# ChamSys

# QuickQ Manual
## Installation, Operation Manual and Warranty Certificate

ChamSys Support mailto:support@chamsys.co.uk

Software Version v6, 2021-03-12

# Contents

# Edition Notes

This QuickQ User Manual includes a description, safety precautions, installation, programming, operation, and maintenance instructions for the QuickQ series consoles and Rack Mount products as of the release date of this edition.

ChamSys continually strives to provide the most powerful and stable software for all of our lighting consoles. As such, we are making continual improvements to the software available to all of our users. To unlock your console's full potential and ensure that you have the most current fixture library, we suggest downloading and installing the latest Console software and the separate fixture library from the ChamSys website.

Detailed installation instructions can be found in the upgrading console software section.

## Trademarks

ChamSys, the ChamSys logo and QuickQ are registered trademarks or trademarks of ChamSys Ltd in the United Kingdom and other countries. Other company and product names and logos referred to herein may be trademarks of their respective companies.

## Copyright Notice

The works of authorship contained in this manual, including, but not limited to, all design, text and images are owned by ChamSys Ltd. All rights reserved.

## Manual Use

ChamSys authorises its customers to download and print this manual for professional information purposes only. ChamSys expressly prohibits the usage, copy, storage, distribution, modification, or printing of this manual or its content for any other purpose without written consent from ChamSys

## Intended Audience

Any person installing, operating, and/or maintaining this product should completely read through the guide that shipped with the product, as well as this manual, before installing, operating, or maintaining this product.

## Disclaimer

ChamSys believes that the information contained in this manual is accurate in all respects. However, ChamSys assumes no responsibility and specifically disclaims any and all liability to any party for any loss, damage or disruption caused by any errors or omissions in this document, whether such errors or omissions result from negligence, accident or any other cause. ChamSys reserves the right to revise the content of this document without any obligation to notify any person or company of such revision, however, ChamSys has no

obligation to make, and does not commit to make, any such revisions. Download the latest version from https://secure.chamsys.co.uk.

# Care of Your Console

To keep your console in best condition please observe the following recommendations:

- Keep liquids away from the console. Drinks spilled over a console may cause irreparable damage.

- Keep the console out of direct sunlight – place the console in the shade. Excess heat from the sun may cause damage to the touchscreens and to overlays.

- Do not use sharp objects on the touchscreen. If you wish to use an object other than your finger, use a blunt object that will not damage the surface.

- Do not block the ventilation grills on the rear panel, side, and underneath the console.

- Do not use the console outside its operating temperature range.

- Handle the console with care when moving or transporting it. The console contains components that may be damaged by shock, such as a hard drive. Always use a padded flight case wherever possible.

- Do not use solvents or cleaners to clean the console. Do not rub firmly on the metal or plastic surfaces – this may cause the paint or lettering to be removed. Gently use a damp cloth to clean the panels. Do not put water on the touchscreen as this may get inside it and make it unusable.

# Safety Notes

- Do not open the console unless you are a skilled person authorised and trained by ChamSys in console maintenance and repair. The console contains components with voltages that may shock.

- ⚠ QuickQ consoles incorporate a replaceable CR2032 processor battery. These batteries can cause a serious burn hazard if ingested. Do not place battery into the mouth. Keep out of reach of small children. If accidentally ingested the battery it is imperative to seek immediate medical help.

- Do not use the console if the power cables are damaged in any way.

- Repairs should only be undertaken by authorised service representatives. There are no user serviceable parts inside the console.

- If liquids are spilt over the console then remove power immediately, and seek advice from your authorised service representative.

- When transporting the console ensure that there are sufficient people to carry the console.

- Ensure safe installation of the QuickQ Rack and Consoles, so that the unit cannot slip off or fall from it operated position.

# Using This Manual

The following naming and text conventions are used in this manual:

- Menus and commands are indicated **[ Home ]** or may be indicated by an icon such as ⌂
- Physical buttons and features on the console are indicated Power .
- References to other parts of the manual are indicated such as Using This Manual

Indicates some useful information to add to your knowledge and experience.

Indicates some additional information that may be relevant.

A Warning statement indicates situations where damage may occur, people may be harmed, or there are serious or dangerous consequences of an action.

A Caution statement indicates there may be unwanted or undefined consequences of an action, or potential for programmed data loss or an equipment problem.

# Chapter 1. QuickQ Range

This manual covers QuickQ software version v6 and onwards.

The QuickQ range comprises:

- QuickQ Consoles: QuickQ 10, QuickQ 20 and QuickQ 30
- QuickQ Rack
- QuickQ Designer Application for macOS or Windows
- QuickQ Remote App for iOS, Android, Windows and macOS
- SnakeSys 10Scene Wall Plates
- SnakeSys 10Scene Gateway Box

The range allows simple, intuitive programming and control of stage shows and single or multiroom venues. The consoles can also be integrated with 3rd party control systems.

## QuickQ Consoles

The consoles all feature a large multitouch touchscreen. Consoles run the same software but differ in the number of multifunction faders, playbacks, encoders and DMX universes. Consoles have built in WiFi to allow connection to the free QuickQ Remote App. An external monitor can be used (but is not required) to display a selection of other windows. The consoles include a USB work lamp and an external power supply.

To the left of the display are multifunction faders. The faders can control individual fixtures, groups of fixtures or cues. Below the display are the playback faders.

The grandmaster fader is to the right of the playback faders, allowing control of all intensities. Make you sure you keep this at full!

Multifunction Fixture/Group/Cue Faders

Attribute Encoders

Touch Screen

Dedicated Colour Control Section

Playback Section



Power Socket

Network Port

WiFi Antenna

MIDI Ports

Power Switch

HDMI Output

USB Ports

Audio Ports

DMX Ports

Kensington Lock
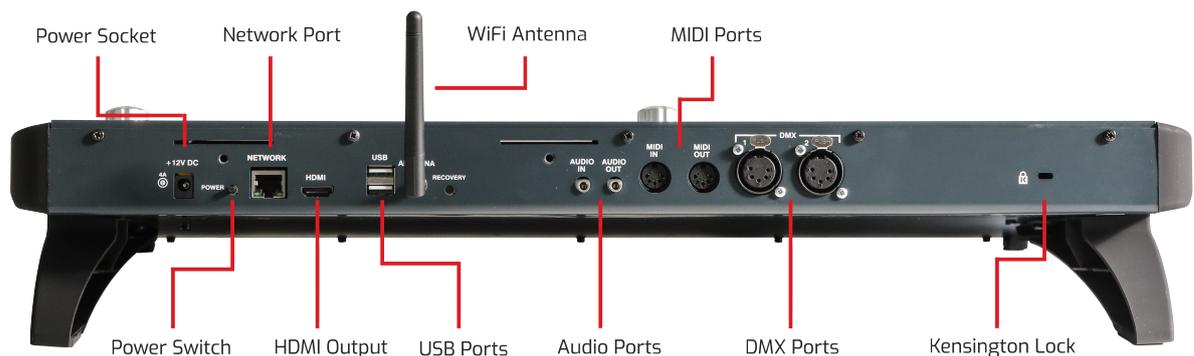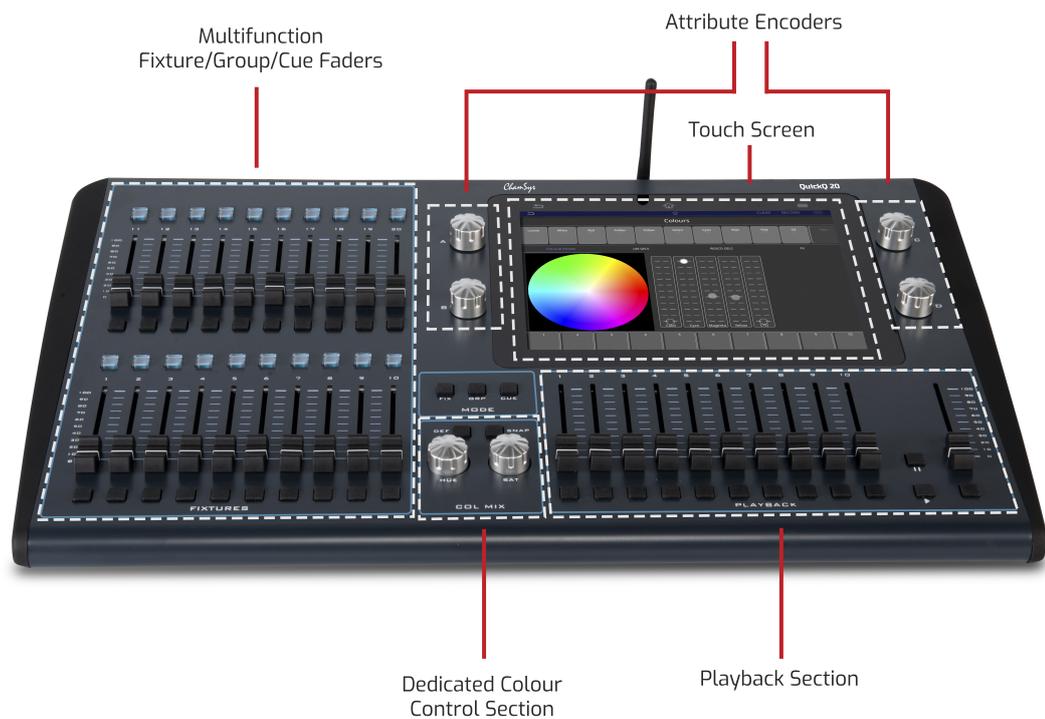
# QuickQ Rack

The QuickQ Rack provides "always on" control for installation projects. The QuickQ Rack is designed to act as a hub for the installation with physical control via the Rack's 10 buttons, SnakeSys 10Scene Wall Plates or other networked consoles. When other consoles are detected on the network the QuickQ Rack can automatically hand off control to the lighting console and resume control once the console is turned off.

10 buttons on the front of the unit allow for control of 10 individual scenes or 10 playbacks of single scenes or automated chases. These 10 buttons can be extended to remote stations via the SnakeSys 10Scene Wall Plates.

Ten SnakeSys 10Scene Wall Plates can be connected (daisy chained) to each of the 4 Phoenix Connectors on the QuickQ Rack for a total of 40 wall stations. SnakeSys 10Scene Wall Plates

duplicate the control of the 10 buttons on the QuickQ Rack. Each connector also provides one connection for one each additional switch input. The switch input enables simple zoning for airwall systems for multiroom venues.

The QuickQ Rack has built in WiFi to allow connection to the free QuickQ Remote App. Scan the included QR code printout with your tablet or phone to connect. The QuickQ Rack is programmed using the QuickQ Remote App or by attaching a mouse and a monitor.
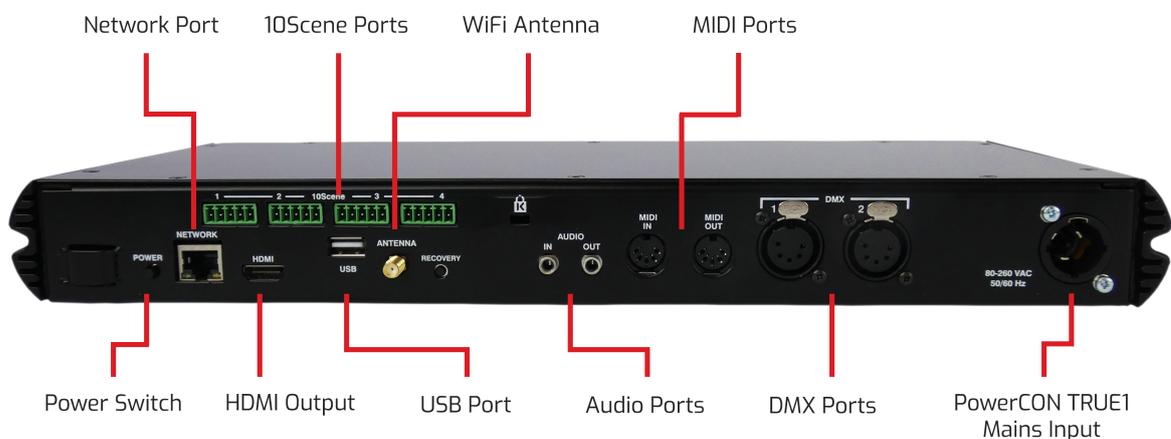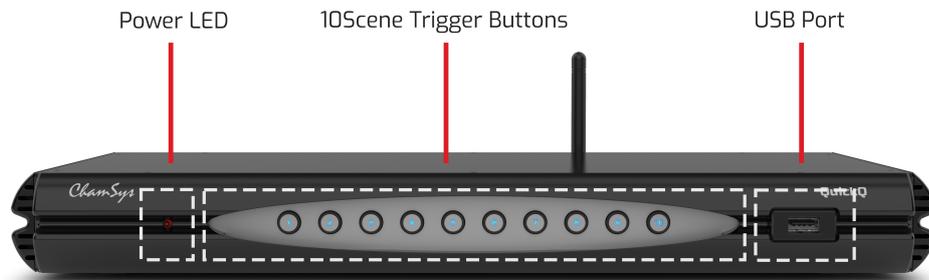




# QuickQ Designer Application

The free QuickQ Designer Application allows pre-programming or editing of shows on a Windows or macOS computer. It features a built-in 3D visualiser to show the lighting if you are not in the venue. Shows programmed using the Designer Application can be saved to a

USB memory stick and loaded on the QuickQ consoles. The Designer application does not output DMX and can not be used to control lights or test remote control.

## QuickQ Remote App

The free QuickQ Remote App controls QuickQ consoles and QuickQ Rack from a smartphone or tablet via the QuickQ's built-in WiFi. All console windows are available on the app and can be operated independently of those on the console. The app and a 9.7 inch or larger tablet are ideal remote interfaces and a second touchscreen monitor set up for the consoles.

## SnakeSys 10Scene Wall Plates

SnakeSys 10Scene Wall Plates have 10 backlit buttons to extend 10Scene control. They are supplied in pairs with both Black & White faceplates with blank labels. These plates fit in a standard in-wall single gang wall box. Easy to daisy chain, with up to ten 10Scene Wall Plates per chain, these can cover long distances using solid core Cat5e or Cat6 cable. 10Scene uses its own 10Scene protocol for communication between wall mounts and the controller. 10Scene wall plates are powered over the 10Scene protocol, no external power supply is required.

- U.S. fit version (300-054) fit into a standard U.S. Single Gang Box.
- The EU fit version (300-055) fit a EU Single Gang electrical back box.

Further documentation for SnakeSys 10Scene products can be found on https://secure.chamsys.co.uk/.

## SnakeSys 10Scene Gateway Box

The SnakeSys 10Scene Gateway provides an interface to connect QuickQ consoles to 10Scene wall plates via an Ethernet connection. 10Scene wall plates are connected to each of 2 Phoenix Connectors on the Gateway for a total of 20 wall stations. Each connector on the Gateway also provides one connection for one each additional switch input. The switch input enables simple zoning for airwall systems for multiroom venues. The Gateway has 2 total zone switches.

## Other External Control

The QuickQ Rack and Consoles can receive control from other external control systems. Further details are provided in the following sections of this manual:

- MIDI Notes
- MIDI Timecode
- Open Sound Control
- Ethernet remote control protocol

# Chapter 2. QuickQ Screen User Interface

The QuickQ user interface is based around a smartphone-style interface, with buttons similar to phones and tablets.
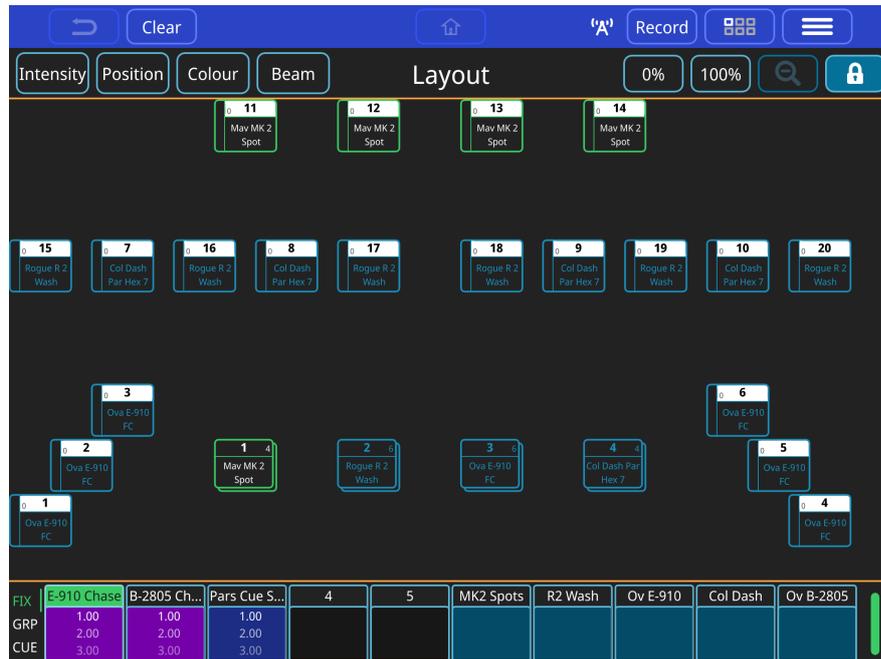


Above the console touchscreen are the 3 permanent navigation icons:

- ⊃ — Back
- ⌂ — Home
- ☰ — Main Menu

The top blue shaded section of the console touchscreen duplicates these icons and adds 3 more programming functions. This section is always visible on programming windows.

- **[ Clear ]** — Clear captured "Live" fixtures
- **[ Record ]** — Record captured "Live" fixtures and record options
- **[ Action ]** — Action menu

Beneath to top blue shaded section is a navigation area to open different windows to enable you to:

- Control Intensity
- Control Position
- Control Colour
- Control Beam

The right of this section has functions that change for each window. The Home Window has an on at **[ 100% ]** or off at **[ 0% ]**. Use the unlock or lock tool to create the home layout.

The next section, when in the home window, is banded by 2 thin orange lines. This is a

holding area for patched instruments prior to dragging them out to the layout. There are two selectable views: **[ Fixtures ]** and **[ Groups ]**.

While in the Position, Colour or Beam Windows this area of the screen contains default palettes that allow for faster editing of your show.

The bottom section of the touchscreen, bounded by 2 thick orange lines, shows the playback preview windows; one per playback fader. Up to 3 cues from the cue stack are shown in the preview window, and the cue stack title is shown at the top.

Holding or double-tapping the playback preview will open the full cue stack for the selected playback.

# Chapter 3. Setting Up and Connecting

## Assemble the QuickQ Console

- Connect the Tablet Holder to the back of the console using the two captive screws.
- Install the aerial on to the connector labelled `antenna` and extend it vertically.
- Connect the Desk Lamp to the lower USB on the rear of the console.
- Connect the DMX outputs to the fixtures that are to be controlled.
- Connect a Network Cable to the Network port if using.
- Connect an HDMI Monitor if you decide to use one.
- Connect the power supply into the `12V DC` input on the back, then connect it into a mains AC power.

## Connecting the Remote App to a QuickQ Console

QuickQ Consoles are shipped with the WiFi interface disabled. You must enable the interface the first time before attempting to connect.

1. **Turn on WiFi:** Press the ⁽'A'⁾ icon on the top bar and turn the **[ Status ]** switch on.
2. **Download the App:** The QuickQ Remote App is available for free download from the Google Play and Apple App Stores.
3. **Scan the QR Code:** Use the Remote App to scan the QR Code displayed on the Console touchscreen.

## Assemble the QuickQ Rack

- Connect the Rack Ears to the front of the unit with the small screws supplied.
- Install the aerial on to the connector labelled `antenna` and extend it vertically.
- Connect the DMX outputs to the fixtures.
- Connect a Network Cable to the Network port, if using.
- If not using QuickQ App for programming, connect an HDMI Monitor and USB Mouse.
- Connect the PowerCON TRUE1 connector on the rear of the QuickQ Rack, then connect it into a mains AC power

## Connecting the Remote App to a QuickQ Rack

QuickQ racks are shipped with the WiFi interface disabled. You must enable the interface the first time before attempting to connect.

1. **Enable the WiFi** Press and hold the `WiFi` button on the rear of the unit for 2 seconds. The

LEDs on the front of the Rack will flash blue to indicate that it has been turned on or red to show it has been turned off.

2. **Scan the QR Code** Use the Remote App to scan the QR Code supplied on a printed sheet with the Rack.

# Powering On and Off

The QuickQ consoles and QuickQ Rack will power on when they are connected to the mains AC power.

To turn off, press and hold the `Power` button. Once off, turn on again by pressing the `Power` again.

# Chapter 4. Setting Up Your Show

To set up a new show in 3 steps:

- Start a New Show File.
- Patch the Fixtures.
- Create the Layout.

## Start a New Show File

Open the Files Window ☰ › **Files**.

> 💡 Save your old show first! Use the **[ Save Show ]** or, to save to a different name use **[ Save Show As ]**. We also recommend backing up to a USB Drive. Insert a USB drive and use **[ Backup Show to USB ]**.

