playback of macro segments. Macro timing and playback now uses a higher resolution internal clock enabling accurate playback of recorded sequences.

MagicQ optimises fader moves to remove redundant steps.

It is now possible to move steps in the Macro, View Data view press MOVE and then select the source followed by the destination. Multiple steps can be moved using SHIFT and the cursor keys.

The macro data can be reordered if the times have been changed out of sequence using the REORDER soft button.

The number of macros has been increased to 500.

107.1.3 MagicQ Automation

MagicQ supports an automation system to enable it to automatically respond to both external, internal and timed events. MagicQ can trigger on external events such as MIDI notes, DMX input, serial input, timecode, and the remote contact input. MagicQ can also trigger on internal events such as system startup, system shutdown and system powerfail. In addition MagicQ can trigger on timed (scheduled) events.

MagicQ now supports an Automation Window for managing all of the automated events. The Automation Window supports multiple events with each event being subject to specified parameters.

Each event then triggers a particular MagicQ function this can be a function on a Playback, a Cue Stack, a Cue, a Page, a Macro or a Layout.

MagicQ can take a parameter from the event trigger and pass it to the function for example, it could take the velocity from a MIDI note event and trigger a Playback level using that velocity.

Events

- Scheduled
- MIDI note
- MIDI sysex
- Timecode
- Remote
- DMX input
- Serial port
- Startup
- Shutdown
- Power fail

Functions

- PB a,r,level
 - PB level
 - PB activate
 - PB release
 - PB act FULL
 - PB go
 - PB back
 - PB ffwd
 - PB fbck
 - PB jump
 - Stack activate
 - Stack release
 - Stack level
 - Cue activate
 - Cue release
 - Cue level
 - Run macro
 - Change layout
 - Change page
 - Change page release main
 - Change page release all
-

107.1.4 Show file name auto increment

MagicQ now supports auto incrementing show file names. To start an auto incrementing show file, save a show file with the last part of the name set as _001. When you next press SAVE SHOW, MagicQ will suggest saving to _002. Press ENTER to accept, or edit the name to save to a different name.

Note that in order to avoid accidentally saving to incrementing files, all 3 digits must be present - _1 or _10 is not supported. When the number _999 is reached MagicQ will not auto increment and will request a new name.

Please note that over use of the auto increment feature will lead to high disk usage. It is important to clear out old versions once the show is finished.

To delete all old revisions of the current show file, go to File Manager, and press SHIFT and REMOVE OLD REVS. This will remove all revisions of the current show file that have a lower revision number. It will not remove the current show file.

107.1.5 Enabling / Disabling Zones from Cue Stack Macros

It is now possible to enable and disable zones (groups of Universes configured in Setup, View DMX I/O, page right) using Cue Stack Macros. To enable a zone use the macro H5 and to disable a zone user the macro H6. For example to enable zone 2.

H5/2

To disable zone 2:

H6/2

107.1.6 Other Changes

Modified behaviour of Swap mode and Execute Window. Cue Stacks activated from the Execute Window (or Stack Store Window) now operate as if faders have been put to 100% rather than flash buttons. Cue Stacks activated from the Execute Window will not cause other playbacks to swap unless they are set as Flash always swaps. ###0001473

Support for include of just the FX from a Playback using SHIFT + INCLUDE.

Added extra protection to try to avoid losing settings if the console disc experiences a complete power off or reset from the white button.

107.2 Bug Fixes

Fixed problem with reassertion of FX in playbacks.

Macro 100 was not working. #0003917.

Fixed problem with Cue timing when using Mini Wing. On some systems the system tick rate would be half the required rate causing fade times to take twice as long. #0000702, #0003620, #0003864

Fixed problem with Grab show in versions 1.5.6.0 and 1.5.6.1

Fixed problem with using the Edimax USB Wifi interface on MagicQ Pro 2010 consoles - this was broken in v1.5.4.0 to 1.5.6.0. Requires kernel to be upgraded to kernel 3.9.2.0 - this is included as part of 1.5.6.2. Setup, View System, View Status, Change Software and then select the number associated with kernel3.9.2.0.

Fixed problem when sending patch from Capture to MagicQ. #0003914

Fixed problem with copying groups to Playbacks. #0003828.

Chapter 108

Version 1.5.6.1

108.1 New Functions

Added new Cue Stack Macro command 4H to kill the screen save function. If the screen saver is currently active then the screen will be restored. The screen save timer will be restarted.

108.2 Bug Fixes

Fixed several major problems with recent betas since 1.5.4.0. We do not recommend you use betas 1.5.4.1, 1.5.4.2, 1.5.4.4 or 1.5.6.0 for live shows.

Fixed problem that could make newly created Palettes work incorrectly, with all attributes from the palettes outputting 0 value.

Fixed problem with colour picker on MagicQ consoles.

Fixed problem with using FX which caused a reset. Mostly affected FX that can be applied to any attribute, but could also affect other FX.

Fixed problem with multi console control - this did not work in 1.5.6.0.

Fixed problem with importing palettes that could cause cues using the palettes to go to all zero values.

Fixed problems in MagicQ PC / Mac versions when using the on screen faders. If the mouse was moved outside the fader area then the wrong fader was changed.

Chapter 109

Version 1.5.6.0

109.1 New Functions

109.1.1 Item Selection

It is now possible to cursor select multiple Window items that are not adjacent using the CTRL key. This can be used for naming items and copying items.

In box style windows (e.g. Group, Pos, Col, Beam) it is also possible to remove and move items in this way.

109.1.2 Virtual Dimmers

Virtual dimmers now take effect at the Patch level rather than at the Programmer level. This means that the Output Window, View Heads will show the virtual levels on the RGB channels (i.e. the RGB levels before the virtual dimmer is applied).

The Outputs Window, View Chans, View DMX will show the actual levels output to the RGB channels (i.e. the level after the virtual dimmer is applied).

The full head can be selected using the head number. The title bar of the Group, Pos, Colour, Beam windows will show +v for each head with a virtual dimmer.

It is now possible to add virtual dimmers to a head in the Patch, View Heads view using a single action. Place the cursor on the head you wish to add a virtual dimmer for and then press SHIFT and ADD VDIM. You can use SHIFT + the cursor keys to select multiple heads.

Virtual dimmers can only be added to heads that do not have an intensity channel. For heads with multiple RGB elements, a virtual dimmer will be made for each RGB element.

Virtual dimmers added in this way will appear unpatched. Note that the virtual dimmers take up channels from the total channel count.

109.1.3 Other Changes

Increased total number of pixels in Pixelmapper to 16384 to match the number of possible heads.

Choose Dimmer has been moved in the Patch Window to the Choose Dim/Media button which enables direct selection of Generic Dimmer, Generic LED 3 channel or Media servers.

Added many new personalities and improved existing personalities to enable better morphing between fixture types. There are now over 4,400 personalities.

There is now an additional option in the desk lamp brightness setting (CTRL + soft button E) named Always. When this option is selected the desk lamps stay white even when the screen saves.

109.2 Bug Fixes

Fixed problems with virtual dimmers - #0000229, #0002337, #0002226, #0001795 resolved.

Fixed problem with pressing CANCEL when reordering FX could cause a freeze. #0002132

The release time on a Cue Stack did not take the instant flag of an attribute into account. #0002226.

Fixed problem whereby pressing ALL to FULL button when using Intensity filtering in the Intensity Window could cause a reset. #0003201.

Playing a macro using assigned button whilst a macro was running performed the original button function. #0002429

Preload Cues did not work when using Crossfader. #0002486

The PC Wing could reset itself when using the club master. #0002022

Fixed minor problems with ASCII show import. #0003618

The Output View Horiz didn't show all the information if only a few heads were patched. #0003631.

The autogroup function might not work on dimmers, if adding dimmers to an existing show made under a previous software version. #0002505 Version 1.5.5.0

This is a release only for MagicQ Pro 2010 console. It fixes a problem with shut down of the console whereby the console could power off before the disc was correctly shut down. This could cause console setting changes that had been made just prior to the shutdown to be lost.

This issue does not affect Pro/Expert consoles or the PC based software - Version 1.5.4.0 should be used on these systems.

Chapter 110

Version 1.5.4.0

110.1 New Functions

Support for Extra Wings with blue LCDs.

110.2 Bug Fixes

Fixed problem with drawing of buttons in Linux version. #0002337

Fixed problem when using ChamSys 4 Port Interfaces in ChamNet mode this was only a problem in recent betas.

Fixed problem with unpatching large numbers of fixtures. #0002317

Chapter 111

Version 1.5.2.0

111.1 New Functions

111.1.1 USITT ASCII file import

MagicQ now supports import of dimmer patch, group, cue level and timing information from USITT ASCII files. In the Patch Window, View Chans, Import USITT.

MagicQ does not currently support import of non dimmer parameters or more complex fixtures as this is manufacturer specific and not specified in the USITT ASCII format. We will be happy to investigate whether we can add fixture import from the format of your console.

111.1.2 Console desklamp control

The console desklamp brightness, display brightness and LED brightness can now be controlled as a fixture within the programming of the show. Patch one Generic MQlamps at any free address. The fixture can be unpatched to ensure that it does not affect any real channel outputs. The fixture has the following attributes:

activate set to 255 to take control of the console brightness master master level for brightness white desklamp blue desklamp main display brightness of display 0 is off wing display led brightness of the LEDs

Note that the screensaver will still blank the display.