In the Files Window, Press **[ New Show ]**. This clears the current show file from active memory – saved shows still remain stored on the console storage drive if you have saved them and can be reloaded using **[ Load Show ]**. Confirm by selecting **[ Yes ]**.
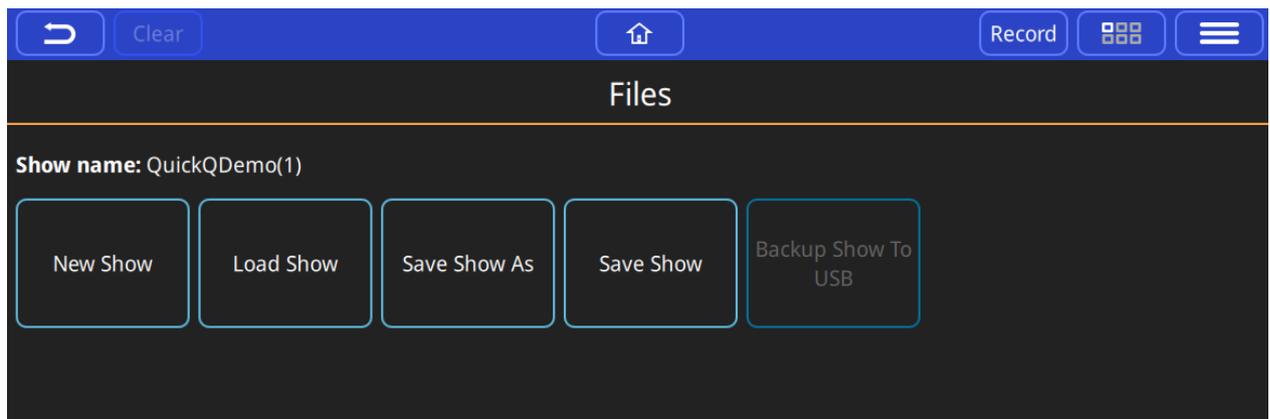


Once a new show has been started the console will automatically open the Patch Window.

## Patch the Fixtures

"Patching" is the process to tell QuickQ consoles what fixtures you want connected to which faders and to tell the console to use a particular file ("fixture file") to translate our commands on the console into levels understood by the fixture. We also have to tell the console which DMX channels the fixture expects communication on.

We do this by assigning a DMX start address on the physical fixture, picking a fixture operating mode, and matching this during patching. This is typically done when we first set the fixtures up, by using their onboard menu systems described in the fixture's manual. We also need to know which "Universe" of DMX the fixture is plugged into so we can match this with the DMX universe ports on the console.

> Most instruments have multiple modes. When choosing to set a mode for the physical fixture for the first time, take the time to read the fixture's manual and pick one that is not too complex nor too simple. One that gives you access to the fixture features you expect to be able to control without many that you don't and may complicate or slow your programming.

QuickQ console software contains over 32,000 different fixture files. Product development is so fast in the lighting industry that we update this library every day at: on the QuickQ support page.

If your fixture is not found on the console first check the list of all available fixture files.

If a fixtures file is not yet created, please post a request on our Bugtracker System and we will build it for you.

> The console software contains the library that was current at the time the software has created. Even if you have just updated your console software, you should download and install today's fixture library using the **[ Update Fixture Library ]** option from the **[ Files ]** Window, option **[ Update ]**.

# Patching Step by Step

QuickQ guides you through steps to patch fixtures. Just follow along the steps in the Patch Window.

First, address and assign modes on your fixtures in your lighting rig, gather the information together, then open the Patch Window from the main menu: ☰ › **Patch**.

1. Press the **[ + ]** button on the lower right-hand side of the Patch Window.

| Head Number | Head Type | Name | DMX Address | Pan Invert | Tilt Invert |
|---|---|---|---|---|---|
| | | | | | |
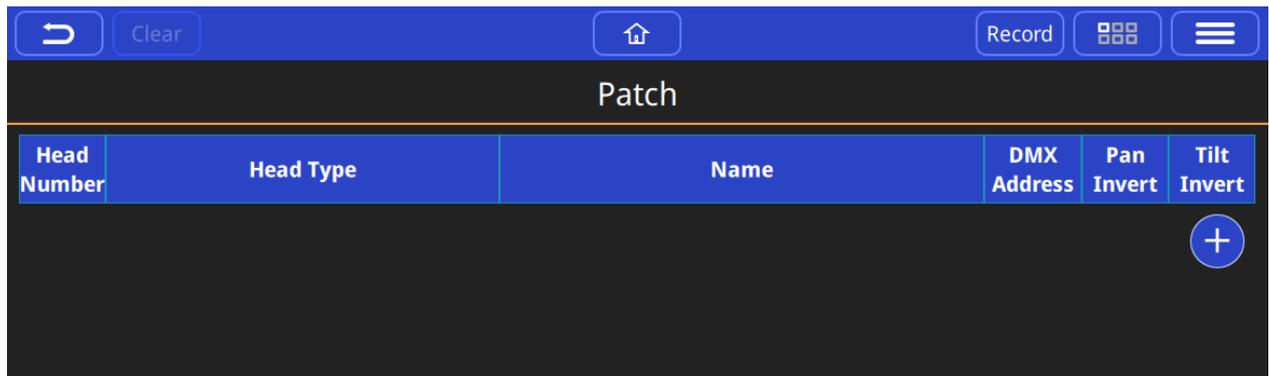
> If you have just installed new console software or a new fixture library, the '+' key may be showing a spinning icon. This indicates that the Fixture Library is being unpacked. It may take as long as 15 minutes to complete, there are a lot of files to process!

2. Find your the fixtures you want to control by using the "Find" view.

There are two views 'Quick' and 'Find Fixtures'. 'Quick' will list previously patched fixtures previous shows and simple fixtures like dimmers or RGB LED fixtures.
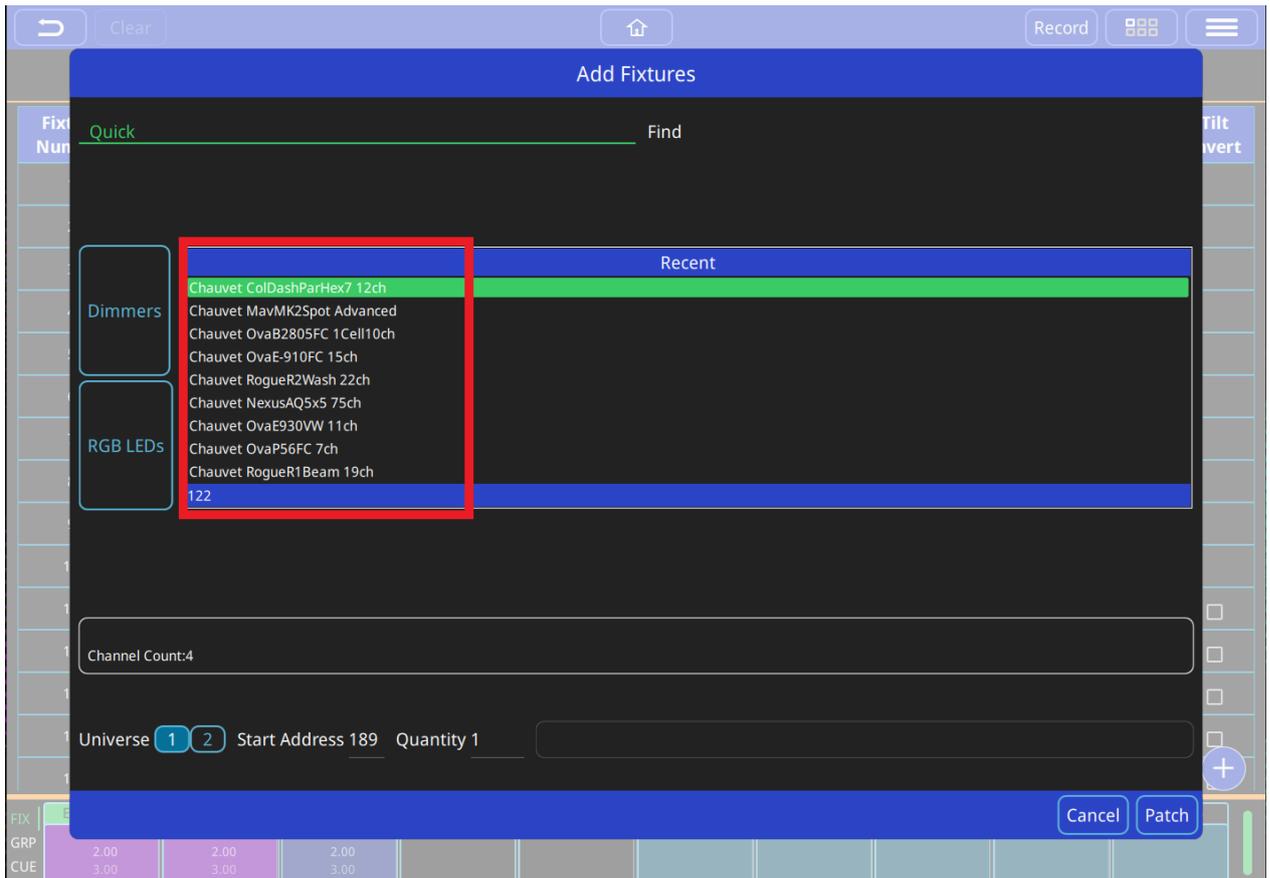


Entering 'Chauvet Mav' would filter the library to show all fixtures manufactured by Chauvet and in the Maverick range. Entering 'sharpy' for example would show all fixtures in the library called Sharpy, for example Clay Paky, Sharpy.

3. Select the Manufacturer, Fixture and Mode from the 3 boxes below the search box.
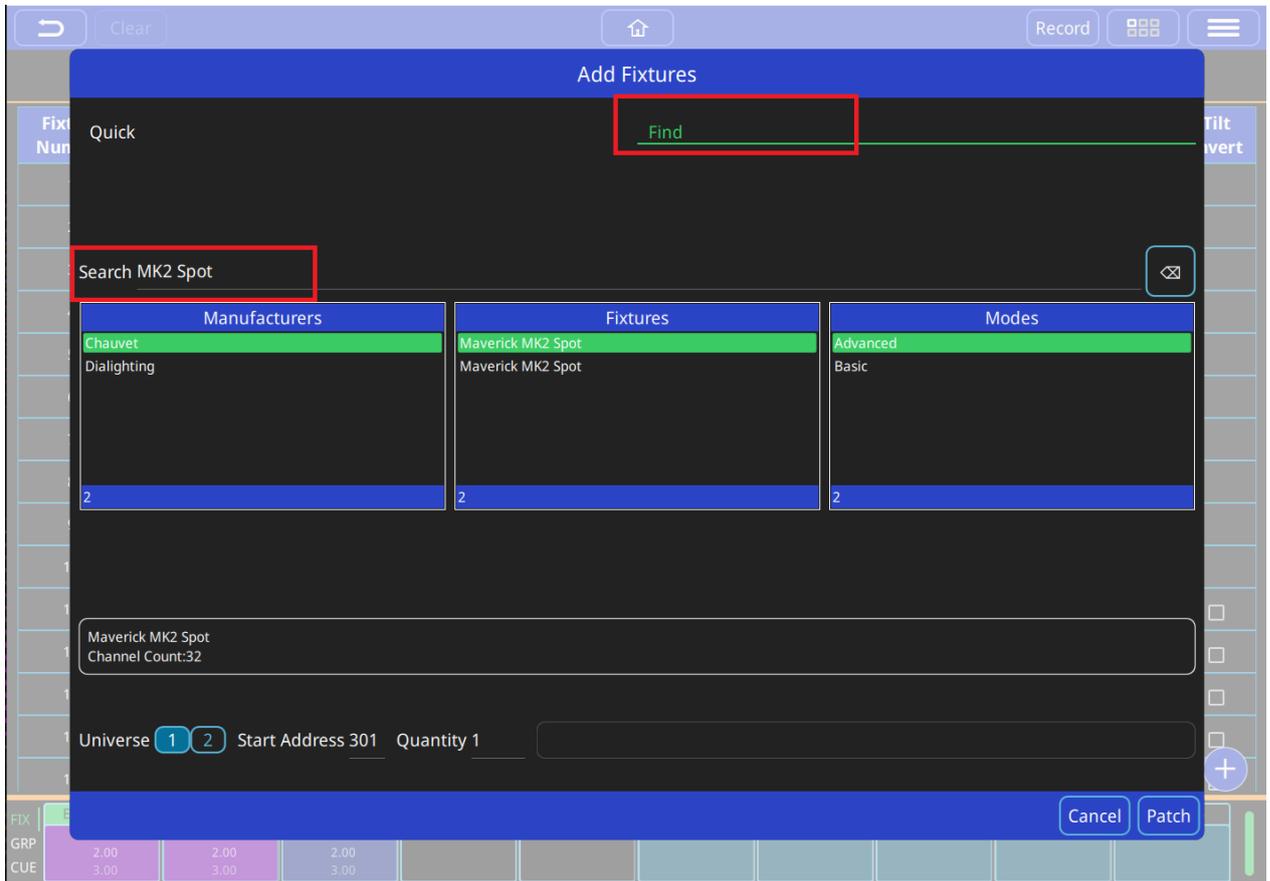
4. Enter the console universe that the fixtures are connected to.

💡 QuickQ will automatically assign the fixtures into the lowest available DMX address. If you would like to enter a different DMX address, enter it in the "Start Address" field.

5. Finally, enter the quantity of this type of fixture to be patched and press the **[ Patch ]** button on the lower right of the window.

💡 If you have addressed your lighting rig sequentially, then this will save you time as you can patch several fixtures of the same type at once. QuickQ will automatically calculate the incremental DMX address offsets based on the number of channels for the fixtures mode. If not, it is still possible to patch one at a time.

### RDM Auto Patch

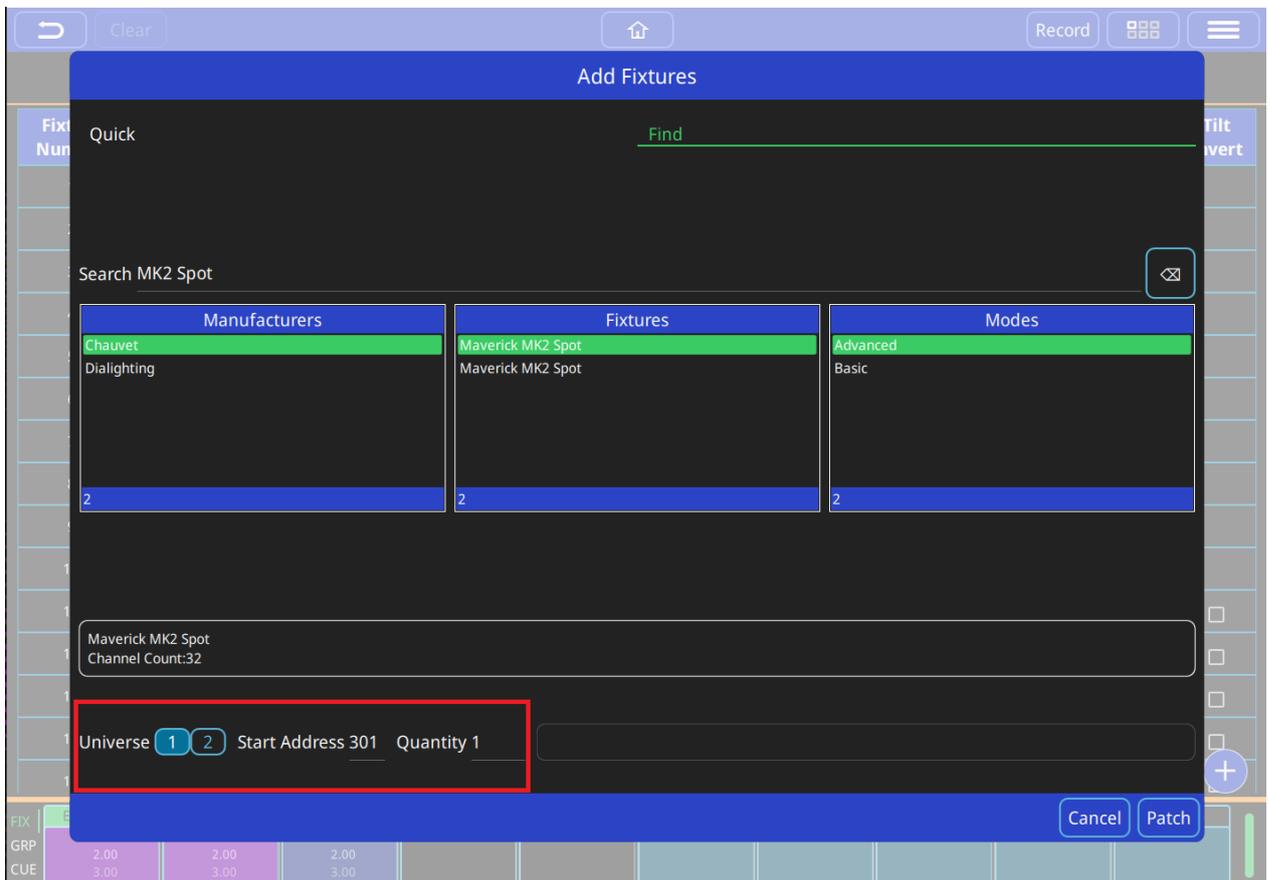Manual patching as above can be automated if your fixtures have RDM built in. To use RDM Auto patch in the Patch Window select ☰ › **RDM Auto Patch**.

ℹ️ RDM on QuickQ consoles is primarily used to detect the current lighting rig set up (It will detect universe, address and mode of fixtures). However, when using the RDM auto patch function QuickQ consoles will automatically readdress any fixtures with conflicting DMX addresses. QuickQ consoles will not change the fixtures mode. QuickQ consoles do not allow custom setting of fixture addresses and modes via RDM.

# Advanced Patching Features

## Renumbering Fixtures

Renumbering fixtures will reassign them to the fixture faders. If you have already filled all of your fixture faders then you will need to "make room" by renumbering an existing fixture above 20 (on the QuickQ 10 and QuickQ 20, or above 40 on the QuickQ 30) will free up the fixture fader first. These "moved" fixtures will still be operable from the Intensity Window and from the Home Window or can be recorded to Groups and operated from the Multifunction Faders in Group mode.

## Naming Fixtures

QuickQ uses creates a name for the fixture by default. This name is used on the Home screen and you can change it from the default to a name that is useful for you.

> 💡 It is recommended that you name the fixture based on its location and/or purpose (`Front Light`, `Back Light`, `X light SL`).

Single fixtures can be renamed by pressing and holding or double tapping on the fixture name. Enter or edit the name in the rename dialogue.

To rename multiple fixtures: - Press **[ Action ]**. - Select fixtures in the patch list by clicking one by one. - Then press **[ Rename ]** in the action menu bar at top of window. - Enter or edit the name in the Rename dialogue.

## Changing DMX Addresses of Patched Fixtures

Single fixtures can be readdressed by pressing and holding or double tapping on the DMX Address in the Patch Window. Enter the new start address in the Set DMX Address dialogue. Fixtures can be moved to another Universe too. If a mistake is made and the address is already in use, select **[ Find first free address ]** and a solution will be found for you. Then match this address on the physical fixture.

To change DMX address of multiple fixtures:

- Select the **[ Action ]**.

- Select fixtures in the patch list by clicking one by one.

- Then, select **[ Repatch ]** from the action menu bar at top of window.

- Enter a new start address for the first fixture. QuickQ will automatically calculate the incremental DMX address offsets based on the number of channels for the fixtures mode. If a mistake is made and the address is already in use, select **[ Find first free address ]** and a solution will be found for you. Then match this address on the physical fixture.

## Inverting Pan and Tilt

If instruments that have pan and tilt functions are hung backwards in the rig, one or more may have their pan and/or tilt adjusted by clicking in the box to add a checkmark in the relevant option. For example if not all of your fixtures pan to stage left when you adjust the pan encoder in the position window, then flip the pan on the affected fixtures. Only instruments with Pan and/or Tilt functions will show a check box in the Patch Window.

You can adjust pan and tilt flip to ensure your encoder wheels work the way you want then to, so that when you move the encoder clockwise the fixtures all move in the direction you expect.

| Fixture Number | Fixture Type | Name | DMX Address | Pan Invert | Tilt Invert |
|---|---|---|---|---|---|
| 14 | **Chauvet MavMK2Spot Advanced** | MavMK2Spot | 2-097 | ☑ | ☑ |
| 15 | **Chauvet RogueR2Wash 22ch** | RogueR2Wash | 2-129 | ☐ | ☐ |
| 16 | **Chauvet RogueR2Wash 22ch** | RogueR2Wash | 2-151 | ☐ | ☐ |

## Removing Fixtures

Fixture can be removed from the patch either one at a time or multiples at once:

- Select the **[ Action ]**.

- Select fixtures in the patch list by clicking.

- Press [ 🗑 ] to delete the selected fixtures.

⚠️ This will erase any programmed cues and effects as well as patch and Home Window Layout for these particular fixtures.

# Create the Layout

The home window is used to create a simple layout of your lighting where fixtures can be selected and levels and color information can be viewed.
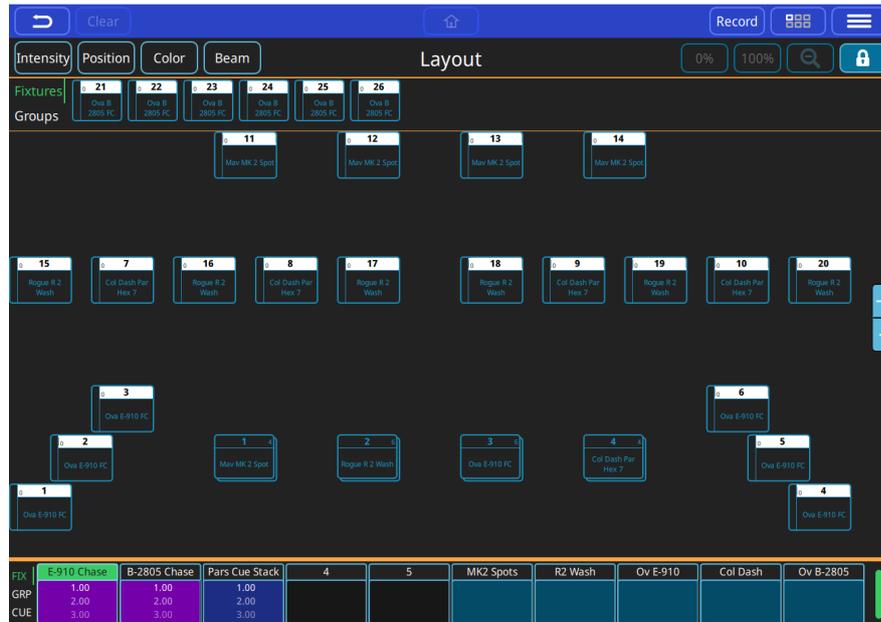


Patched Fixtures will appear in the top section of the home window between the two orange lines.

To create a layout:

- Unlock the window by clicking on [ 🔓 ].
- Drag fixture icons onto the centre section of the Home Window to create a layout.
- Zoom in or out by pinching and fine-tune Fixture Icon positions.
- A grid can be turned on or off from the **[ Grid ]** button to assist with positioning.
- Lock the layout window when finished by clicking on [ 🔒 ], to prevent editing the layout by mistake.

If you have created groups of fixtures on the Group Faders these will appear in the top line of the home window. Touch the text **[ Groups ]** (in the top section of the home window between the two orange lines) to view the Groups. Use the same method above to move groups out on the Layout.

# Chapter 5. Control Fixtures

With QuickQ you can either control fixtures live, program cues and then control fixtures with recorded cues or control with a combination of these two. Most often shows are programmed live and then played back from cues.

Quick Steps: **Live:**

- Put the multifunction faders on the left in FIX mode by pressing the **[ FIX ]** mode button.

- Raise one or more faders to an intensity level.

- Select **[ Colour ]** and change the colour.

Quick Steps: **Recorded**

- Use your "live" programming from above.

- Put the multifunction faders on the left in CUE mode by pressing the **[ CUE ]** mode button.

- Select **[ Record ]**.

- Select a **[ Soft Button ]** beneath a Multifunction Fader.

- Lower all the multifunction faders to zero.

- Press **[ Clear ]**.

- Raise the fader where you recorded the cue.

> **ⓘ** QuickQ consoles aim to make controlling fixtures intuitive and fast. You may not need to understand the following "rules" to get started, but they will help to gain a better idea of how your programming is applied.

QuickQ will output the combined selection to the fixtures based on simple rules.

**Rule 1**

Live Fixtures always have priority over recorded cues. Live "captures" changes made. Before moving on to playback cues, remember to lower all the multifunction faders and then press **[ Clear ]**.

**Rule 2**

When multiple cues or faders are in control of the intensity of a fixture, the highest intensity will be output. We call this HTP for Highest Takes Precedence.

**Rule 3**

For any other fixture attributes (Colour, Beam, and Position) controlled by multiple cues, the last value (command) given will be output. We call this LTP for Latest Takes Precedence.

# Control Fixtures Live

To control fixtures live, first we select fixtures, set fixture intensities, then set the position if

the fixtures are moving fixtures, set colours, adjust the beam and if needed, control effects. This control can be recorded to cues at any time. Once we are finished with controlling fixtures live we clear fixtures using the **[ Clear ]** button.

# Clear Fixtures

Fixtures that are being controlled live are "captured." The attribute values of the selected fixture will output until you lower the multifunction faders and press the **[ Clear ]** button in the main menu bar.

> Always remember to lower all the faders on the left side and then press **[ Clear ]** when you have finished programming a cue.

# Select Fixtures

On QuickQ we can select fixtures from 4 different locations: select fixtures from the home window, select fixtures with the multifunction faders in fixture mode, select fixtures with the multifunction faders in group mode and select fixtures from the intensity window.

## Select Fixtures from the Home Window

To select a fixture, touch one or more of the Fixture Icons. Selected fixtures have a green border. You can deselect fixtures by touching them again.

## Select Fixtures with the Multifunction Faders in Fixture Mode

The multifunction faders on the left of the console control individual fixtures when they are in Fixture Mode (press the **[ FIX ]** mode button):

- Raise one or more of the multifunction faders. The fader controls the fixture's intensity.
- Pressing the fixture select button beneath a fixture fader.
- Select a range of fixtures. Press on a button beneath the fader for the start of the range and at the same time press a fixture button that defines the end of the range.
- Deselect fixtures or ranges of fixtures by selecting again.

Selected fixtures have a brighter LED above the fader.

## Select Fixtures with the Multifunction Faders in Group Mode

The multifunction faders on the left of the console control groups of fixtures when they are in Group Mode (press the **[ GRP ]** mode button):

- Raise one or more of the multifunction faders. The fader controls the group of fixtures intensity.
- Select a range of groups. Press on a button beneath the fader for the start of the range and at the same time press a fixture button that defines the end of the range.

- Deselect groups or ranges of groups by selecting again.

Selected fixture groups have a brighter LED above the fader.

### Select Fixtures from the Intensity Window

# Control Fixtures with Recorded Cues

Cues may control fixtures. Cues contain recorded parameter values (intensity, Position, Colour, Beam) and effects. Cues can be recorded and played back on one or more of:

- Playbacks 1-10
- Cue Faders, the multifunction faders, when they are in cue mode (Press the **[ CUE ]** mode button).
- Execute Window.

Playbacks can have one or more cues recorded onto them to form a cue stack or a chase. Cue faders and Execute Window items only store a single cue. This cue can contain effects.

The fader level controls the intensity of the instruments between zero and the maximum recorded into the cue.

The select buttons at the bottom of the fader now act as **Flash Buttons** and will instantly apply the maximum recorded intensity and activate the cue on the fader when pressed.

## Activating Cues and Releasing Cues

Cues can be started and stopped from playing or outputting by raising and lowering the playback faders or the cue faders. When playing we consider them "active", when not outputting we say they are "released". Cues can released one at a time by returning their faders to the bottom of their travel or all at once from the (Action) menu and then (Release All). This does not affect values captured by fixtures directly selected. These, if being output, will only stop being output when **[ Clear ]** is pressed.

# Controlling Intensity

Intensity for a selected fixture can be controlled directly from the instrument or group faders, from the intensity window or from the home window 0% and 100% buttons.

## Using Fixture Faders

As we have seen, moving one or more of the multifunction faders while in intensity mode will set intensity to a level. The intensity level of a whole group can be adjusted or set, when in group mode (press the **[ GRP ]** mode button).

## Intensity Window

Intensity can also be controlled from the Intensity window. Go to the Home Window and

select the Intensity button.



The larger fader on the left controls all currently selected instruments. You can also modify individual instruments by selecting them in this window.

💡 Renaming your fixtures in patch makes selection easier.
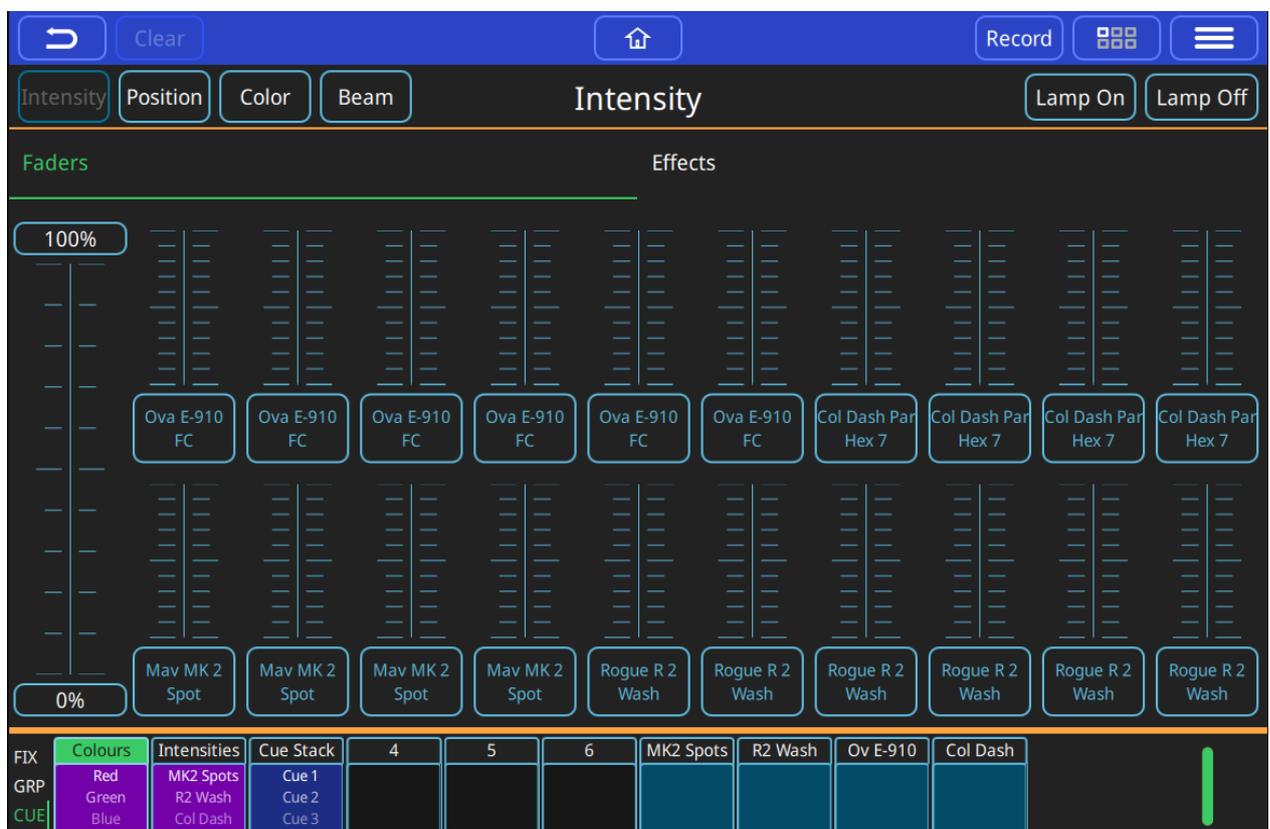


## Lamp On And Lamp Off

In addition at the top of this window there are buttons to "lamp on" or "strike selected instruments or to "lamp off" the selection. If you have arc lamps then it may be necessary to lamp on after applying power and to lamp off before powering down the fixture. Consult your fixture manufactures documents for the correct operation.

# Controlling Position

This window can be opened by selecting the **[ Position ]** button from the home window.
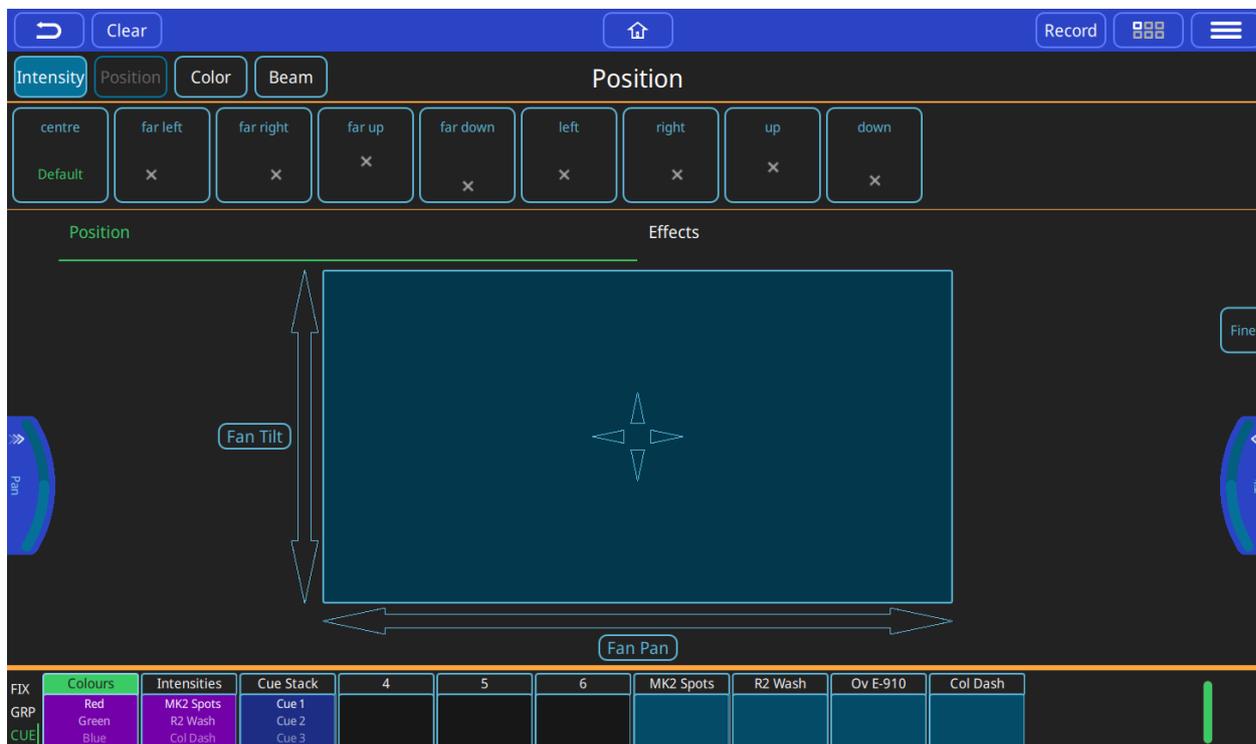
First select one or more fixtures then any of the position control options can be used. If you are going to use a position in more than one cue, consider saving it to a palette. Palettes are referenced in cues, so modifying a palette will change every cue the palette is used in.

- Position Palettes.

- Default Palette - select to return to position defaults.

- Position encoders - pull out to select ranges, or use on window if no encoders (QuickQ 10 and Remote App)

- Trackpad - or select arrows for either individual pan or tilt control.

- Effects.

- Fine encoder control - don't forget to turn off when finished!

# Controlling Colour

## Colour Mix Encoders - COL MIX

Having selected one or more fixtures, it is possible to control colour directly using the COL MIX encoders, Hue and Saturation. If you adjust the saturation encoder first, you can deepen the colour that you then chose with the hue encoder.

## [DEF] & [SNAP] buttons

In the Col Mix section of the QuickQ you will see a **[ DEF ]** button and a **[ SNAP ]** button
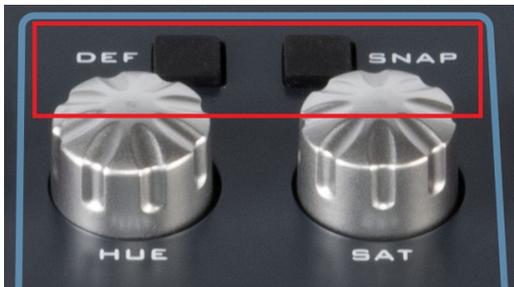
The **[ DEF ]** button (Default) will bring your colour mixing lights back to their Default colour with one touch of the button. The Default colour is normally white. You can change the default colour of any colour mixing fixture by simply saving that new colour to the first colour palette (the one that has the word 'Default' in green) in the colour window.

The **[ SNAP ]** button is a quick way to assign a colour to multiple fixtures. If you have picked 1 fixture and chosen colour for it, you can choose other colour mixing fixtures and press **[ SNAP ]** to force that colour onto all the chosen fixtures at once.

## Colour Window

This window can be opened by selecting the **[ Colour ]** button from the Home window.
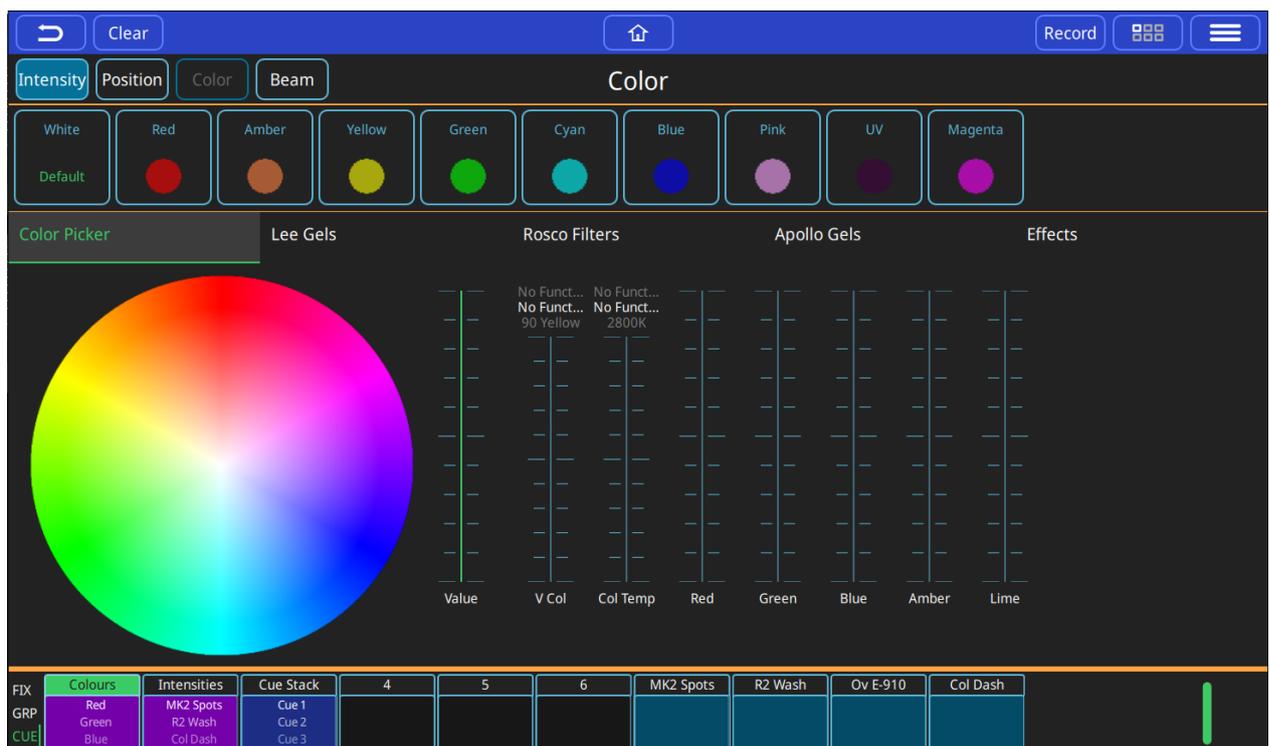


- Colour Palettes.

- Default Colour Palette. Select to return colour to defaults.

- Colour Picker. Touch within this colour picker to change colour. Changes using other controls will be displayed here.

- Manufacture Gel Swatches - Lee.

- Manufacture Gel Swatches - Rosco.

- Manufacture Gel Swatches - Apollo.

- Colour Effects.
- Colour Control Faders.

First select one or more fixtures then any of the above options can be used to control colour. If you are going to use a colour in more than one cue, consider saving it to a palette. Palettes are referenced in cues, so modifying a palette will change every cue it the palette is used in.