111.1.3 Other Changes

It is now possible to merge Cues together when importing shows.

111.2 Bug Fixes

Fixed problem with time code record whereby it did not refresh the Cue Stack engine times immediately. Changing page and back would force a reload of the correct times after a record.

Fixed problem with chases stopping working after some time. This was most often seen when using random chases with very fast times #002291.

Chapter 112

Version 1.5.1.5

112.1 New Functions

112.1.1 Keypad Copying / Moving Cues

It is now possible to copy and move Cues within a Cue Stack directly from the keypad using Cue Id numbers rather than the cursor keys and enter.

The Cue Stack Window must be open (press the S button of the Playback two times to open it).

`COPY <from Cue ID> @ <to Cue ID>`

`MOVE <from Cue ID> @ <to Cue ID>`

For example to copy Cue ID 1.00 to Cue ID 3.1 type

`COPY 1 @ 3.1`

If the <to Cue ID> is not specified or is greater than the last Cue ID in the Cue Stack then the Cue is copied to the end of the Cue Stack.

To copy Cue ID 1.00 to the end of the Cue Stack type

`COPY 1 @`

If the <to Cue ID> matches a Cue ID already in the Cue Stack then the Cue will be inserted before that Cue ID.

Multiple Cues can be copied/moved using THRU, e.g.

`COPY 1 THRU 2 @ 3`

112.1.2 Cue Window

The Cue Window, View Times, Simple View now always shows the list of possible attributes even when no heads are selected.

There are new shortcuts for quickly opening the Cue Window - hold the S button of the playback and press the Pos, Beam, Col, Int or FX buttons. The Cue Window will be opened with the cursor on the appropriate field.

112.1.3 Other changes

Improved graphics in Normal Mode.

Modified start splash screen just to have only the Continue Show button. The Help and New Show options have been removed. New shows can be started from Setup, View Settings, New Show. Help can be accessed by pressing the HELP button.

The maximum grid width has now been increased to 1024 pixels.

Calibration of the touch screen now uses 4 points instead of 2 points for greater accuracy and identification of swapped axis. It is now possible to move channels in the Head Editor.

When making a new personality in the Head Editor the name of a range is now generated automatically from the range type.

112.2 Bug Fixes

Fixed problem with parked channels when loading a show. If channels in the previous show were parked then the channels in the new show would not be parked. Restarting MagicQ or performing a soft reset would solve the problem.

Fixed problem when using Cue Stack macros to release to change Page using the P command with the Cue Stack option Release On Page Change set. A reset could occur if there was no Cue Stack programmed on the Playback on the new page.

Fixed problems with the new Patch Offset Update whereby it only worked with 8 bit accuracy.

Fixed problem when using Encoder wheel E in the View Palette view to modify multiple parameters (multiselecting using cursor) #0002211

Fixed problem with movies in the Pixelmapper not playing all the movie file. This only affected beta versions 1.5.1.0 to 1.5.1.2. #0002175

Fixed problem with changing pages on Playback Wings and Extra Wings. If keys had been pressed on the command line other a valid page number when pressing the PREV PAGE buttons on the wing then a reset could occur. #0002114

Fixed problem with generation of auto groups on dimmers. #0000537

Fixed problem with generation of centre auto group on grids. #0002068

Fixed problem with number pad on external keyboards not inputting numbers. #001093

Fixed problem when viewing Setup, View System, View Status on Linux PC systems. #0002097

Fixed problem which could cause a reset in the Media Window when copying layers without selecting a server. #0002108

Fixed problem with labelling using the on screen keyboard text would appear after typing the first character. Only affected recent betas. #0002095.

The keyboard shortcut to open the Output Window opened the Output Info Window not the Output Window. #0001994.

Fixed problem whereby when updating cues the cue could fade back up to the changed value. Affected merging of Cues that have a default fade in / out time. Only affected channels that were tracking through to the Cue which were being replaced with hard values in that Cue. Channels with hard values in the Cue would get updated immediately. #0001542

Fixed problem with playbacks on Execute Wing releasing on changes of Grand Master or Sub Master. #0001905

Fixed problem with setting 16 bit attributes using SET and the soft button when attribute display mode is set to normal. #0002121

Chapter 113

Version 1.5.1.1

113.1 New Functions

113.1.1 Offsets (deltas)

Added support for a quick method of applying an offset to channels such as a pan or tilt offset, or an offset on a colour scroll.

To apply an offset, playback the Cues and then override only the parameters you wish to offset in the programmer. Then press the Update button. The Update options have been modified to include an extra option Patch Offset. Selecting this option applies a permanent offset to the channel in the Patch rather than modifying the individual Palettes and Cues.

To remove the offset, playback the Cues and then activate the channels in the Programmer (hold SET and touch encoder to activate just an attribute or hold * and press SET to activate the whole head). Then press the Update button and select Patch Offset.

Offsets apply only to LTP channels, not to HTP (Intensity) channels.

The Outputs window shows channels with offsets in green colour.

The Patch window shows offsets applied to Pan and Tilt in the Pan Offset and Tilt Offset field.

113.1.2 Other Changes

Added a high disk usage warning and improved status information regarding disc usage.

Status Window now shows status Shift and Ctrl when these keys are pressed.

113.2 Bug Fixes

On MagicQ PC for Windows, MagicQ graphics could stop working after a while of constant changing windows or automated playback. This affected versions 1.5.0.1 to 1.5.1.0 only. We recommend changing to a non affected version. (#0001931, #0001805)

The Pixel Mapper live feed function was broken in version 1.5.1.0 only. (#0001977)

Recording TC using the RECORD TC function was broken in 1.5.1.0 only (#0001997)

When using playbacks set with Cue Stack option All channels controlled LTP and reassert option All inc tracked with then reasserting playbacks did not always work correctly and sometimes snapped rather than faded. (#0001988)

Recording from DMX Input did not work as expected when using Hog II Warp mode or any mode that showed the Record Option toolbar. (#0001895)

Fixed problem with patching media servers using the CHOOSE MEDIA SERVER method with media servers that spanned more than 1 universe MagicQ would patch over the universe boundary.

Chapter 114

Version 1.5.1.0

114.1 New Functions

114.1.1 FX Reordering

It is now possible to reorder the heads in a FX without having to recreate the FX. Press the REORDER FX button in the Programmer, View FX View. MagicQ prompts for the order, Normal, Reverse, Into Centre, Centre Out, Random. Normal will always return them to head number order.

Note that if the current selection order is different to the one in the Cue then it will automatically use this as the new order rather than prompting for an order.

In order to make room for this new option the Record Options soft button is now only available in View Levels and View Times. Record Options can be accessed when recording by pressing SHIFT + RECORD, or in Hog II Warp through the record options toolbar.

114.1.2 Synchronising Cue Stacks

Added a new Cue Stack option for synchronising two or more Cue Stacks together. Set the Sync next playback to this one option. MagicQ matches the Cue Ids in the Cue Stack so it is possible to have different numbers of Cues in the Stacks. If there is no Cue Id matching in the next Cue Stack then it will remain at the current Cue.

It is possible to have several Cue Stacks synced to one master Cue Stack by setting the option Sync next playback to this one on the master and each adjacent Cue Stack, except for the last one in the chain. MagicQ tries to match the Cue Id within each Cue Stack to the master Cue Stack.

114.1.3 Inter Console Messaging

It is now possible to trigger message boxes from Cues in a Cue Stack. Simply add a comment field to the Cue in the Cue Stack starting with a !. When this Cue executes the message box will be shown.

In Setup, View Settings, View Windows there is a new option, Message Window. This specifies where the message box is shown (main screen, external screen 1, external screen 2) and whether a network message is sent to other consoles.

Setting Net Only results in messages only being sent over the network, not shown on the console where the Cue executed.

By default the message box shows immediately for 5 seconds and then closes. The delay before the message box shows and the time it stays visible can be set using parameters inbetween the !.

```
!<delay>,<show length>!
```

```
!10!Hello World // Delay for 10 seconds before showing message
```

!10,20!Hello World // Delay for 10 seconds and show message box for 20 seconds

!0,0!Hello World // Show message and do not close message box

If the comment starts with a !! instead of a ! then the console does an alert as well as showing the message. The alert flashes the main screen intensity and the desk lamps to try to get the operators attention.

Messages can be sent directly from the keyboard by entering text starting with a ! or a !!.

114.1.4 Pixel Mapper Improvements

It is now possible to play back patterns specifically on multi element heads such as Chromleech Jarags (5x5 dimmers) or other LED tile squares. If the Pos FX is set to Mult head then any media, text or FX on that layer will apply to the individual multi element heads rather than across the entire grid. The same image will be placed on all the multi head elements. For best results the grid should be made of same size fixtures with equal spacing.

The auto groups function in the Outputs Window, Plan View has now been improved to add an option to generate groups for each of the multi head fixtures in the chosen grid. These groups can then be use in a grid of groups to perform intensity and colour chases across all the multi heads. By using the first layer for the grid of heads, and the second layer for a grid of groups with colour mode set to multiply the FX on the individual multi heads and the FX on the complete heads can be mixed together.

The number of groups has been increased from 1000 to 5000. This enables large numbers of multi head fixtures to be used, all with individual groups for the whole fixture.