# Controlling Beam Functions - Gobos, Focus, Zoom and Other Beam Options

This window can be opened by selecting the **[ BEAM ]** button from the home window.
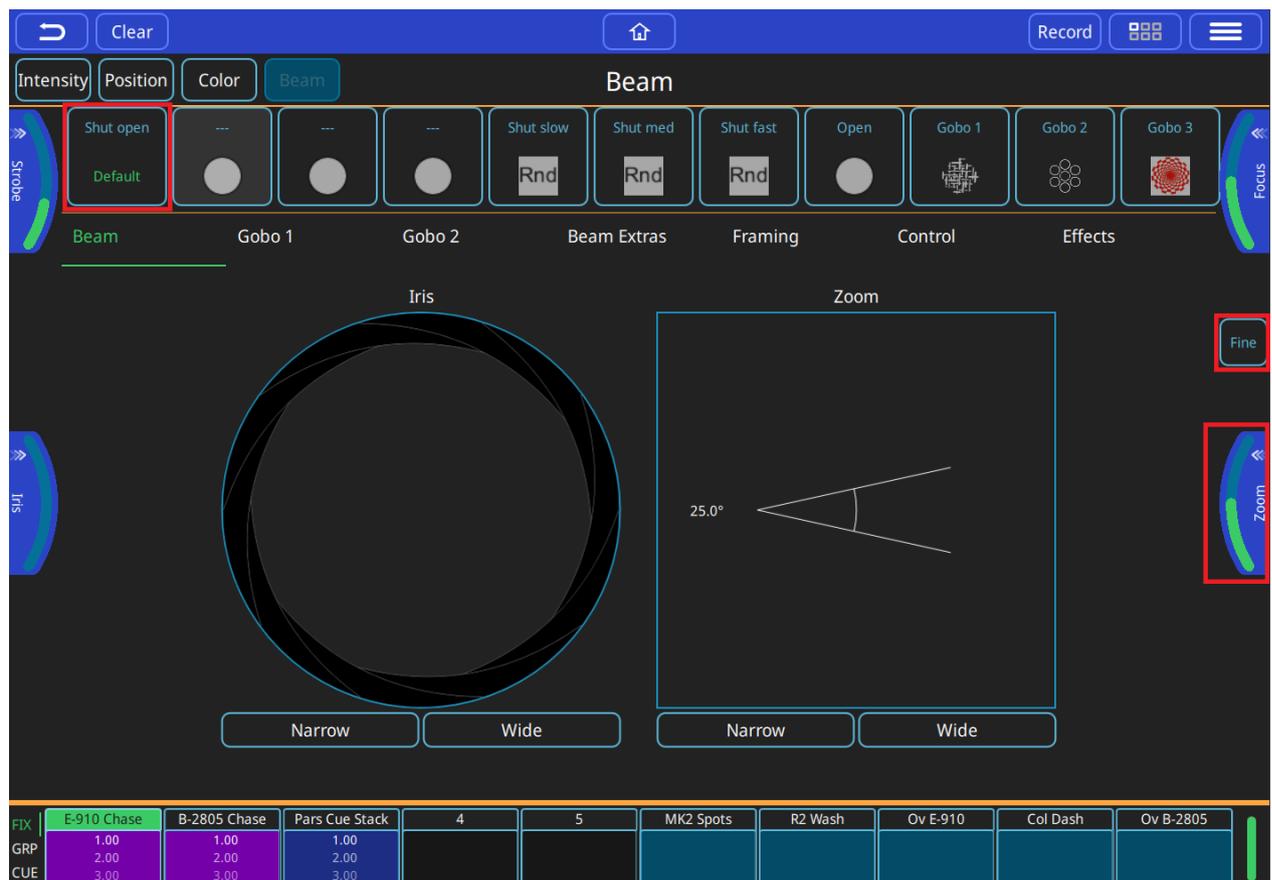


First, select one or more fixtures then any of the beam control options can be used. If you are going to use the same beam attributes in more than one cue, consider saving them to a palette. Palettes are referenced in cues, so modifying a palette will change every cue the palette is used in.

- Beam Palettes. Press Record button and use the green + button to add your own.
- Default Palette - select to return to beam defaults.
- Beam encoders - pull out to select ranges, or use on window if no encoders (QuickQ 10 and Remote App).
- Iris can be controlled directly on the window as well as by the encoders. Pinch the iris icon in or out to adjust.
- Zoom can be controlled directly on the window as well as by the encoders. Pinch the zoom

icon in or out to adjust.

- Fine encoder control - don't forget to turn off when finished!
- Beam control pages - other options and effects, one of which is gobos.

## Controlling Gobos

This window can be opened by selecting the (BEAM) button from the home window and then selecting either Gobo 1. If the fixture has multiple gobo wheels there is a Gobo 2 page.
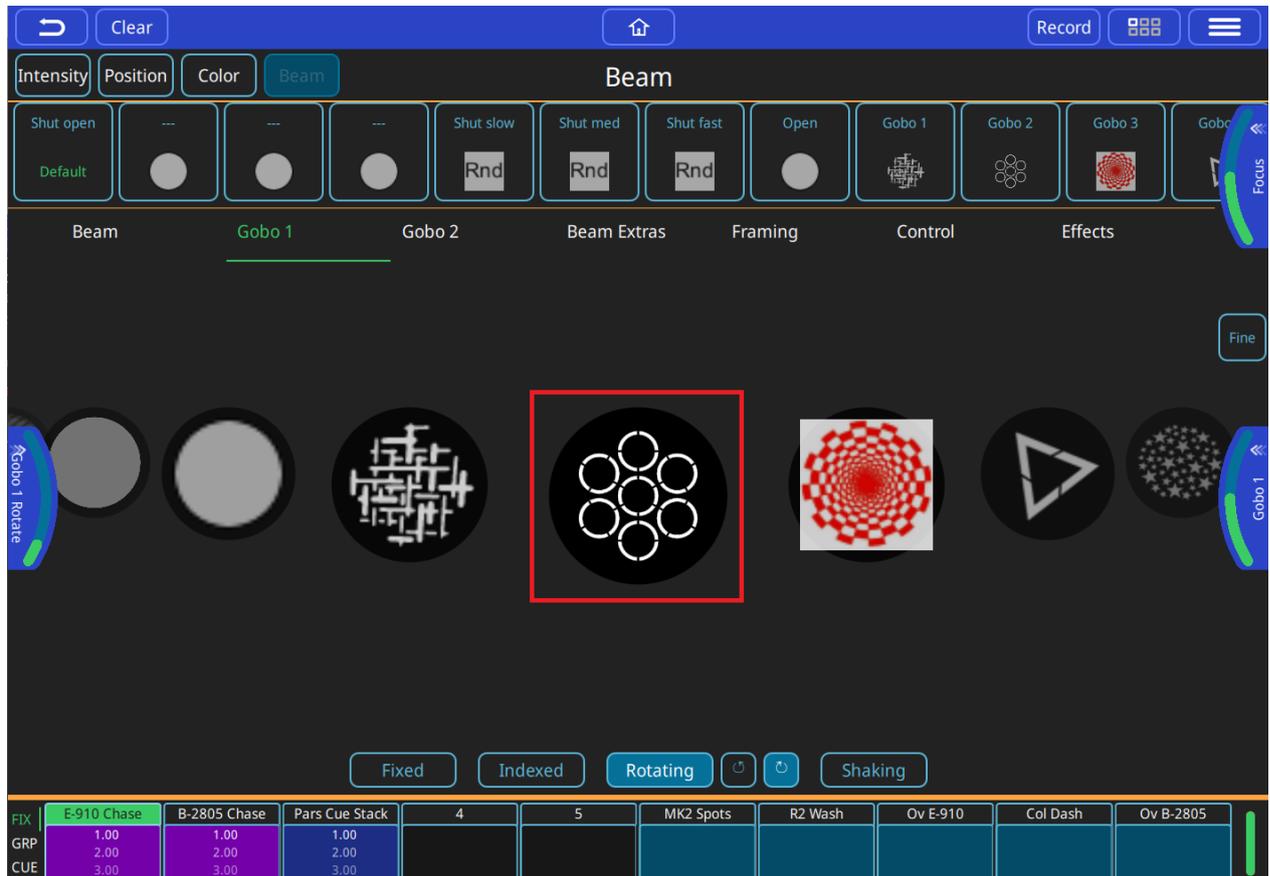


First, select one or more fixtures then any of the gobo control options can be used. If you are going to use the same gobo attributes in more than one cue, consider saving them to a palette. Palettes are referenced in cues, so modifying a palette will change every cue the palette is used in.

- Beam Palettes. Press Record and use the green + button to add your own.
- Default Palette - select to return to beam defaults.
- Gobo selection encoder
- Gobos can also be selected by swiping through the gobo selection carousel.
- Gobo movement options (if supported by the fixture).
- Gobo rotation encoder - pull out to select ranges, or use on window if no encoders (QuickQ 10 and Remote App).
- Fine encoder control - don't forget to turn off when finished!

Encoder tabs can pulled out by dragging the tab in from the edge of the window to show the

ranges and sub selections within an attribute.
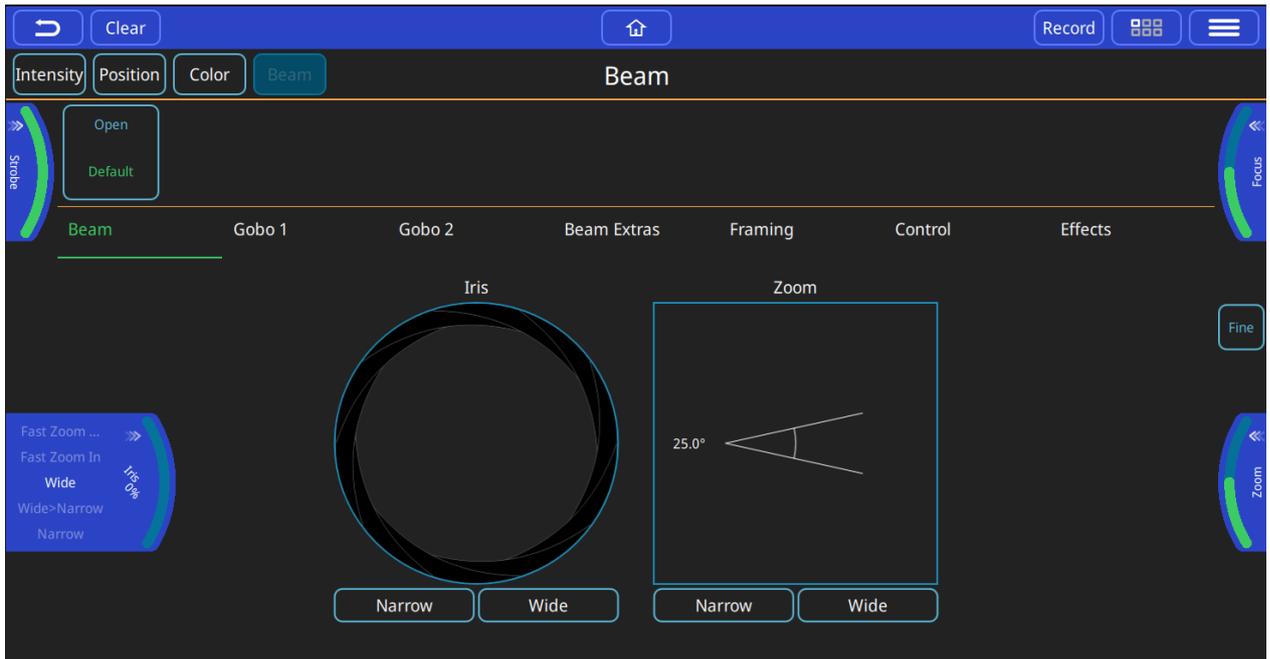


Alternatively a long press and hold on the encoder tab will show selection boxes for those ranges for any given encoder.
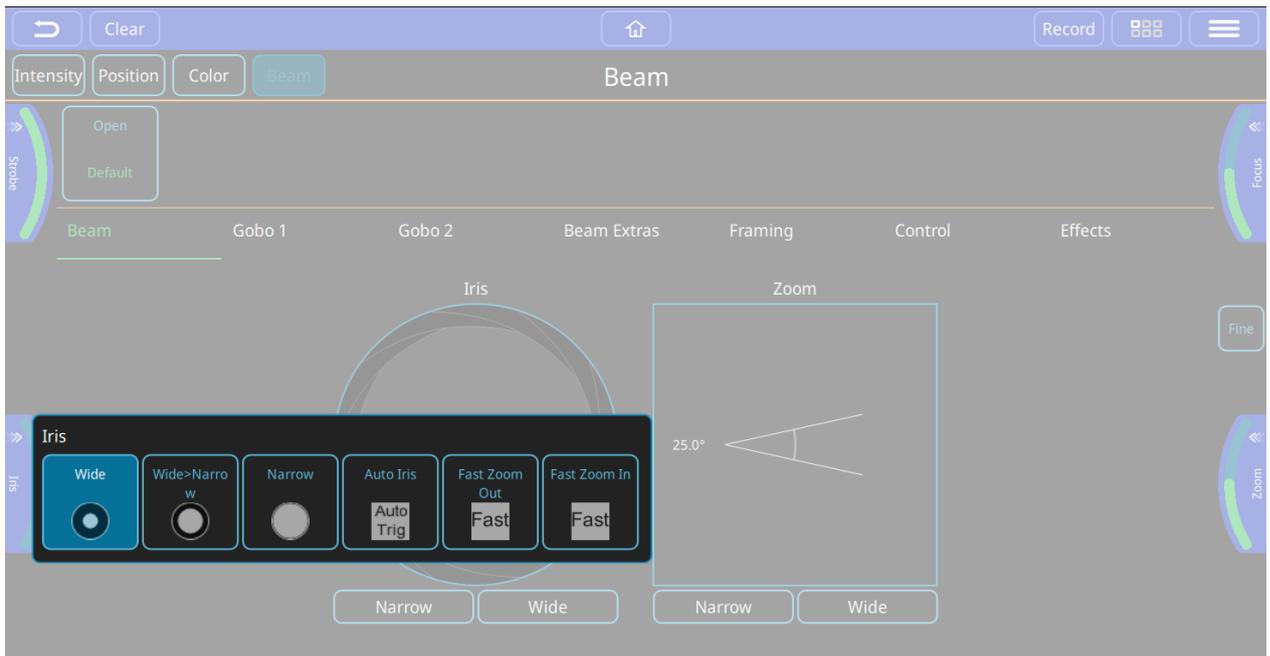
# Chapter 6. Recording Items with QuickQ

## Recording a Group

Groups can be selected and controlled from the multifunction faders when they are in **Group Mode** or from the **Home Window.**

### Recording a New Group

- Select some fixtures.
- Press the GRP mode button.
- Press **[ Record ]**.
- Press a select button under one of the multifunction faders.

### Editing a Group

- Select some fixtures.
- Press the GRP mode button.
- Press **[ Record ]**.
- Press a select button under one of the multifunction faders.
- Alternatively, select one of the Group Icons in the Home Window.

## Recording a Palette

Palettes are found towards the top of their respective parameter windows. Palettes are greyed out in each parameter window until a fixture is selected.

### Recording a New Palette

- Select some fixtures.
- Turn them on and make a change to their position, colour or beam attributes.
- To record a colour palette, select the colour window
- Press **[ Record ]**
- Press the green **[ + ]**

### Editing a Palette

- Select some fixtures.
- Turn them on and make a change; for a colour palette make a change to the colour.
- Press **[ Record ]**.
- Select the palette you want to change.

Making a change to a palette will result in that change being present in every cue that the palette is used in.

## Auto Palettes

**Auto Palettes** are created when you patch a fixture. They obtain their data from the Fixture in the consoles Fixture library. This means you should have some palettes ready to use once you have patched your show.

## Default Palettes

**Default Palettes** are the first palette for each parameter and contain default attributes such as open white for colour. They are created when you patch the show. They can be used to quickly return a selected set of fixtures to their defaults. They can be updated by a user to set a new value/default for fixture(s).

# Recording a Cue

## Recording a cue on a Playback

Any active or selected levels and attributes including effects can be recorded to a cue by pressing **[ Record ]**. QuickQ will indicate where you can record a cue to with a red shading.

- Select and modify some attributes, Intensity, colour, beam and position, add any effects and press **[ record ]**
- Select the Fader Preview to record a new cue or the next cue to a playback.

Once you have recorded a cue you should press **[ Clear ]** to release all captured attributes. The cue can then be played back by raising the fader.

One cue or multiple cues can be recorded to a playback. The QuickQ 10 has one playback and the QuickQ 20 and QuickQ 30 both have 10 playbacks.

## Recording a cue on a Multifunction Fader

A single cue can be recorded to each of the multifunction faders when in cue mode (press the `CUE` mode button).

- Select and modify some attributes, Intensity, colour, beam and position, add any effects and press **[ Record ]**.
- With the multifunction faders in cue mode, select one of the faders. The LEDs above empty faders will flash on and off.
- For faders already containing cues, the LED above the fader will flash between 50% and full. You can replace a cue on an already recorded fader by selecting it after pressing record.

## Cue Lists

To view the cues on a playback, either touch and hold or double tap the playback preview window above the playback.

## Recording a Chase

A chase will playback each cue, one after the other. To record a chase when the console is in "live" mode settings, live mode):

- Record a second cue to a playback; the result will be a chase.
- Keep recording new cues to add more steps.

## Playing Back a Chase

To play back the chase, raise the playback fader. When the last cue in the chase is reached the chase will automatically loop back to the beginning and play the sequence again. Lowering the fader will release the chase and stop it playing back. Raising the fader again will start the chase from the first cue.

The fader position will control the intensity of the recorded fixtures.

## Chase Direction

Chases direction can be modified from the cue list window using the buttons in the top right of the window.

The options are:

- ⟵ Play the chase backwards
- ⟶ Play the chase forwards
- ⤴| Play the chase forwards, then backwards
- ⤨ Play random steps from the chase
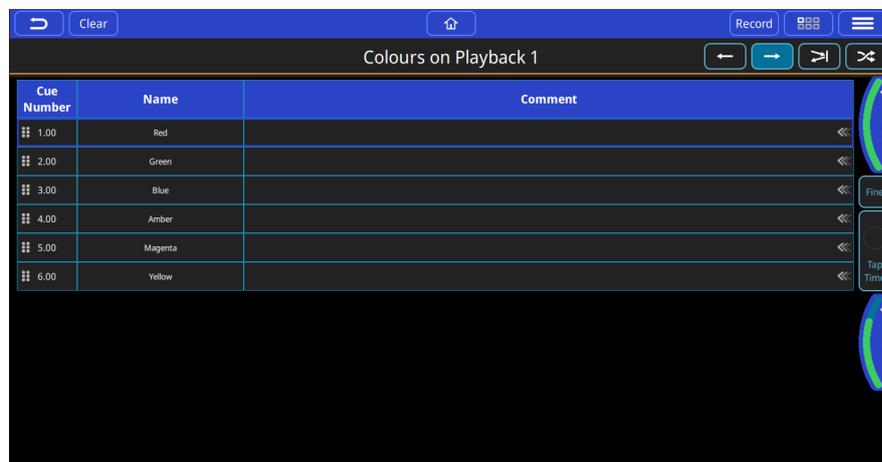
### Chase Speed - Tap to Time, Speed and Crossfader

**Tap to time**

use this button, two taps or more, to tap to time of the music playing and the speed of the chase will be adjusted to the beat of the music. This can be used and reused to adjust a chase to the speed of music in real time.

**Speed**

Use this encoder to modify the speed of the chase without using tap to time. The encoder tab can also be "pulled out" and the speed can be multiplied or divided using buttons on the tab.

**Crossfade**

can be set between a full fade between steps (default) or a snap between steps.

**Fine**

fine control of encoder actions.

## Reorder Cues in a Chase

- Cues in a chase can be reordered and moved by selecting the 6 dots symbol by holding and then dragging the cue to a new location in the list. The cues will be renumbered to reflect the move.