The number of Output Grids has been increased to 100.

It is now possible to modify the speed of a Pixel Mapper FX by holding the S button and turning encoder X. Note that if the Cue also has a standard FX stored in it then this will change the normal FX speed, not the Pixel Mapper speed.

Playbacks with their faders set to control FX Speed now affect Pixel Mapper FX speed as well as standard FX speed.

It is now possible to zoom in /out in the Pixel Map in the View Grid view.

It is now possible to move objects using encoders X and Y in the View Grid view as well as use the MOVE command button.

Added a new Tile effect to the Pixel Mapper. Use encoders B and D to determine the level of tiling (i.e. the number of horizontal and vertical tiles).

Added a new rotating line and half rotating line effect to the Pixel Mapper. The number of rotating lines and the width of the lines can be set using encoders B and D.

Added a new expanding square effect to the Pixel Mapper. The number of squares and the width of the lines can be set using encoders B and D.

Added a new 5 character high font specifically for use on Chromaleech Jarags. This font will automatically be used if the grid is 5 or less pixels high.

114.1.5 User Waveform FX.

In the FX Editor Window (FX Window, Edit FX) it is now possible to extract the user FX from a show file to the console. Press the EXTRACT USER FX soft button.

It is possible to remove all user Waveform FX from a console. Press SHIFT + REMOVE USER FX.

114.1.6 Other Changes

Improved Board test mode so that the title bar now shows how to exit the mode.

Improved the action of the? key to reset any SHIFT or CTRL keys held down.

114.2 Bug Fixes

Fixed problem with 16 bit position fades when using a non zero pan offset or tilt offset in the Patch window. Sometimes the fade would jitter slightly when doing slow fades. The size of the jitter depends on the offset. If no pan or tilt offset is set (default is none) then there is no problem.

Fixed problem with using Cue Stacks triggered from Cue Stack macros using the E and F commands, or by remote commands when the Cue Stacks had release times and stomping was enabled. Playbacks could get lost and eventually a no free playbacks message would be shown. This only occurs if stomping was enabled (default = disabled).

Fixed problem with setting DMX addresses in reverse order when in Theatre/Hog II Warp mode.

Fixed problem with setting FX crossfade on individual heads in the Cue Window.

Chapter 115

Version 1.5.0.7

115.1 New Functions

115.1.1 Catalyst

Improved Catalyst personality and personality thumbnail retrieval. The original thumbnail retrieval algorithm is still available by setting the version number in Setup, View System, View Media to 1. Any other version number will use the new algorithm.

115.1.2 Morphing Multi Part Heads

MagicQ now supports full morphing between multi part heads, from single part heads to multi part heads, and from multi part heads to single part heads.

When morphing between multi part heads, if the new head has less parts than the original head then the excess parts in the original heads will be ignored. If the new head has more parts than the original head then the excess parts in the new head will be a repeat of the parts from the original head.

This also enables easy changing of mode of multi part heads which was not previously possible e.g. when changing a Thomas Pixeline from 18 pixel to 9 pixel mode, or when changing a Chromalec Jarag from 25 to 31 channel mode.

115.1.3 Icons

Modified setting of Icons so that it more closely matches setting of names. Press SHIFT + SET and then choose a window item or playback to set the item for. Once the icon has been chosen it now gets assigned directly to the item without having to press ENTER.

Removing intensity levels from a Cue

Support for removing intensity levels directly from Cues in the Cue Window.

Also added a shortcut for removing an intensity from a Cue similar to the existing shortcut for adding a level to a Cue. Currently you can add a level to the current cue on a Cue stack by holding the S button and typing the new level for the channel e.g. hold S and type 1 @ FULL ENTER.

To remove a level to the current cue on a Cue stack hold the S button and set the channel at the level . . e.g. hold S and type 1 @ . . ENTER.

115.2 Bug Fixes

Fixed lock up that could occur on MagicQ consoles when using the timers and counters in the Pixel Mapper. This problem did not affect Windows version. #0001244

Fixed lock up problem when using ChamNet this could occur if devices were set in ChamNet mode or when the Net Manager window was open. Seen mostly on MagicQ Rack Mount systems but could also occur on MagicQ consoles. All users using ChamNet should upgrade to this version.

In some cases the web log file (magicweb.log) could get very large and cause disc space problems. Users can delete the web log from the File Manager at any time.

Auto activation of PB1 on start up did not work on MagicQ consoles - all the other activation methods worked fine. Therefore it is possible to work around it using an auto activated macro 1 or cue stack 1. #0001094.

Fixed problem with using Faders with the setting HTP always active together with a release time. If the Cue stack was set as a default playback and the playback was not Page 1 then the playback would not release correctly and could go erroneously to 100% after some time.