- While a chase is running it is possible to go to a specific cue on command. Drag the arrow selection out and then press the (go to this cue) button.

| Cue Number | Name | Wait | Fade | Comment |
|---|---|---|---|---|
| ⠿ 1.00 | Cue 1 | Wait for GO | 2 | ≪ |
| ⠿ 2.00 | Cue 2 | Wait for GO | 2 | ≪ |
| Cue 3 | Wait for GO | 2 | | ≪ Goto this cue |
| ⠿ 4.00 | Cue 4 | Wait for GO | 2 | ≪ |
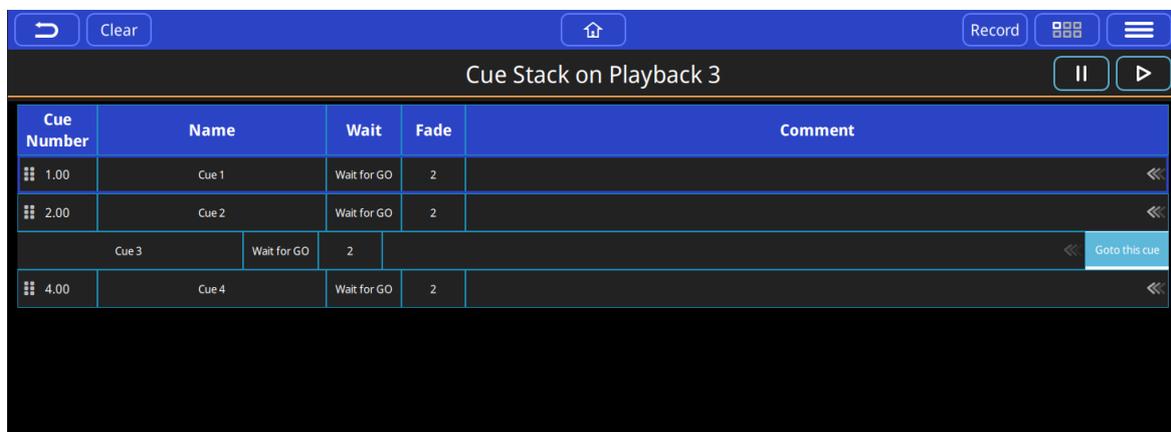
# Recording a Theatre style Cue Stack
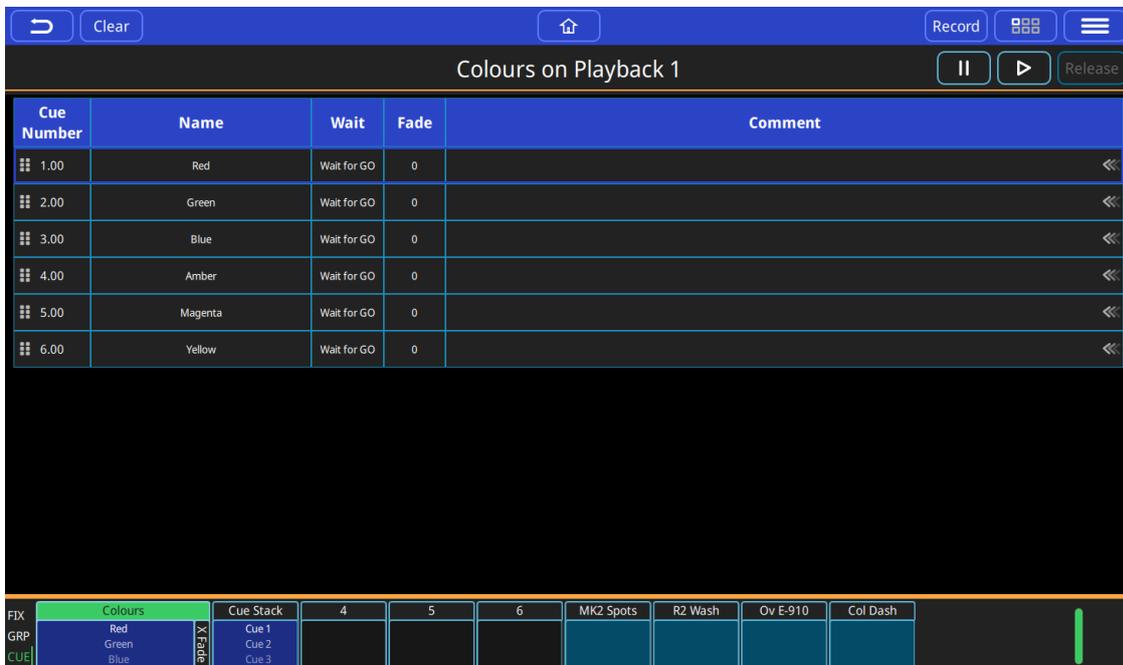
## Theatre Mode

When the console is in "Theatre" mode (settings, theatre mode) recording consecutive cues to a playback will result in a cue stack of cues with a default fade time of 3 seconds. Additionally:

- Playback 1 will default to a theatre style cue stack with fade timing between each cue (default 3). Consecutive cues recoded to the playback will be numbered sequentially.

- Playback 2 will become a manual Crossfader. Cues can then be run by moving playback fader 2 up and down and the fade time of the cue will follow the time it takes to move the fader from one end of the faders travel to the other.

- The ▶ button in the lower right of the console will only operate on playback 1 in this mode and will run any fade timing assigned to the cues on playback 1.

- The ▶ in the cue stack window can also be used. All other cue stacks in theatre mode will need to be run from this go button location as the master go button will be dedicated to playback 1.

- The ❚❚ button will not work in this configuration.

- The release button on the cues stack window is the only way to release a theatre cue stack on playback 1 with the console in theatre mode. Lowering the playback fader will not release the playback, unlike other cue stack or chase faders.

## Changing a Chase to a Cue Stack

If you are not in theatre mode recording multiple cues to a cue stack will create a chase. To change a chase to a cue stack of individual cues, select the option "change to cue stack" from the main menu. Additional cues recorded will now result in individual cues with a default fade time of 3 seconds.
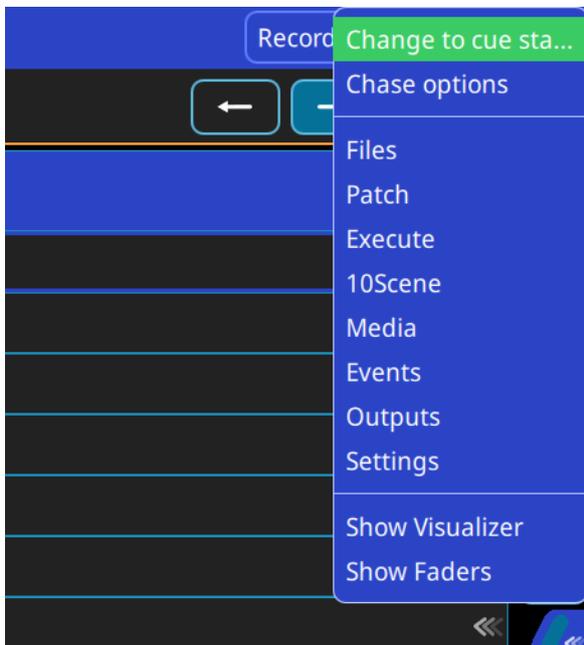
## Playing Back a Cue Stack
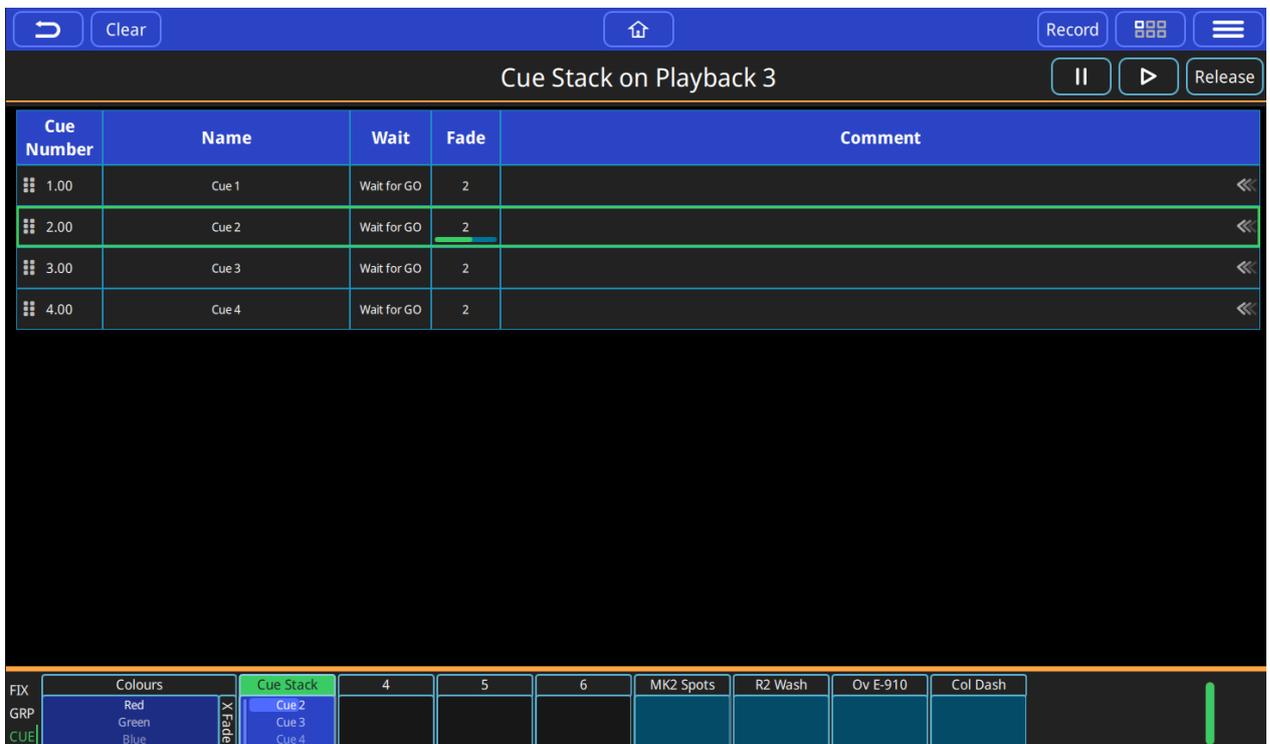


Selecting a playback by holding or double tapping on the cue stack preview above the fader will display the cue list for that playback. Then the ▶ button on the console can be used to run the cues on the cue stack.

A running cue will have a green outline and a progress bar in the fade column.

**Cue Name**

will be empty when a cue is recorded and can be edited by selecting by holding or double tapping.

**Cue Number**

> will be auto assigned when the cue is recorded and can be edited by selecting by holding or double tapping.

**Comment**

> will be empty when a cue is recorded and can be edited by selecting by holding or double tapping.

## Cue Fade Times

To change the fade in or fade out times on a cue in a cue stack, hold the fade time or double tap the fade time of the cue.
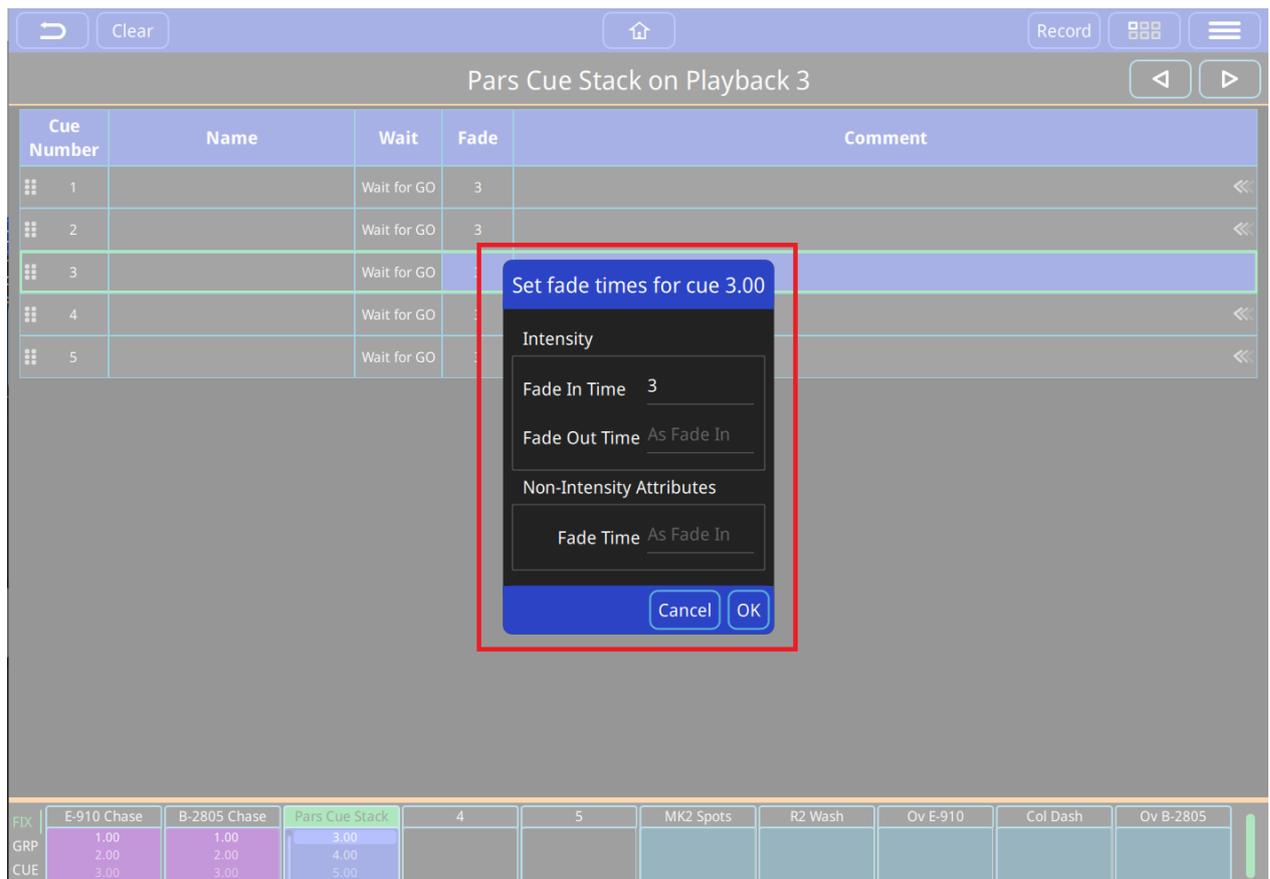


The Intensity Fade In times can be edited.

The Intensity Fade Out time is set the same as the fade in time. This can be changed to result in split timing.

The fade in of non-intensity attributes (Colour, Beam, Position) are set the same as the fade in time. This can be changed to result in modified timing - for example, colour could have a shorter or longer fade in time.
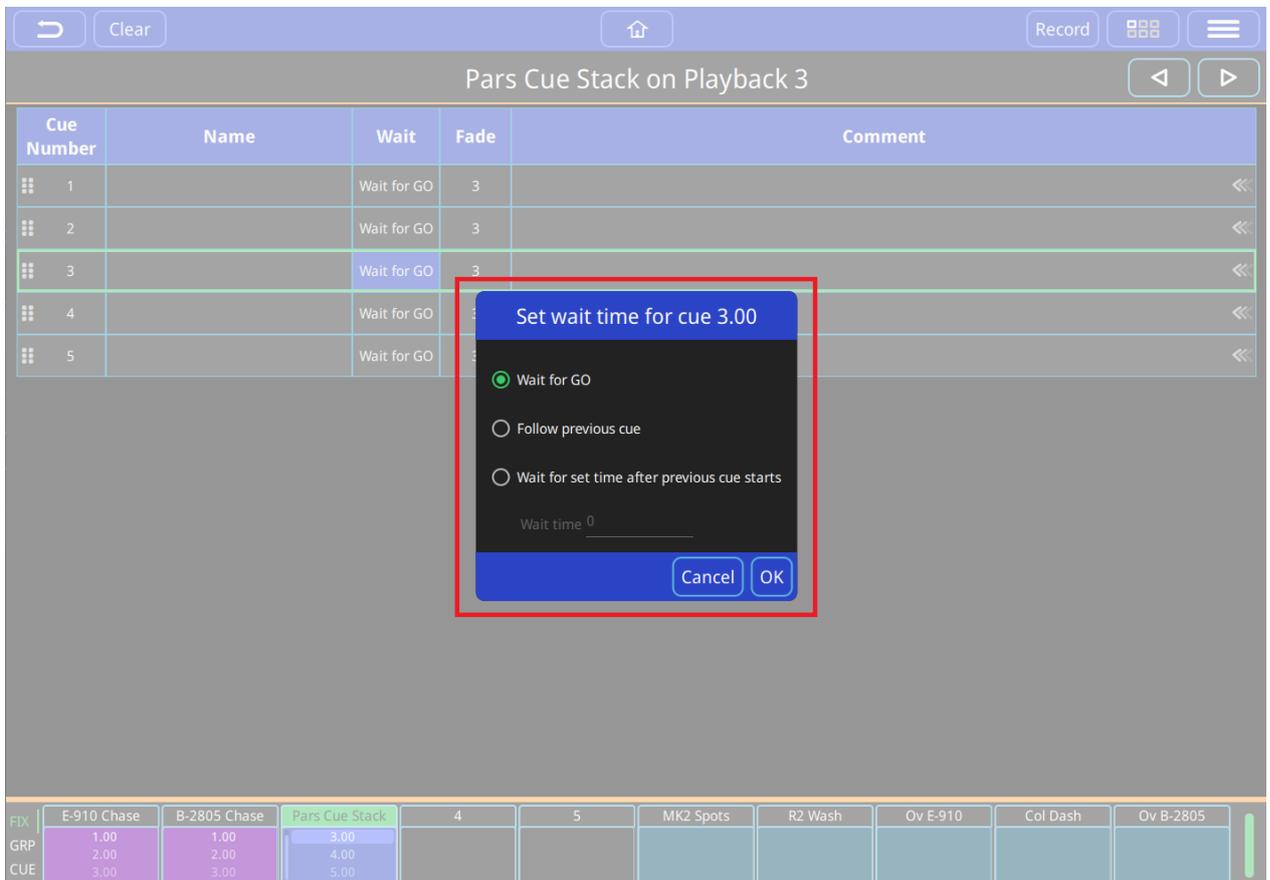
Cue Wait and Follow Times

To change the Wait or Fade times on a cue in a cue stack, hold the fade time or double tap the fade time of the cue.

**Wait for Go**

The cue will stop running after finishing the fader times and wait until you press the ▶ button again.

**Follow Previous Cue**

This cue will start playing back automatically, immediately after the previous cue is finished.

**Wait Time**

This cue will start playing automatically after the previous cue starts after waiting for the time set here.

| Cue Number | Name | Wait | Fade | Comment |
|---|---|---|---|---|
| 1 | | Wait for GO | 3 | « |
| 2 | | Wait for GO | 3 | « |
| | Wait for GO | 3 | | « Goto this cue |
| 4 | | Wait for GO | 3 | « |
| 5 | | Wait for GO | 3 | « |

## Go to a Cue

Pull out the arrows on the end of the comments box and select Go to This Cue.

# Chapter 7. Editing Cues

## Moving Cues in a Cue Stack

Cues in a cue stack can be reordered and moved by selecting the 6 dots directly to the left of the cue number by pressing and holding then dragging the cue to a new location in the list. The cues will be renumbered to reflect the move.

## Inserting A Cue

To insert a new cue, press **[ Record ]** and then select an existing cue. A new cue will be inserted prior to the cue selected. The cue will be numbered and automatically.

## Deleting Cues

To delete a cue press **[ Action ]** then [ 🗑 ], then select a cue to delete.

## Record Merge

To add selected and captured attributes to an existing cue:

- Select some fixtures and make any required changes.
- Press **[ Record ]**.
- Select **[ Show Options ]**.
- Select **[ Merge ]**.
- Select the cue to merge the changes into.

## Recording a New Cue from Current Levels on Stage

This allows us to record all of the current levels and values being output from the console into a new cue. These values can be from cues being played back from the cue faders, from one or more playbacks and selected and captured fixtures. This is in effect a snapshot of everything the console is outputting.

- Raise some faders and make some changes to output your desired look on stage.
- Press **[ Record ]**.
- Select **[ Show Options ]**, if necessary.
- Select **[ Record All ]**.
- Select any of the cue recording methods to add or insert a cue or replace a cue.

# Chapter 8. Effects

## Introduction to Effects on QuickQ

QuickQ contains user selectable effects for each attribute set that can be found under the effects header on the top right of each attribute page. An effect applies a "shape" to a given attribute; this shape can be controlled in size and speed. Changing the size will change how far from the original value that attribute will move for each part of the effect.