Fixed problem with Playbacks set to priority Above Programmer. HTP channels on these playbacks would still get overridden by the Programmer.

Chapter 116

Version 1.5.0.2

116.1 New Functions

Added new merge option in the Patch - Mul-In. This option multiplies the received input with the console value for the channel. MagicQ can therefore be used as a DMX modifier to modify the level of individual or groups of channels.

116.1.1 Merging of Palettes

It is now possible to merge Palettes from any previous show - you can select the palettes from a specific head or all the heads that match with your current show.

It is possible to select Position, Beam or Colour palettes, or combinations of the three attribute banks.

To import the Palettes, press the LOAD PALETTES soft button in the View Palette window. Alternatively from the Setup Window press the SHIFT + IMPORT SHOW soft button and select Palettes.

116.1.2 Merging of Shows

When you select SHIFT + IMPORT SHOW, MagicQ now gives you simpler menu options of Entire Show, Palettes or Advanced. Entire Show loads the entire show as separate fixtures, i.e. adding the show. This is an in previous versions if you selected all the Import options.

Palettes allows just palettes to be loaded from the imported show file. There are further options for choosing just some head types and whether to load Positions, Colours and Beams.

Advanced provides the user with all the options as in previous versions. It is now also possible to load the data for only selected head types from the imported show file.

The merging has also been improved when merging shows with Execute Windows and Keyboard Macros.

When merging show data without the patch, MagicQ will now load data for all heads that match between the shows rather than stopping as soon as it hits a mismatch.

116.1.3 Layout Views

The default Layout Views 2,3,4 and 5 have now been removed to enable users to make use of these schemes.

It is now possible to name Layouts according to the standard MagicQ syntax; SET <select item> <enter name>. Previously the name had to be entered on the command line before pressing SET.

It is now possible to record, name and remove Layouts 1,2 and 3 through the three spare hard buttons.

116.1.4 Console Wing IDs

When using MagicQ consoles with multiple Playback / Extra Wings (or multiple Execute Wings) it is now possible to set a Wing ID for each Wing. The required wing ID can then be set in Setup, View Wings to ensure that the Wings are identified correctly and control the correct Playbacks. Previously Wings could swap over if one was reset or they were powered on in a different sequence.

Note that the Wing ID is only supported on new Wings with the most recent Wing firmware). The Wing ID is set by holding the reset button under the armrest of the Wing whilst holding the lower most Page UP and Page Down buttons.

116.1.5 Other Changes

Colour scheme. The yellow colour scheme is now being obsoleted. It is still selectable for use in extreme sunlight conditions, but will be reset to the normal colour scheme when a new show is loaded.

116.2 Bug Fixes

The . Button did not work on the remote devices such as iPhone/iPad/Android.

Fixed problem with lamp on/off/reset shortcuts introduced in 1.5.0.1. The shortcuts erroneously affected all heads rather than the selected heads.

Improved prompts on remote devices to explain that pressing 1 confirms yes, whilst pressing 0 is no.

Fixed bug with morphing from a head with CMY (or RGB) but no colour wheel to a head with CMY (RGB) and a colour wheel. The Cyan base levels would get copied to the Colour Wheel. Any FX on Cyan(Red) would be changed to be on Col 1 rather than Cyan.

Fixed problem with timecode over ArtNet in recent versions. The messages sent and received were incorrect and caused the times to be confused. This is fixed in 1.5.0.2, but both the transmitting console and the receiving console must be upgraded. #0001769

Fixed problem with the Magic Wand support. From versions 1.4.9.1 to 1.5.0.1 only Magic Wand II protocol would work. Now both protocols are supported.

Fixed problem with Execute Wing set with the top buttons in Execute Mode. The flash function did not work correctly. #0001644

Fixed problem with buttons on Extra Wings or Execute Wings when the flash button is set to toggle and there is a release time. #0001729 Version 1.5.0.1

116.3 New Functions

It is now possible to morph heads from a multi part head to a head with a single part e.g. from Pixeline 1044 to generic LED, or from Showtec sunstrips to Generic Dimmer. Note that it is not yet possible to morph from single part head to multi part head.

Added keypad shortcuts for lamping on/off and reset. These shortcuts also work on the ChamSys Remote app on iPhone/iPad/Android. Select the heads and then

*++ Lamp on selected heads *-- Lamp off selected heads *// Reset selected heads

Mark Cues are now indicated more clearly with highlighting.

When setting fade times in the Cue Stack when a Cue already contains some fade times, then only attributes (Pos, Colour, Beam, FX) times that are non zero are changed.

116.4 Bug Fixes

Fixed problem with Cue Stack Window when in View Options or View Defaults. Changing between Chase / Cue timing would cause the window data to show incorrectly. Changing View would refresh the data correctly.

Fixed problem with changing between sub menu tabs in the Setup Window sometimes the new sub menu tab would not be highlighted correctly even though the window data changed correctly. # 0000439

Fixed problem when using both an Execute Wing and a Playback/Extra Wing on a system if the Execute Wing was before the Playback Wing in the list of Wings then it would not work correctly.

Fixed problem when using Group Masters together with Cue Stacks set to All Channels Controlled LTP. When using GO on different Cue Stacks the channels would dip down before going to the correct level.

Extended the power off timer on Pro 2010 consoles as the power off was occasionally occurring before the Linux operating system had shut down.

Chapter 117

Version 1.5.0.0

117.1 New Functions

117.1.1 32 Universes

The software now supports 32 Universes on MagicQ Pro 2010 consoles. MagicQ Pro consoles and MagicQ Rack Mount Network Consoles continue to support 18 universes.

MagicQ software on Windows, Mac and Linux also supports 32 Universes. This ensures that shows designed for use on Pro 2010 consoles can be programmed offline and also as a backup in case of a problem with the console.

117.1.2 iPhone /iPad app version 2

Added support for version 2 iPhone / iPad app. The version 2 app enables the encoder wheels to control any parameters on MagicQ instead of just pan and tilt. In addition it is now possible to view the MagicQ windows including the Patch and the Outputs from the app.

The version 2 app now includes views specifically designed for the resolution of the iPad the app will automatically detect which product it is running on and adapt the views.

117.1.3 Personalities and Real World Values

MagicQ has been modified so that it is possible to display the attributes in real world values rather than in 0 to 255 DMX values. For example pan and tilt can be shown in degrees.

The personalities have been renamed so that all the personalities now use the format manufacturer_name_mode.hed.

It is possible to remove all old personalities (and all user created personalities) by pressing SHIFT and REMOVE HEADS in the File Manager. This removes all old heads and extracts the heads again from heads.all. Make sure all your user created heads are backed up to USB or to another system before removing all old personalities.

The Personalities in the ChamSys library are now protected to avoid accidental changes to them MagicQ prompts the user before allowing changes to the personalities. In the Head Editor, original ChamSys personalities are indicated by an LO in the tile bar. If the personality has been edited it will only show L.

117.2 Fixes

Fixed problem with Pixelmapping on moving heads with CMY colour mixing rather than RGB colour mixing - the colours were inverted. Now it is possible to have both CMY and RGB fixtures in a grid and the colour will be mapped as expected. (#0000968, #0001193).

Fixed problem with Pixelmapping where it did not indicate if too many pixel mapping layers were patched. It now displays an error message when trying to patch too many pixelmap layers from Outputs Windows, Grid View. The number of patched pixelmap layers is now shown in Setup, View Status, Show Data. (#0000122)

Playbacks on the Playback Buttons on the Extra Wing and the Execute Wing set to toggle, would be released if DBO or the master faders were changed. (#0001021, #0001550)

When running Cue Stacks from the Execute Window, chase speed changes would not take immediate effect. (#0001408)

When copying multiple groups to the Execute Window the cursor selection in the Group Window would remain active after the copy was completed, causing confusion when selecting heads. MagicQ now clears the cursor selection after a move, copy or remove. (#0001526)

Fixed problem with recalling Layout views whereby the offset within the window was not recalled. Affected recent beta versions.

Chapter 118

SnakeSys Firmware Release Notes (B4, R4, T2)

118.1 Version 216

118.1.1 SnakeSys R4

Fix to a occasional problem when used for DMX output, whereby DMX would drop for a few seconds.

118.1.2 SnakeSys T2 & B4

Updated the DMX output firmware with the same DMX firmware correction to match R4.

118.2 Version 215

118.2.1 SnakeSys B4

Added the ability to clear unit settings on unit boot up by the user first setting all DIP switches to OFF position and also setting both address switches to F then powering up the unit. Unit will toggle both the NET and MQ LED's if the settings were not already set as default and the default settings were restored. Unit will flash both the NET and MQ LED's together if the settings are already set as default and flash erase is not required. In any-case the unit will have default settings after the operation, this firmware change invalidates the usage of ChamNet address FF and users should not use the address from now on.

The main purpose of this firmware change is to allow the Subnet Mask and IP Address to be restored to factory values, although in this case the port configuration set in the NetManager is also cleared.

118.2.2 Other products

No changes in this version.

118.3 Version 214

118.3.1 All Products (Changes to DMX output hold policy)

The output and input standard LED timeout has been increased to 5 seconds. When a DMX output LED has turned from ON to OFF to indicate that network data is not anymore being received the unit will now continue to repeat the last received DMX packet on the respective output regardless of the network DMX protocol used, whereas the original policy was to only hold if Art-Net was used.