## Adding Effects to Fixtures

To add an effect, first select the fixtures you would like to add the effect to then choose the attribute set you would like to apply the effect to on the top left of the screen.
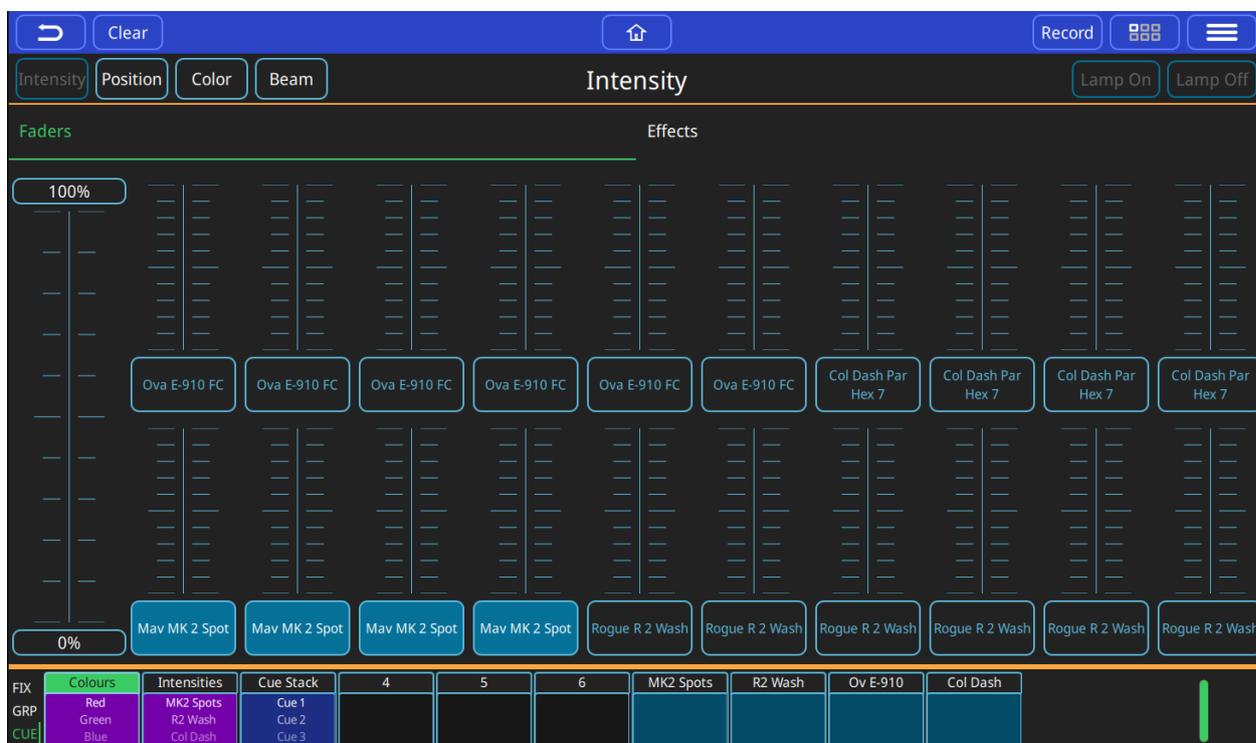


Next you can choose the Effects Header located on the left of the screen.
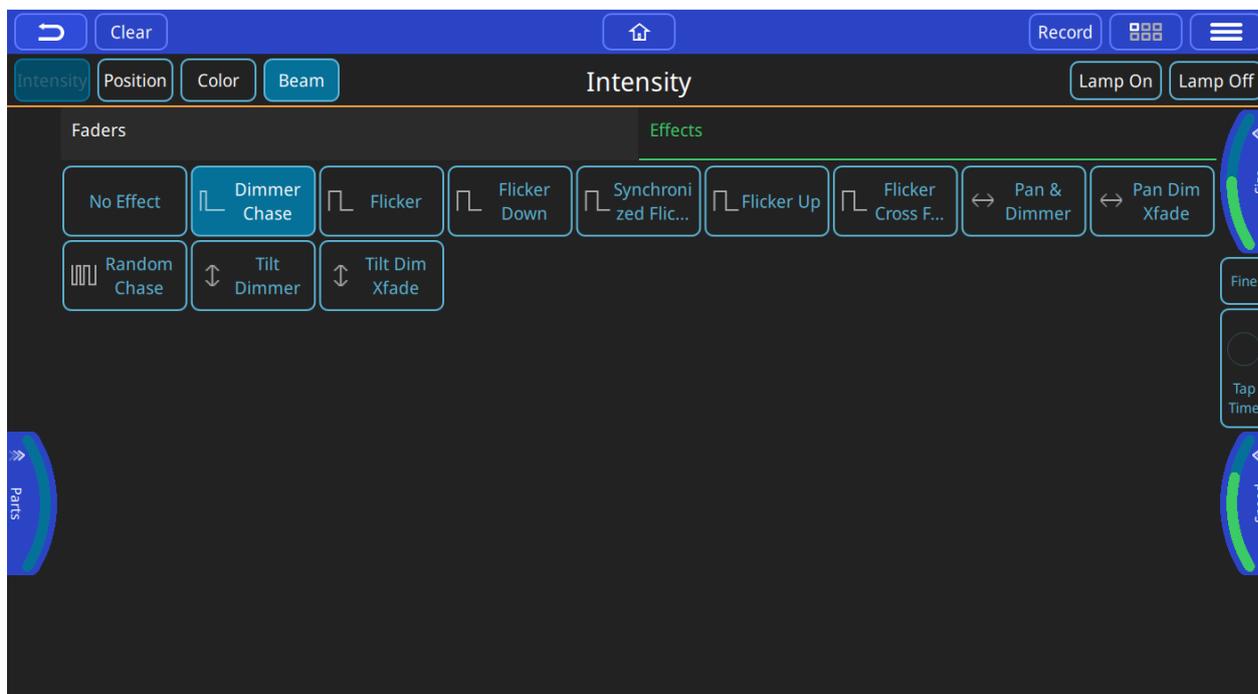
QuickQ will display all the applicable effects for that attribute type; each attribute type will have its own unique effects. Once on the effects tab of, the encoders will change to reflect the settings for those effects, you will also see a **[ Tap Time ]** button appear on the middle right edge of the screen. Once you choose the effect you will be able to manipulate the settings for that effect via the encoders.

The options are:

**Parts**

allows the effect to be broken up into multiple sets of fixtures, for example: 2 parts will give an even/odd effect.

**Speed**

sets the rate of the effect from beginning to end and is displayed in BPM (Beats per Minute) and can be set via the speed encoder, or using the tap to time on the middle right edge of the screen.

**Size**

Sets the amplitude of the effect, this is relative to the starting value of the attributes when you applied the effect. For example: if your fixtures are at 50% intensity, and you put a 100% size on your dimmer effect the lights will chase from 0%-100%, where a 50% size will chase them from 25% to 75%.* Effects will start from the current value on an attribute, the size will increase from that starting point based on the size given to that effect.

> It is possible to "oversize" an effect, this will flatten out the curve or "clip" the effect at the top and bottom of the attributes range. The larger the size the longer it will be at those extremes.

# Recording Effects to Cues

Once you have added an effect and have the desired look on stage you can record the effect to a cue stack the same as any other cue. A cue can contain any number of attributes *and* an effect, or it can contain just an effect and *NO* attributes. The advantage of recording an effect with no attribute values in it is that it can be used at any time and it will get it's starting value for the effect from the output on stage at that time, this would allow an effect like a circle position effect to change where it is pointing from cue to cue, without having to record multiple circle effects

# Effects on Dimmer Channels

Adding effects to dimmer channels is a little different than other attributes, as dimmers are treated as HTP or Highest Takes Precedence channels. This means that the highest value will always be what shows on stage. This needs to be taken into consideration when writing effects on dimmer channels, if the dimmers is at 100% and you try to put a dimmer chase on them the effect will not show, as the channel is already at 100% and HTP will not allow the effect to set a level less than that honouring the channel as HTP.

Other attributes are treated as LTP or Latest Takes Precedence channels. This means that last value they are sent is what will show on stage, allowing these channels to go below the current value when adding effects. LTP channels will use the current value as the starting point for the effect. For example: a circle effect on pan and tilt, will use the current position of the fixture as the centre of the circle movement relative to the size value of the effect.

# Chapter 9. Execute Window

The Execute Window is a special window designed to allow customization of the look and feel of the QuickQ. The layout of the window is configurable into three sizes, giving the user a grid of buttons that can have items such as cues and effects recorded to them.

The Execute Window is accessible on the MagicQ remote iOS and Android applications and can also be triggered from 10Scene wall plates.

To access the Execute Window ≡ › **Execute**.

To resize the Execute Window press **[ Grid Size ]**. The grid size can be set to 10x1, 6x4, 8x6, 10x6 and 10x10.
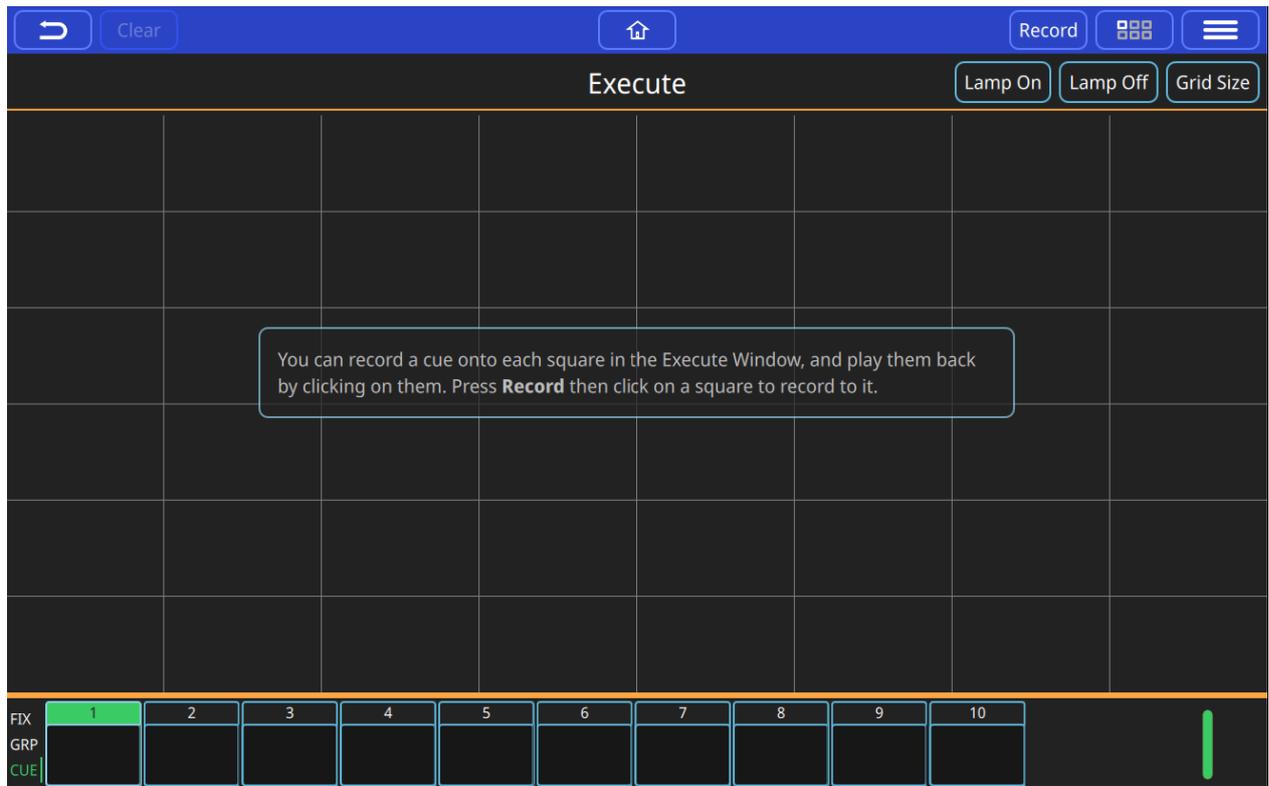


The user can choose where they want to place any items in the Execute Window. Just create your look or make your effect, press **[ Record ]** and press a tile on the window
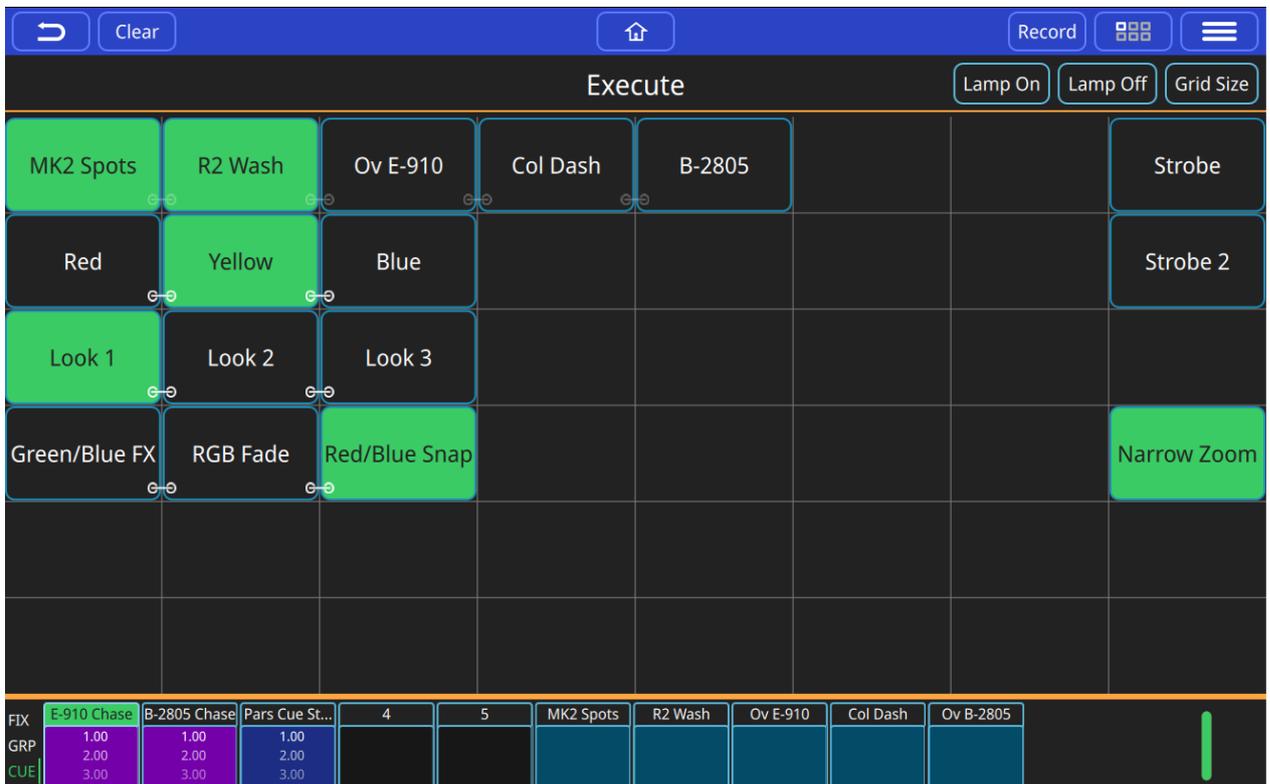
Using the 'link' option will allow for tapping on an execute to release any other executes that are 'linked' to it. In order to Link executes, they must be directly next to each other horizontally. Use the **[ Action ]** Menu to link and unlink execute items.

# Chapter 10. Settings Window
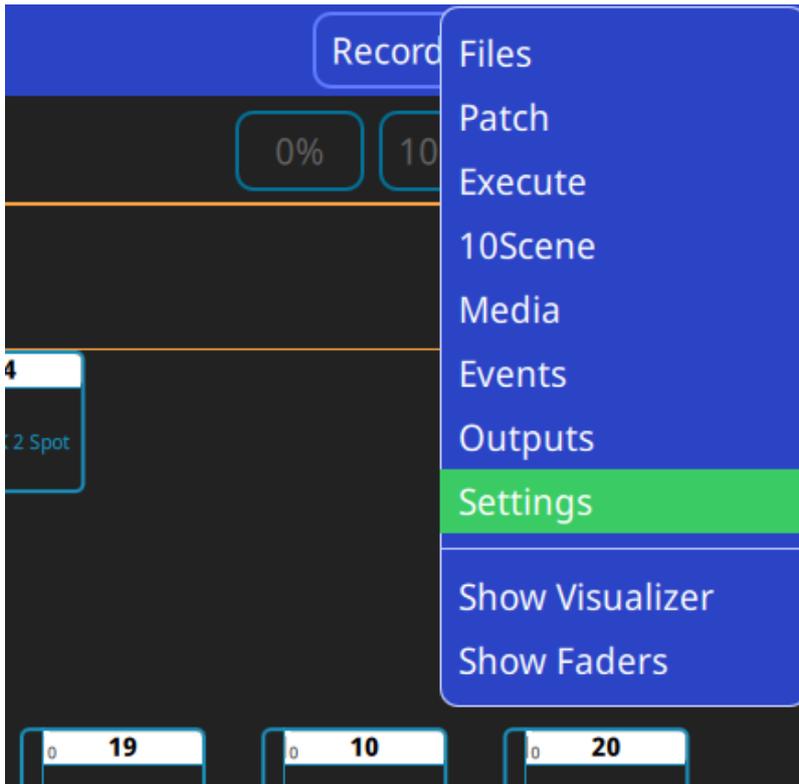


To access the QuickQ Settings Window, tap the ☰ button on the top right of the display and press the **Settings** option.

In the main Settings Window, you will find settings to change the console's default behavior.

- Group and Cue faders LEDs mimic fixture colours. With this option on, the LEDs above the Multi-Function Faders on the left of the console will emulate the current colours of the fixtures.

- Newly created playbacks are chases, not cue stacks. With this option on, recording more than one cue to any unused playback of the 10 playbacks will make a chase.

Playbacks can be converted after recording. Double tap the playback window above a playback fader. Then, select the change required from the☰ button.

QuickQ consoles can be run in 2 different modes, live mode and theatre mode.

- Live mode will default all newly created playbacks to chases.

- Theatre mode will default all newly created playbacks to cue stacks, enabling the user to step through the cues one at a time.

Theatre mode also enables automatic "move when dark" and playback crossfades, converting playback 2 to a dedicated manual crossfade fader. Moving this fader will manually fade cues one after the other in the time taken to move the fader.

"Move When Dark" works on a per playback basis, when enabled any heads that are used in the next Cue but which have 0% intensity in the current Cue are checked to see whether the

Position, Beam and Colour attributes should be preloaded before the next Cue is executed. If the Position, Beam or Colour values are different from the current values then the new values are crossfaded with a time of 3 seconds.

On QuickQ Designer Software on a computer, you will also see a setting to change the software layout to reflect the different models of consoles in the QuickQ product line.

# Access Levels

Access Levels can prevent users from making unwanted changes to the show files and console settings.
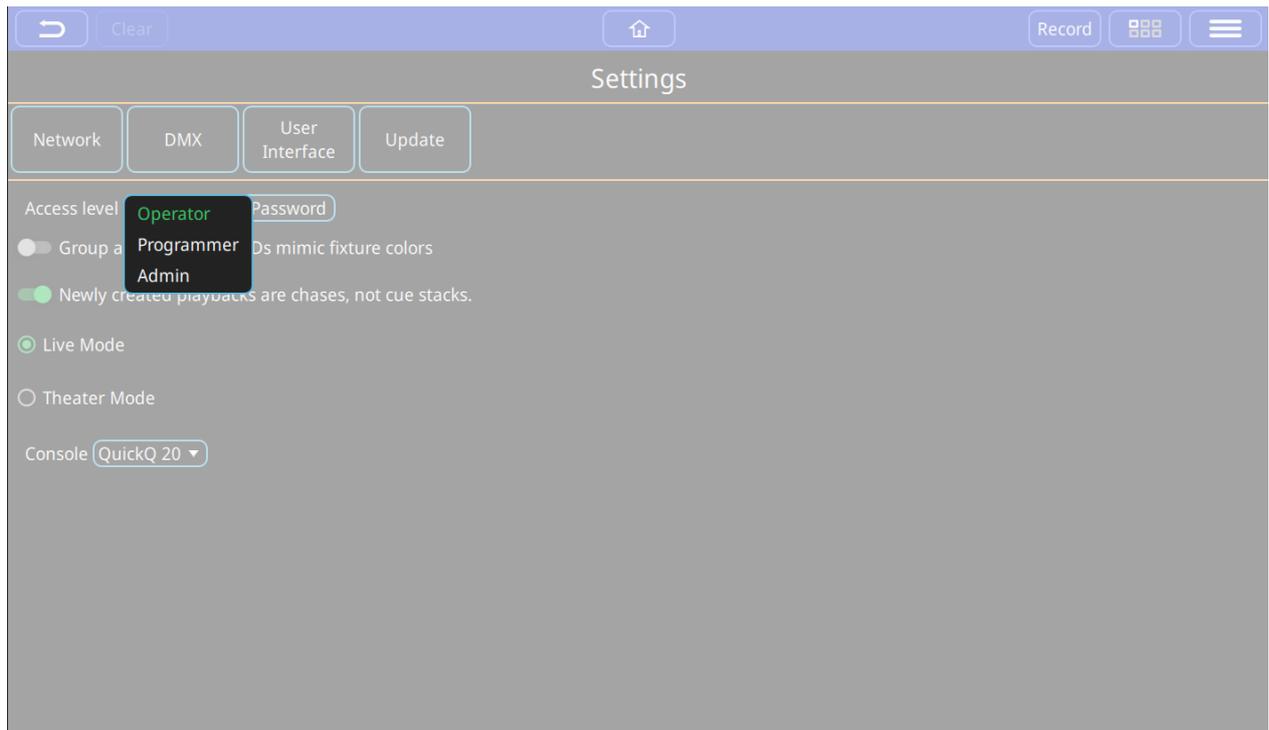


There are 3 access levels.

- **Admin:** is the default and allows complete control of the console, patch, and settings.

- **Programmer:** allows users to program shows but not to change the patch or settings.

- **Operator:** prevents any changes to the show file, but the show can still be operated as normal. When in the Operator level, the Home Window changes to the Execute Window.

The access level can be changed in the Settings Window. The Admin and Programmer access levels can be password protected, and passwords can be changed in the Settings Window. The current access level and the passwords are stored in the show file. The user must enter the current Admin password before they can change a password.

Take care to write down or otherwise protect any passwords created. If you have forgotten a password, contact ChamSys Support to retrieve and reset the password to restore access to the console.

# DMX Settings

The DMX Settings Window defines how DMX is output by the console for each universe. By default, each console universe is output to the corresponding DMX port located on the console's rear panel.

- **Send Over Network:** Each DMX universe can be duplicated and output via the network port. Select a universe tab, then select the protocol required from the "Send Over Network" drop-down. Assign the Art-Net/sACN universe to transmit on.

- **Test Mode:** Turn this on temporarily to send a ramp output on all 512 DMX channels to test your connection to your lighting. Fixtures do not need to be patched.

- **Allow other consoles to control this universe.** This is typically only used on a QuickQ Rack. When selected, the QuickQ Rack will hand over control to the other console when it detects another console's output on the network's universe. The QuickQ Rack will control lighting until the stage lighting console is turned on and will have control automatically once the stage lighting console is turned off.
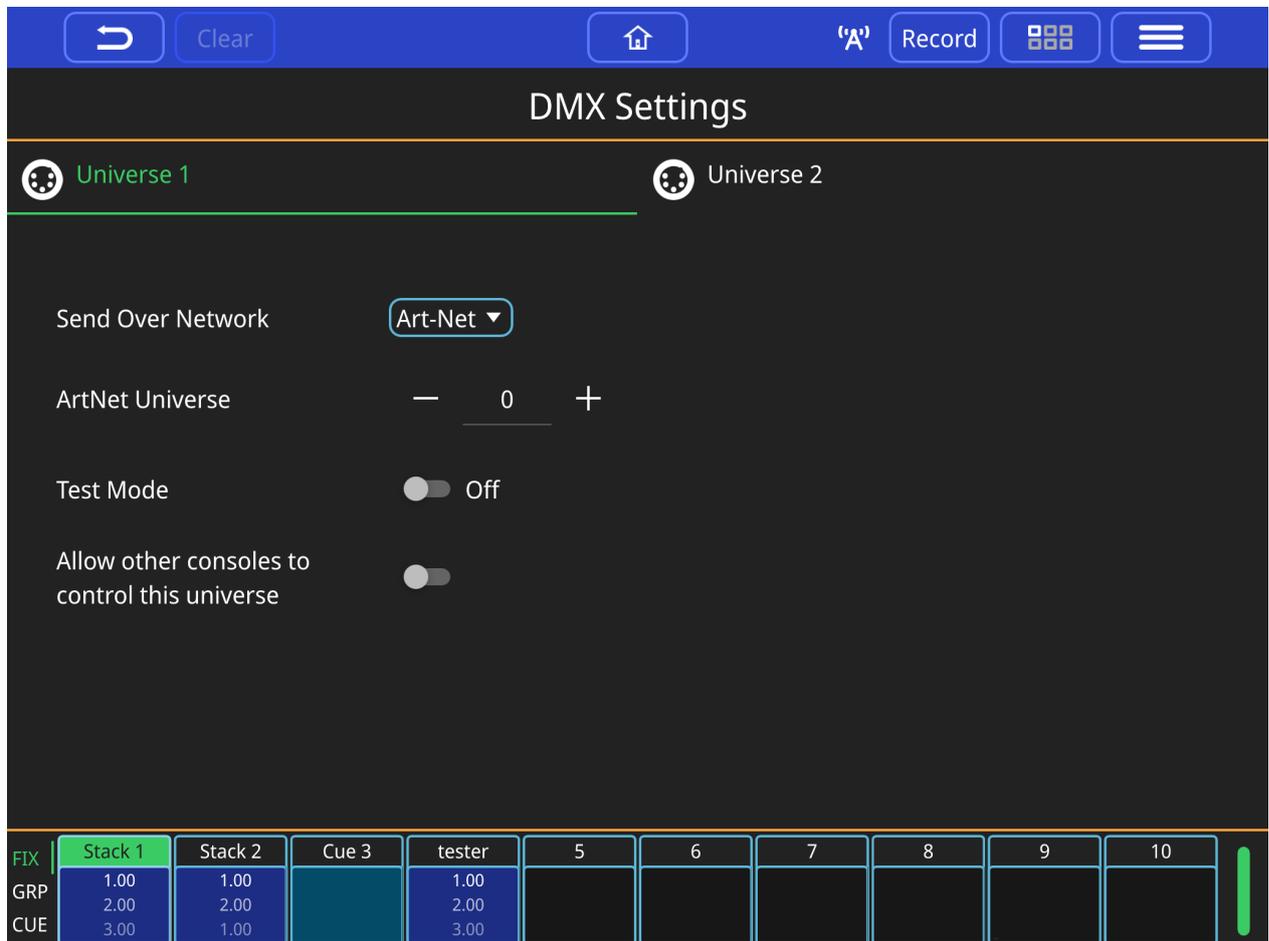


## Setting Up a QuickQ Console to Output Art-Net

First, the console IP Address must be set. From the Home menu on the console, go to Settings, Network, Wired.

Double-tap to set the IP address to the required IP schemes Note:it is recommended that Art-Net run on a 10.x.x.x or a 2.x.x.x IP scheme.

Double-tap to set the subnet mask.

Match your Art-Net devices' IP to be in the same range as the console. (for example set the Console IP to 10.0.0.101 and Art-Net device IP to 10.0.0.102, with both using a 255.0.0.0 subnet)

Next, Set or check the DMX output on the console. From the Settings menu, go to DMX settings.

Set Send Over Network to Yes

Set Art-Net Universe, Art-Net universes start at Universe 0. If your node has been set to receive Art-Net Universe 0, you would have console universe 1 being sent out on Art-Net Universe 0.
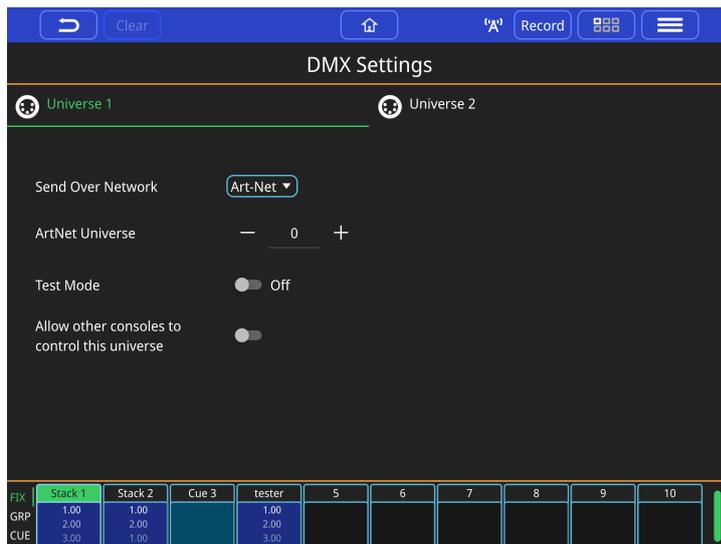


# Network
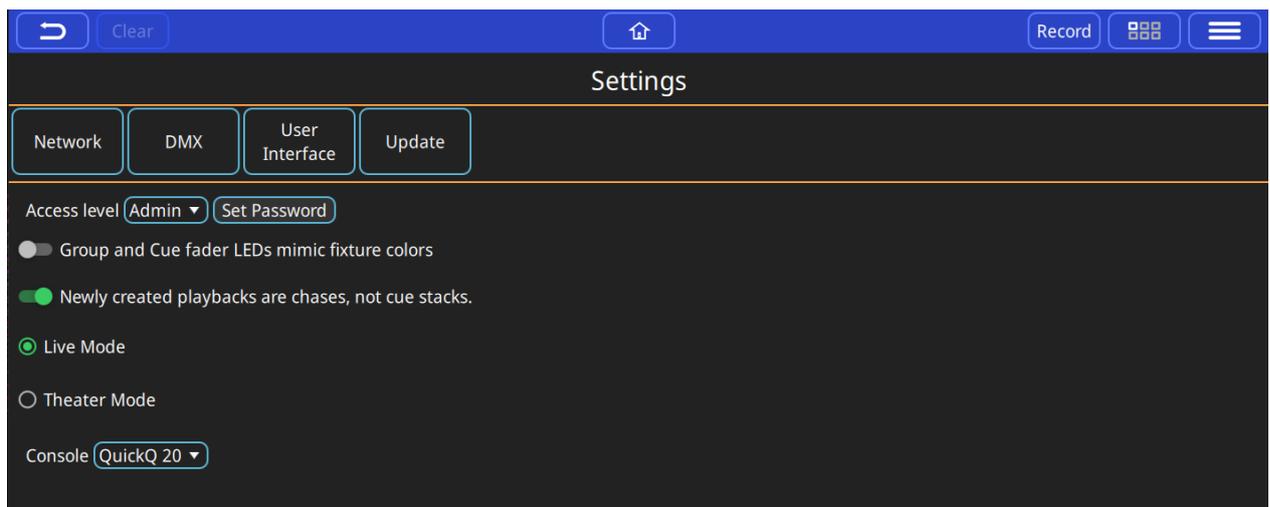


The Network Settings Window allows users to configure both a wired and a wireless network connection.

The Wired connection window can be used to define the console's IP address and subnet mask. These can be adjusted by pressing within the text boxes and entering the values with the pop-up keyboard.

# Wired

In the Wired Tab of the Network settings, you can set the console's IP information for the Ethernet port.

First, the console IP Address must be set. From the Home menu on the console, go to Settings, Network, Wired.

Double-tap to set the IP address to the required IP schemes - see the previous section.

Double-tap to set the subnet mask.

Match your Art-Net devices' IP to be in the same range as the console.

(for example Console IP is 10.0.0.101 and Art-Net device IP is 10.0.0.102, both using a 255.0.0.0 subnet)

Next, Set or check the DMX output on the console. From the Settings menu, go to DMX settings.

Set Send Over Network to Yes

Set Art-Net Universe, Art-Net universes start at Universe 0. If your node has been set to receive Art-Net Universe 0,

You would then have console universe 1 being sent out on Art-Net Universe 0.

# Wireless

The WiFi connection on the console is used to connect phones and tablets to the console. The console's WiFi connection cannot be used to output DMX. Scan the displayed QR code using the QuickQ remote app on your device.

By default, WiFi is disabled on QuickQ products. On consoles, to enable WiFi, press the WiFi Icon at the top of the QuickQ Display and toggle on WiFi.

On QuickQ Rack systems, WiFi can be enabled once the unit is on by pressing and holding the WiFi button on the rack's rear for two seconds. (On early QuickQ Racks, this button is labeled `recovery` but can still be used to toggle WiFi on/off). The front panel LEDs will flash blue to indicate the WiFi has been turned on and red to indicate the WiFi has been turned off.

If you need, you can change the console's IP information for the built-in WiFi. A new QR image will generate to connect the WiFi with the QuickQ Remote App.

Save to USB Stick button. This will save the QR code and 2 PDF files in A4 and US Letter sizes. Print out and use to connect.

# User Interface Options
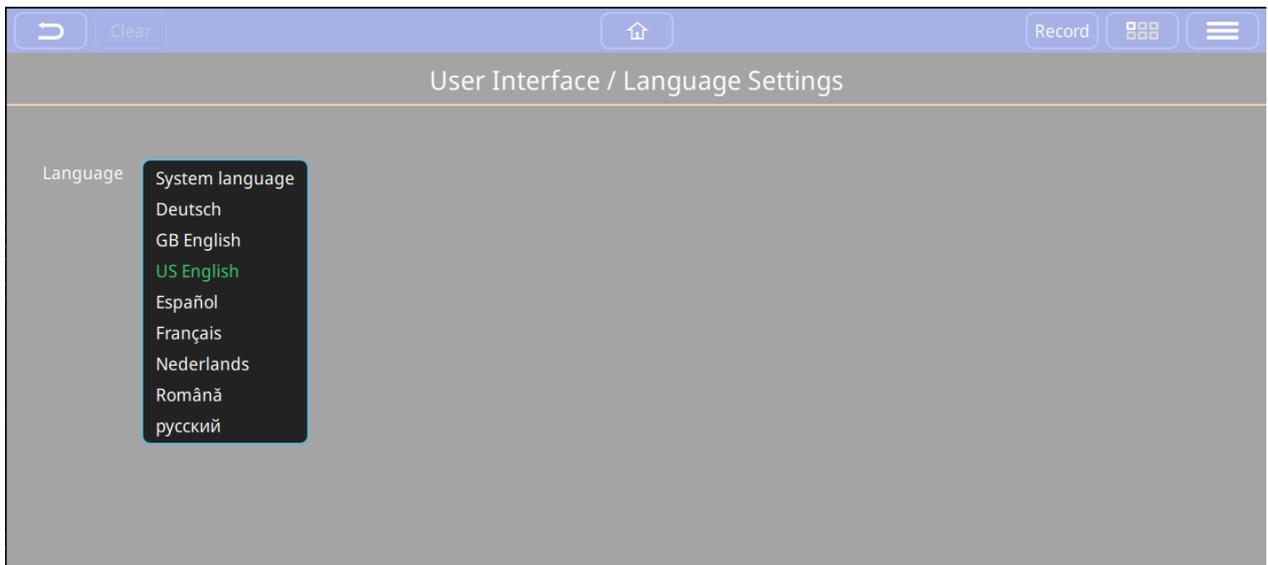
Select the language from the drop-down. QuickQ supports GB English, US English, Spanish, French, Romanian, Russian and Dutch.

# Update Options

In the Update Window in settings you can find information on the currently installed software version,change notes, and copyright information. As well as buttons to update the console software, perform a hardware test on the console, and enter the startup app if needed.

# Chapter 11. MIDI Notes and Timecode

The QuickQ 20, 30 and Rack support input of MIDI notes and MIDI timecode via the inbuilt MIDI port, enabling users to control remotely Playbacks Enabled by default, there's no setup required on QuickQ for MIDI input, connect a 5 pin MIDI cable into the MIDI input port located on the rear of the console.

## MIDI Timecode

The incoming MIDI timecode signal can be viewed within the Settings Window. Once connected, the current timecode value will be displayed in the lower left corner (shown below).
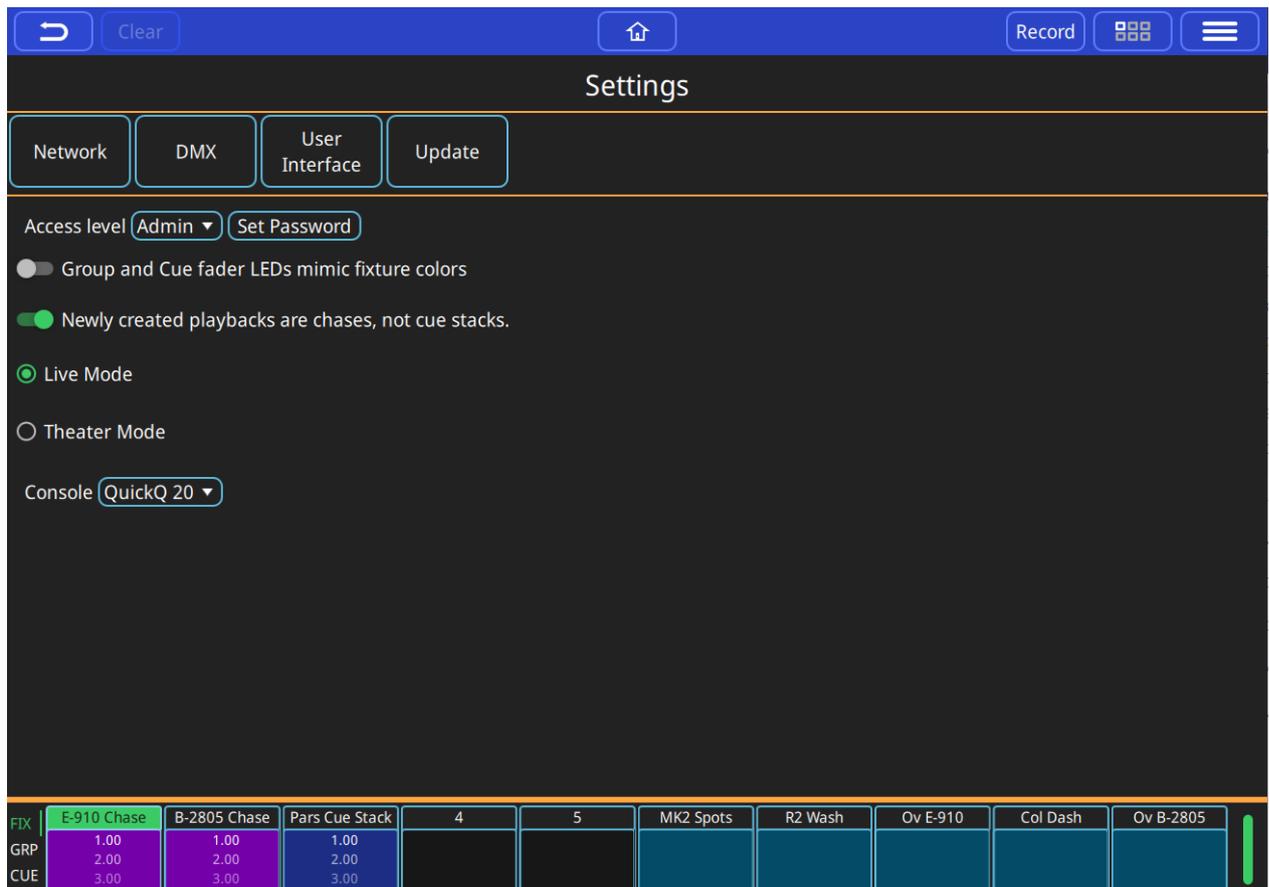


With timecode values being read by the console, MIDI timecode can be enabled on individual cue stacks by pressing the menu button, selecting "cue stack options" and enabling "Use MIDI Timecode". Once enabled, timecode values can be inserted into the wait field by double tapping within the cell. The cue will now wait to read the defined time before activating.

## MIDI Notes

MIDI notes are pre-set on QuickQ with Playbacks 1-10 responding to MIDI notes 60 to 69 . Send a MIDI note-on signal to activate (turn on) and a note-off signal to release (turn off) each Playback. Midi Velocity is used to set the playback level when sending the note on/off messages.

Examples:

To activate (turn on) Playback 1 at 100% send Midi Note 60 ON with velocity 127. To activate (turn on) Playback 2 at 50% send Midi Note 61 ON with velocity 64. To release (turn off) Playback 1 send Midi Note 60 OFF with any velocity. To release (turn off) Playback 2 send Midi Note 61 OFF with any velocity.

From QuickQ version 6 onwards it is possible to also control the **[ GO ]** and **[ Pause ]** buttons for each of the 10 playbacks. A note starting at note 72 to 81 will control the **[ GO ]** button, moving up an octave starting at note 84 to 93 will control the **[ Pause ]** buttons for playbacks 1-10.

A note off command must be sent for the corresponding note, before the note on can be sent again to activate the **[ GO ]** and **[ Pause ]**. For example: sending Midi Note 72 ON will press **[ GO ]** on Playback 1, a Note 72 OFF must then be sent before sending another Note 72 ON to **[ GO ]** on Playback 1 again.

# Chapter 12. Audio Input

Audio input can be used on QuickQ consoles for simple sound to light control, setting the BPM of chases in time with music. Audio is input to the console via the 3.5mm jack socket on the rear labelled "Audio In".
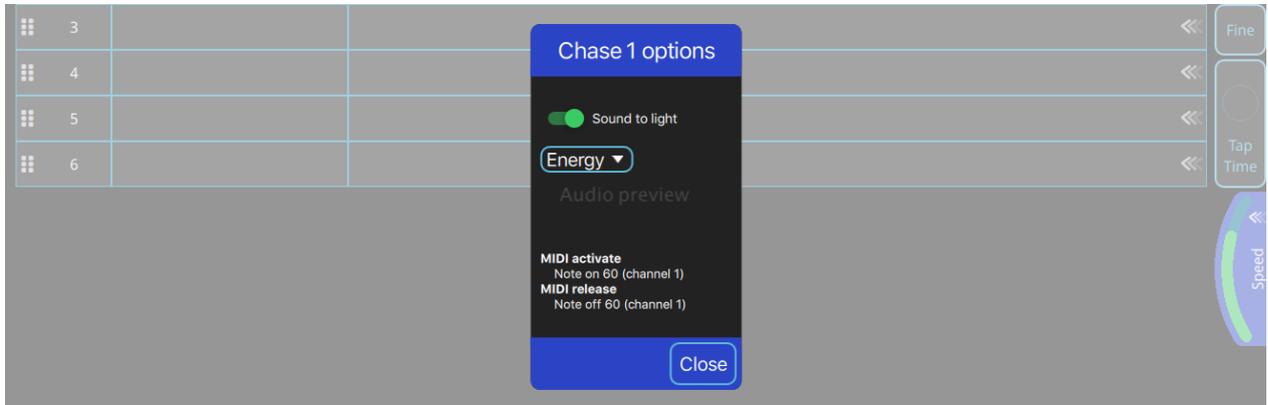


To enable sound to light for a chase, open the chases playback window by either holding or double tapping on the corresponding playback legend above the playback fader. From here, access the chase options via the menu button (top right of the display).

In the chase options window enable sound to light for this chase. Set the "Energy" option to look for specific audio frequencies. If this option is left as Energy, it will use the entire frequency spectrum.

# Chapter 13. 10Scene Window and 10Scene Wall Plates

10Scene buttons create simple, quick architectural control.

10Scene buttons are available as 10 button wall plates, 10 buttons on the front panel of the QuickQ Rack, or the 10Scene app for iOS, Android and Microsoft Windows.

To connect 10Scene wall plates to a QuickQ console use a 10Scene Gateway (up to 20 per Gateway), 10Scene wall plates can be connected directly to the QuickQ Rack (up to 40).

A QuickQ system can support up to 40 10Scene wall plates connected via either direct sockets on the rack or across Gateways. A maximum of 10 Gateways can be connected to a QuickQ system.