118.4 Version 213

118.4.1 All Products (Improve Policy For Save Of Settings)

Reduced the required time that the user needed to wait for units to save their Net-Manager DMX port settings to flash memory from 30 seconds to 15 seconds.

Network IP and Subnet-Mask settings that are adjusted from the Net-Manager are now saved to flash memory immediately.

Synchronisation settings were not previously saved, they are now saved immediately to flash after adjustment via the Net-Manager.

Fixed a bug which caused a longer delay than expected before settings were written to flash memory.

118.5 Version 212

118.5.1 SnakeSys B4

Fixed issue when using Art-Net and ACN subnets 3-0 and above which would cause the DMX packet to be reduced to less than the full 512 values. This potentially affects all versions V200 to V211 but was most noticeable in V210 and V211.

The above issue would also cause the DMX framing timings to be erroneously adjusted from the defaults when using Art-Net and ACN start universe above universe 0-0 up to universe 2-15. The DMX output was within spec but could be slower than expected. In Art-Net and ACN mode the subnet and universe selection were incorrectly being used to apply the timing settings from the buffer mode (as per the rear panel legend).

Fixed break interrupt issue with DMX input which was introduced in V211.

Changed operation of DMX in LED to work like the other products.

118.6 Version 211

118.6.1 SnakeSys T2 Version 2

Added support for T2 Version 2 with DMX input option.

Added PCB version dependent menu items.

118.7 Version 210

118.7.1 SnakeSys R4

Increased timeout value for DMX input LED display.

Added optional software based break detect and also added DMX special mode to allow software based break detect:

R4 now has the ability to switch between hardware break detect or software break detect, so users who experience the CPLD.v1 break detect issue can still get the unit to receive DMX correctly: This is done by holding the DMX button on the front-panel for 5 seconds until it starts flashing. Once the button is flashing pressing the NET1 button will toggle between both break detect types:

NET1 Illuminated: Software break detect
NET1 Off Hardware break detect

Pressing again the DMX button will exit back to standard front-panel operation, and the state will be saved.

118.7.2 All Products

Fixed a timing issue with DMX receive where the output packet update did not take place until the next packet's break was received. This could cause latency problems on systems with slow DMX refresh.

118.8 Version 209

118.8.1 All Products

Applied the Art-Net output hold fix to DMX to always hold the DMX output after valid Art-Net has been received and output as DMX.

118.9 Version 208

118.9.1 SnakeSys T2

Support for SnakeSys T2 added.

118.10 Version 206

118.10.1 SnakeSys B4

Added support for storing of ChamNet settings.

118.11 Version 204

118.11.1 Snakesys R4

Fixed a bug where when the units settings were reset from the front-panel the POE ports were disabled. Since there is still no way to re-enable the ports in MagicQ this could be a serious issue for some end users.

Fixed a bug where the PoE ports were not turned off when the unit was placed in standby mode.

Changed operation of RDM filter button to match that of ART/ACN and IN / OUT with respect to ChamNet mode

118.11.2 Snakesys B4

Enabled break detect on DMX input

118.12 Version 203

118.12.1 Snakesys B4

Modified DMX input so that it can be enabled when outputs 1-4 are active

118.13 Version 202

118.13.1 Snakesys R4

In ChamNet mode the IN/OUT and ART/ACN LEDs now reflect the current ChamNet settings, and will toggle if combined protocol or input / outputs are used.

118.13.2 All Products

Added notifications so MagicQ can detect when port settings are changed.

118.14 Version 201

118.14.1 Snakesys R4

Changed the operation the following buttons so that ChamNet does not get disabled when they are pressed:

DMX IN/OUT ART/ACN RDM FILTER

Fixed an issue with the thermal management regarding the fan, which now has a programmed minimum fan speed of 1500RPM, and starts instantly on power up, and also improved the fan control system and sample rate.

118.14.2 All Products

ART: Updated the Art-Poll Reply packet to correctly report the products short and long names.

ACN: Minor change to the header to reflect a tiny version of the product name.

118.15 Version 200

Version 2 framework supporting both R4 and B4.

Chapter 119

SnakeSys Firmware Release Notes (R8)

119.1 Version 214

Change default DMX setting of the retime transmit timer from 200ms to 50ms as a small number of fixture types were found not to be responding on time when the 200ms setting was used. Minor improvements and adjustments to DMX send on input logic.

119.2 Version 213

Change the policy for ACN output to hold the current DMX output packet, to correct an issue where some fixtures may not respond on time when DMX output restarts. Upgrade the version to 213 to match the other SnakeSys products.

119.3 Version 204

Improved DMX output logic synthesis to correct issues with certain fixtures. Firmware changes for DMX menu.

119.4 Version 203

Initial release version