Access the 10Scene Window from the main menu.
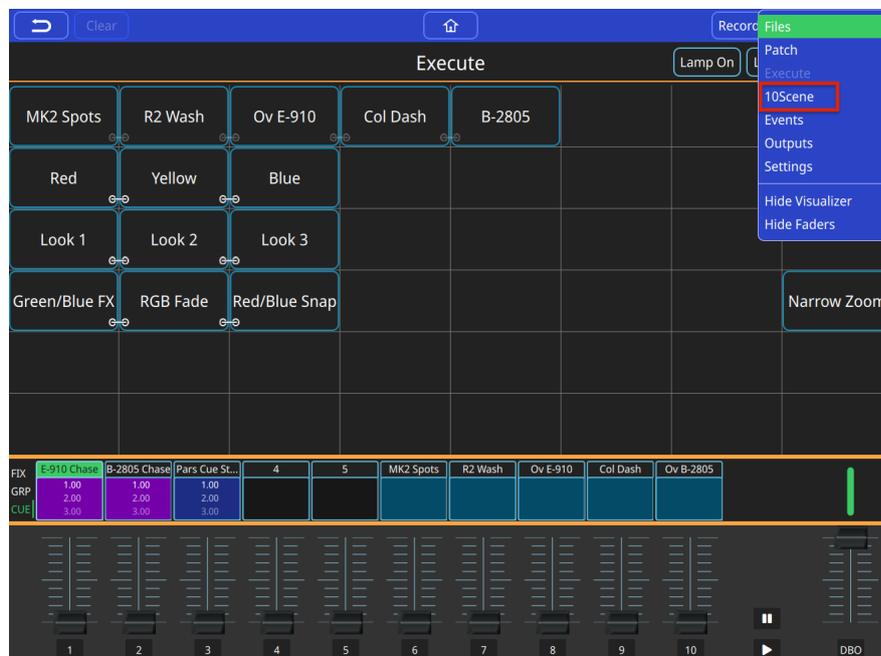


The 10Scene Window has four views, Panel view, Contact Events, Gateways and the 10Scene settings.

10Scene buttons can be used to toggle on and off *either* the first 10 execute buttons on the execute page, the 10 playbacks *or* using Zones to activate execute buttons in Zones.

# Settings

QuickQ offers four operation modes for 10Scene wall plates:

- 10Scene toggles playbacks 1-10 on and off, in this mode 10Scene wall plates will toggle on and off playbacks recorded on right-hand side of the console, these can be either a cue or a chase.

- 10Scene toggles executes 1-10 on and off, in this mode 10Scene wall plates will toggle on and off the first 10 execute cues recorded in the Execute Window.

- 10Scene controls execute in zones set by groups

- 10Scene controls executes in rows

QuickQ supports up to 10 Zones.

Choose the option you want in the 10Scene Window Settings tab.
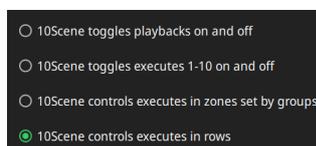


# Panel

The 10Scene Panel window emulates a 10Scene wall plate in any of the 10 zones, or control all of them.

The 10Scene Panel view can control any of the 10 Zones that QuickQ supports, using the drop down at the top right of the panel

# Contact Events

Each of the 10Scene connectors on the QuickQ Rack or Gateway has a contact pin that can be configured to trigger an Execute or Playback, or can join two zones together so that the Wall Panels for both zones control the lights in multiple zones.

Add a contact event in the Contact Events Window using the **[ + ]**.

Select the socket number (10Scene ports on Gateways are always sockets 1 & 2).

Contact events can action their target when the contact turns On, Off, On and Off or Off and On.

Set Target is used to select the execute or playback item to action when the contact event is received, contact events action can also be used to join zones.

> QuickQ supports 4 unique contact inputs per system. Gateways are always socket 1 and 2.

# Gateways



SnakeSys Gateway interfaces are used to connect 10Scene wall plates to a QuickQ Console or additional 10Scene wall plates to the QuickQ Rack. Each Gateway has 2 10Scene sockets to connect up to 20 10Scene wall plates (10 per socket) and 2 contacts.

The Gateways tab displays Gateways that are connected to the system and allows for configuration of these interfaces.

The Gateway name, IP address and subnet mask can be configured from the Gateways tab using the Action menu.

The IP address of the console can be set in the Wired Network Settings Window.

> 10Scene Gateways must be enabled in **10Scene › Settings › Enable Gateways** for Gateways to work.

# Chapter 14. Events Window

The Events page allows you to create scheduled events that will start and stop scenes and sequences at specific times determined by the user.

To begin, open the Events Page via the setting menu. Tap the blue Plus button and enter in the information needed for that event. Choose whether the event will trigger Every Day, Every Hour or Every Minute, then the time in hours, minutes, and seconds that you want the event to happen.

Once set the next window will ask what action is to be taken when the requested time interval happens. The three choices are No Action, On, or Off. Once that choice is made tap Change and you can then tap on an item, such as a playback or execute to preform that action on.

Once complete you can press the blue Plus button to another Event

To edit an Event already created simply double tap or long press in the appropriate box and change the required information.

The following example shows some exterior lights set to do a lights show on Saturdays and Sunday's at the start of every hour and last for 45 minutes. It deactivates for 15 minutes and reactivates at the top of the hour.

| Name | Time | Action |
|---|---|---|
| House Exterior On | Every hour at 0m 0s (Mo) (Tu) (We) (Th) (Fr) (Sa) (Su) | Turn On Execute Item 26 *House Exterior* |
| House Exterior Off | Every hour at 45m 0s (Mo) (Tu) (We) (Th) (Fr) (Sa) (Su) | Turn Off Execute Item 26 *House Exterior* |

The Events page can also be used to configure the 10Scene ports on the QuickQ Rack as analog triggers.

# Chapter 15. Open Sound Control (OSC)

Software version 6.0 onwards for QuickQ consoles supports Open Sound Control (OSC) from 3rd party control systems over a network such as the Touch OSC application for iOS/Android devices.

Enable **Open Sound Control** in the Network Settings Window on the console, QuickQ is hard coded to TX on port 9000 and RX on port 8000. Port number is fixed and cannot be changed.

Supported Open Sound Control commands are:

*Table 1. Supported OSC Commands*

| Command | Arguments | OSC Action |
|---|---|---|
| `/pb/<playback>` | float between 0.0 and 1.0 *or* int between 0 and 100 | Set playback fader level |
| `/pb/<playback>/go` | (optional) non-zero value | Go on playback |
| `/pb/<playback>/flash` | 0 sets to 0%<br><br>non-zero sets to 100% | Set playback level to 100% |
| `/pb/<playback>/pause` | (optional) non-zero value | Pause playback |
| `/pb/<playback>/release` | (optional) non-zero value | Release playback |
| `/pb/<playback>/<cue>` | (optional) non-zero value | Jump to cue |
| `/10scene/<item>/<zone>`<br><br>`/10scene/<item>` | (optional) one of following<br><br>*no arguments* - activate button<br><br>0- release button<br><br>1- activate button | Control 10Scene buttons |
| `/feedback/off` | None | Turns feedback off |
| `/feedback/pb`<br><br>`/feedback/exec`<br><br>`/feedback/pb+exec` | None | Turns feedback on and transmits state of playbacks and executes |

> ℹ️ Open Sound Control must be enabled in **Settings** › **Network** › **Protocols** for these commands to work.

# Chapter 16. Ethernet Remote Control

QuickQ consoles feature a simple remote control protocol allowing them to be controlled from 3rd party control systems over a network.

When **Ethernet Remote Control** is switched on in the Network Settings Window the console will listen for UDP messages on port 6553. The port number is fixed and cannot be changed.

The Ethernet Remote Control messages do not require any heading.

Each command is an ASCII string with a number followed by a letter.

The supported commands are:

- `A` Activate Playback
- `R` Release Playback
- `T` Activate Playback at 100%
- `U` Release Playback 0%
- 'G' Go on Playback
- 'S' Stop (go back) on Playback
- 'L' Set Level of playback
- `X` Toggle 10Scene button (<zone>,<button ID>,<state>)

A number is prefixed before the command to denote the item that the command will control. For example sending `10A` will activate Playback 10, while sending `2X` will toggle the second button of the 10Scene panel.

> ℹ️ Ethernet Remote Control must be enabled in **Settings** › **Network** › **Protocols** for these commands to work.

# Chapter 17. Upgrading Console Software

New versions of QuickQ console software are made available on the downloads page of the ChamSys website – https://secure.chamsys.co.uk in the form of .cdq files.

It is always recommended to back up your show file before updating the console, although upgrading should not affect show files and settings on the console.

Update procedure

- Download latest QuickQ console software from http://chamsysquickq.com/.

- Copy downloaded file to a USB Drive.

- Unplug any HDMI monitors from the console and power on the console.

- Insert the USB memory stick into the one of the USB sockets on the console (on the rear panel)

- Select menu button on the top right, then select settings, then update.

- Select update from USB DRIVE.

- Select the file for you console system on the USB drive.

- The software will be copied from the USB stick (takes 10 seconds or more) and then QuickQ will automatically restart with the new software running.

The console software can now also be updated from within the QuickQ application. In the Update window the Update Software button now shows a file chooser dialog allowing users to select a .cdq installer file which will then be installed. The installation can not be stopped once it has started. The software will restart once the installation is successfully completed. This can be done from the Remote App, but the USB stick with the new .cdq file should still be inserted into the console.

# Chapter 18. Factory Reset

Under normal operation it should not be necessary to factory reset a QuickQ system, unless you are advised to by ChamSys Support.

## QuickQ Rack System Factory Reset

First Remove the power cable to the unit, then Press and hold front panel buttons 1, 3 and 5 while plugging back in Power to the unit. Keep these buttons pressed for about 10 seconds, and release when the front panel buttons start flashing red.

The unit will factory reset settings and reboot.

Note this will also turn WiFi off, as this is the factory default state, this process will not delete show files.

# Glossary

Below are a few commonly used terms to help with getting started with QuickQ programming.

**10Scene**

The 10Scene range comprises wall panels and interfaces allowing a QuickQ Rack or Console to be controlled from a simple wall panel or the 10Scene App.

**Art-Net™**

Art-Net is a network protocol that allows DMX to be carried over an Ethernet network. Art-Net™ is designed by and copyright Artistic Licence Holdings Ltd.

**Attributes**

QuickQ has 4 attributes categories used to describe and control fixtures. Intensity, Colour, Position and Beam. Beam includes many functions that are simply not the other 3, for example shutter, prism and gobo wheels.

**Chase**

an automated sequence of cues taken one after the other.

**Cue**

A recorded collection of values of levels and attributes for one or more fixtures.

**Cue List**

Another term for cue stack.

**Cue Stack**

One or more cues, either taken one after the other by pressing the go button or taken automatically one after the other in a chase.

**DMX or DMX512**

an acronym for Digital Multiplex and is a standard for digital communication networks that are commonly used to control stage lighting and effects. Today we can transmit DMX data over both direct DMX cables and via an Ethernet network. QuickQ has connections for both.

**DMX Address**

Each fixture has its own starting DMX address, which is different for every fixture on a single DMX universe.

**DMX Channels**

DMX512 has 512 individual DMX channels on each universe of DMX.

**DMX Universe**

A collection of 512 DMX Channels is referred to as a Universe of DMX.

**Effect**

The automated application of changes to one of the 4 attributes. There are Intensity Effects, Colour Effects, Beam Effects and Position Effects built into QuickQ.

**Fade Time**

The time taken for a cue to change. Fade in and fade out can be the same or different.

**Fx**

An abbreviation of effects.

**Fixture**

A fixture is the name used by the console to control a device. Each Fixture has its own number. A Fixture can be a lamp operated by a dimmer, an LED, a Moving Light or any device that can be controlled via DMX. Other consoles may refer to this as a *Lighting Instrument*, *Instrument*, or *Head*, and may be referred to by a channel number or head number.

**Fixture Mode**

Most fixtures have different modes that can be selected on the physical fixture itself. It is important that the mode set on the fixture matches the mode selected during Patching. The fixture mode defines the number of DMX Channels a fixture uses.

**Fixture Number**

Each fixture is given a number during patching. Fixtures 1 to 20 or 1 to 40 on the QuickQ 30 can also be controlled from the fixture faders with the corresponding number. These may also be referred to as the *Channel Number* if it is a simple dimmer in a theatre.

**Group**

A collection of fixtures. Groups are used to control several fixtures at the same time.

**Head**

Another term for fixture, used in the MagicQ range of consoles.

**Instrument**

Another term for fixture.

**MIDI**

MIDI is an acronym that stands for Musical Instrument Digital Interface. It is a way to connect devices that make and control sound, such as synthesisers and sequencers. It can be used to trigger lighting from an audio device such as a digital keyboard.

**Multifunction Faders**

The multifunction faders are found on the left side of the console. The QuickQ 10 and the QuickQ 20 have 20 faders and the QuickQ 30 has 40 faders.

**Multifunction Fader Mode**

The multifunction faders can operate in one of 3 modes using the mode buttons on the console above the COL MIX encoders or on the bottom left of the touchscreen:

- **Fixture** each fader controls one fixture as assigned during patching.

- **Group** each fader controls a group or collection of fixtures recorded to it.

- **Cue** each fader can have one cue recorded to it for playback in this mode.

**Palette**

A collection of fixture attributes of one type that can be used as building blocks when recording cues. They are then referenced by cues and many cues can contain the same palette. The advantage is if for example, you had 500 cues all referencing the colour palette named "yellow" and you wanted to change the particular shade of yellow you had used in all 500 cues - rerecording the colour palette "yellow" would achieve this in one action. Palettes are found towards the top of their respective parameter windows.

**Patching**

Telling the console what fixtures are connected to the console and connected via DMX.

**Playback**

Playbacks are the faders on the bottom right of the console. The QuickQ 10 has one cue stack and two chase playbacks while the QuickQ 20 and QuickQ 30 each have 10 playbacks which can each contain a cue, a cue stack or a chase.

**Remote Data Management (RDM)**

RDM is an extra protocol added to DMX. It does not require any extra cabling than normal DMX and allows fixtures to communicate with the console. QuickQ can use RDM to automatically discover and patch fixtures. QuickQ cannot readdress or change fixture modes via RDM.

**Sequence**

Another term for cue stacks.

**Visualiser**

Software that shows a 3D visualisation of the lights used in a light show. This can be used to program shows without needing a physical lighting rig. QuickQ consoles can connect to most visualisers using Art-Net including the ChamSys MagicVis software and the QuickQ Designer Software has a visualiser built in.

# Appendix A: DMX, Ethernet and Art-Net

## DMX

DMX data is transmitted in a serial form. This means that there is one cable carrying the data, which is sent bit by bit (a bit is a 1 or 0), one after another. The entire transmission of DMX data for a DMX universe is known as a DMX Packet.

The DMX Packet consists of a start code and 512 channel levels.

| Start Code | Chan 1 | Chan 2 | Chan 3 | ....... | Chan 512 |
|------------|--------|--------|--------|---------|----------|
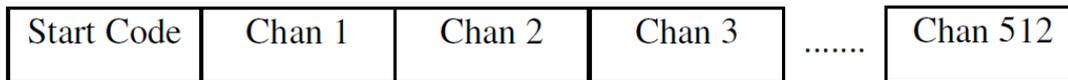
The start code for DMX is generally 0. The channel section contains the level for that channel.

## Ethernet

Ethernet is the technology used to connect computers on a network. Most computers use a protocol called TCP/IP (Transmission Control Protocol Over Internet Protocol) to communicate over an Ethernet network.

Ethernet transmits the IP address (address of a computer on the network) of the sending computer, followed by the IP address of the receiving computer, followed by the data. The IP addresses allow the data to be routed to the correct computer.

On a typical office network, computers will have an IP address of 192.168.1.x, where x is between 0 and 254 (255 is a reserved address). These IP addresses are generally assigned dynamically by the Router on the network using a protocol called DHCP.
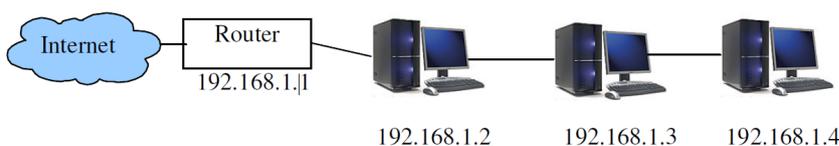


The computers use a subnet mask of 255.255.255.0. This specifies which range of IP addresses are on the local network. In the example above 255.255.255.0 specifies a range of from 192.168.1.0 to 192.168.1.255 which is a total of 256 addresses.

## Art-Net

### What Is Art-Net?

Art-Net is a royalty-free communication protocol, developed by Artistic License used to transmit DMX information over a network.

An Art-Net network typically uses the 2.x.x.x or 10.x.x.x IP Address scheme using a subnet of

255.0.0.0. It is important to ensure that Art-Net data using the 2.x.x.x IP address scheme is not routed onto the internet.

Ideally you should set up a separate network between your QuickQ console and node(s).

Unlike normal office networks, the IP address must be in the range 2.x.x.x or 10.x.x.x, where x is between 0 and 255.

The subnet mask must be set to 255.0.0.0. This means configuring the address of each piece of equipment on the network manually. QuickQ products are typically set to 10.x.x.x. from the factory.

# Appendix B: FCC Part 15 Notice

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions:

(1) This device may not cause harmful interference; and

(2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause interference with radio and television reception. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

You may also consult your local ChamSys Ltd dealer or an experienced radio/TV technician for assistance.

NOTICE: The FCC regulations provide that any changes or modifications not expressly approved by ChamSys Ltd could void the user's authority to operate the equipment.

# Appendix C: Technical Specifications

|  |  | QuickQ 10 | QuickQ 20 | QuickQ 30 | QuickQ Rack |
|---|---|---|---|---|---|
| **User Interface** | **Touchscreen** | 9.7" | 9.7" | 9.7" | N |
|  | **Maximum Fixtures** | 512 | 1024 | 2048 | 2048 |
|  | **Fixture Types** | Dimmers and LEDs | Dimmers, LEDs and Moving Lights | Dimmers, LEDs and Moving Lights | Dimmers, LEDs and Moving Lights |
|  | **Multifunction Faders** | 20 | 20 | 40 | 0 |
|  | **Dedicated Hue & Saturation Encoders** | Y | Y | Y | N |
|  | **Attribute Encoders** | 0 | 4 | 4 | 0 |
|  | **Playback Faders** | 2 Chase, 1 Cue Stack | 10 Chase or Cue Stack | 10 Chase or Cue Stack | 0 |
|  | **Cue Stacks** | 1 | 10 | 10 | 10 |
|  | **Dedicated Home Button** | Y | Y | Y | Y |
| **Connections** | **USB Ports** | 2 | 2 | 2 | 2 |
|  | **10/100 Mbps Ethernet Port** | 1 | 1 | 1 | 1 |
|  | **External Monitor** | up to 1920x1080 HDMI | up to 1920x1080 HDMI | up to 1920x1080 HDMI | up to 1920x1080 HDMI |
|  | **Audio In & Out** | Y | Y | Y | Y |
|  | **10Scene Ports** | 0 | 0 | 0 | 4 |
|  | **WiFi** | 802.11bgn 2.4G | 802.11bgn 2.4G | 802.11bgn 2.4G | 802.11bgn 2.4G |
| **DMX Output** | **DMX Universes** | 1 | 2 | 4 | 4 |
|  | **5pin XLR DMX Outputs** | 1 | 2 | 3 | 2 |
|  | **sACN** | Y | Y | Y | Y |
|  | **Art-Net** | Y | Y | Y | Y |
|  | **PathPort** | Y | Y | Y | Y |
| **MIDI & OSC** | **OSC** | Y | Y | Y | Y |
|  | **MIDI** | N | Y | Y | Y |
|  | **MIDI Timecode** | N | Y | Y | Y |

| | | QuickQ 10 | QuickQ 20 | QuickQ 30 | QuickQ Rack |
|---|---|---|---|---|---|
| **Physical** | **Size (W x D x H mm)** | 525 x 350 x 106 | 525 x 350 x 106 | 760 x 350 x 106 | 400 x 186 x 48 |
| | **Weight** | 4.7Kg | 5.2Kg | 6.1Kg | 3.1Kg |
| | **Power** | 12v DC | 12v DC | 12v DC | 90-240VAC |
| | **Power Supply** | External 12V 2A | External 12V 2A | External 12V 2A | Inbuilt PSU |
| | **Item Code** | 100-710 | 100-720 | 100-730 | 100-701 |

CE RoHS

# Appendix D: Disposal and Recycling of Unwanted Consoles

Please be aware that ChamSys products must be disposed of in accordance with the WEEE disposal and recycling regulations. ChamSys products must not be disposed of through normal household waste.

For non-UK customers please contact your local distributor.

For UK customers, please contact us on +44 (0)23 8023 8666, or email mailto:support@chamsys.co.uk.

WEEE Producer registration number WEE/FF5605UX.

# Appendix E: QuickQ Warranty Certificate

Thank you for purchasing a QuickQ console. All QuickQ consoles come with a two-year parts and labour warranty which covers the console for component/material failure. This warranty does not cover physical damage caused to the console, damage in transit, or damage to components caused by factors such as liquid damage/spills onto the console.

For Warranty claims please contact the dealer you purchased the console from. If you are based outside of the UK please contact your local dealer. Your local dealer can be located here: https://secure.chamsys.co.uk/contact

This QuickQ console was manufactured on: ........................

The warranty is valid for two years from this date.

The Serial Number of this console is:

Before leaving ChamSys this console has completed full testing including:

Full production test of console completed by:

Safety test including PAT test completed by:

Console packed with all accessories by: