ChamSys

The Catalogue - 2010

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Placebo

Designed by Jvan Morandi the Placebo show fuses lighting and video onto multiple projection surfaces to create a truly live feel to their show. The stage is dramatically brought to life using creative visual and lighting FX. Lighting consists of moving spots and washes whilst video content is controlled through a Catalyst Media Server. Out on the road, Lighting Designer Sam MacLaren along with Jvan Morandi share the operation of the system.

Both Jvan and Sam are long-time Hog II users and have found the jump to MagicQ really straight forward. With 18 Universes, in-built network switch and 8 encoder wheels it provides the power to handle larger shows with more complex fixtures where they were running our of channels on the Hog II. Show files are saved in seconds to the in-built hard drive without the need for large numbers of floppy disks. The keypad syntax can be configured in multiple ways, enabling them to choose the way that is most familiar to them.

Throughout the recent runs of shows, Sam has used the MagicQ Morph facility to change the programmed show from one make of moving light to another. The MagicQ Morph allows fixtures to be exchanged with the minimum of fuss - simply transforming the programming from the old fixture type to the new fixture type. MagicQ replaces the existing programming - therefore a show can be Morphed repeated times without the fear of an ever-increasing show file size that eventually will. In addition, once the Morph has been carried out, all of the Cues in the show can be edited unlike many other consoles where the Morphed Cues are "frozen".

In addition, sometimes it was necessary to "upsize" the rig to add in extra moving lights. The unique MagicQ "Clone" feature enables additional moving lights to be added into the existing programming - avoiding the need to reprogram all the Cues with the new lights. On several occasions, moving lights were added on the floor to complement those overhead. By cloning from the overhead lamps, the floor lamps would then automatically appear in all of the programming shows. Individual Cues could then be edited if required.

Jvan particularly likes the flexibility of the MagicQ range - with touring shows there is often a constraint on how much equipment can be carried - so the ability to playback the same show on any of the models in the MagicQ range is a real benefit. When transport is not an issue then the full MQ100 Pro console and Playback Wing can be used, whereas when equipment space is constrained, for example when traveling by aeroplane with hand luggage only the smaller MagicQ PC Wing and laptop can suffice.

About ChamSys

Company History

Initially a group of lighting designers and long time lighting product developers got together to develop a new console that would overcome the limits of traditional consoles.

ChamSys was formed in April 2003 by bringing together a team of lighting designers, software and hardware developers. ChamSys' mission is to utilise the latest technology to bring developments to the lighting console market: high performance at low cost with high reliability.

We are Lighting Designers

ChamSys is in the unique position of utilising software developers that are themselves lighting designers. This ingrained knowledge has enabled us to develop a console to meet the needs of the end users rather than the software programmers.

Our board of directors have worked in the lighting industry for over 20 years with varying backgrounds from part owners of lighting hire companies, design consultants on well known products, and lighting designers.

Our hardware engineers have had wide experience in all sections of the lighting industry, including laser consoles, moving light systems, industrial and scientific real time control.

Our software engineers have worked on many different systems, including lighting products, telecommunications products and computer systems. We have a high level of experience in developing real time systems where reliability and performance are key requirements.

ChamSys staff have played a major role in the development of many successful lighting products including world leading lighting consoles, unique laser controllers and varied DMX gadgets.

MagicQ in Action

From the formation of ChamSys, development has been rapid with the first MagicQ console being tested in live environments in September 2003. Subsequently pre-production consoles were used on a number of major events at the end of the year, including a massive New Years Eve party in London's Brixton Academy.

During 2004 ChamSys worked with Lighting Designers to further fine tune the user interface and facilities. Unlike many companies we decided not to announce the product until we had finished development and had an extensive set of field usage to locate and fix software bugs. The MagicQ range was launched at PLASA 2004 and is now sold all around the world.

ChamSys has continued to develop new leading edge software and hardware - expanding its range of PC Wing products, introducing a range of rack-mount and architectural control products and at PLASA 2007 launching the Pro series of consoles.

ChamSys was used to control the lighting for the main sponser building at the Olympic Games in Bejing. 2010 has seen ChamSys consoles on top productions including WWE World Wrestling Entertainment and used on high-profile films such as Harry Potter.

Our Commitment

ChamSys has a commitment to meeting the needs of lighting professionals using innovative designs and latest technology. Development does not stop after the first release - we continually listen to lighting operators and designers to further improve the capabilities. The powerful system architecture enables an exciting roadmap of new features to be planned.

All ChamSys products are manufactured in the UK with full support available from our team of skilled technicians, engineers and software programmers.

Why MagicQ?

Flexibility - Performance - Buskability - Ease of Use - Customisation - Reliability - Storage - Networking - Connectivity - Support - Cost Effective

Live

MagicQ is certainly the most flexible console for live operation. Chase and FX speed, size, offset, and all other parameters can be changed live at the touch of a button.

Faders can be configured in many different ways - control of HTP channels, control of LTP channels, control of FX speed, control of FX size, as Group Masters for Intensities, Group Masters for FX Size and Group Masters for FX speed. Palettes can be played back with times at the touch of a button, even with times fanned across all heads. A fader can be set us as a "busking master" so that live programmer changes are applied with a time controlled by a fader - enabling LDs to spontaneously generate cool effects.

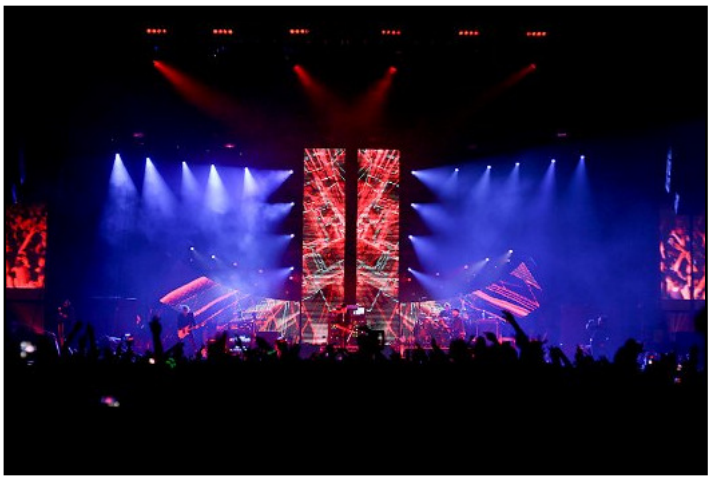
Macros and user definable windows enable the user to design the layout of the console as they wish, customising the console for their personal preferences.

Touring

MagicQ is the ultimate touring console. Flexible configuration enables the show to be quickly changed each day to suit the venue and equipment.

The Playback pages are split into sections, each with their own Page Up/Page Down button enabling the different playback sections to operate independently and on different pages. For instance you might want to just record one page of key lights on one section whilst you record a page per song of moving lights on another section. MagicQ has a dedicated section for head control with Next Head, Previous Head, Single, Highlight for making the updating of palettes easy. Highlight and Single enable control of individual heads with or without the other heads.

MagicQ supports Head Morphing to enable changing from one head type to another. MagicQ automatically transfers the programming from the old head type to the new head type, taking into account the pan/tilt degrees of the new head and the palettes used to program the old head. This can be a valuable time saving feature when changing to different lamps.



MagicQ supports Head Cloning to enable you to upsize or downsize your show. A pre-programmed show can easily be expanded to support more of the same heads.

MagicQ has an extensive library of Head personalities. In addition it has an in-built Head Editor for modifying or creating new personalities. New Heads can be created immediately you require them rather than having to wait for the console manufacturer.

Theatre & Performance

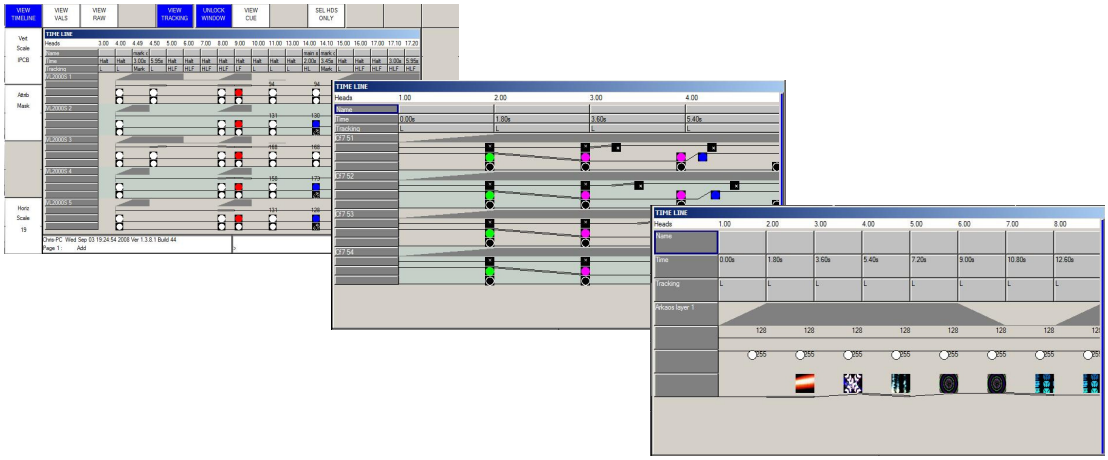
MagicQ is ideally suited for theatrical use, whether in purpose built venues, schools or travelling dance troupes. MagicQ has a comprehensive theatre tracking mode, "Move When Dark" options, split cross-fading, inhibit masters, timing master faders, and individual timing on any parameter or any lantern.

MagicQ theatre tracking mode enables Cues to be recorded as simply the change (deltas) from the previous Cue, thus making it easier to program when you have large numbers of lamps. MagicQ handles jumps in the Cue Stack intelligently to ensure that the state of the Cue Stack is maintained. MagicQ supports well known keyboard syntax for selecting lanterns, setting intensities and setting timings. Intensities of lamps and fade times can be set from the keypad. Lamps can be patched, re-patched and moved at any time.

The Move When Dark option enables an entire Cue Stack (sequence of Cues) to be configured so that moving lights change position, beam and colour only when their intensity is at zero, thus avoiding unwanted changes during theatre scenes. Alternatively, "Mark Cues" can be specifically inserted before individual Cues where this functionality is required.

Timing masters enable faders to be set to control the overall level of a group of lamps, for example you could have a master level for all of your front lights. MagicQ supports grouping of lamps by colour or name (position on the lighting rig) thus making it much easier to work with larger lighting rigs. In addition a 2D plan can be set up in the Output View to show the position of the lamps on the rig and their current levels. Using the touch-screen, this plan can be used to select lamps and to set their intensity levels.

MagicQ supports advanced sychronisation to external sources using MIDI, timecode, remote triggers or audio. Cues can be easily configured to playback according to a sequenced time code and timing can be learnt using the "Record TC" mode. MagicQ provides easy ways for shifting the time code for individual or groups of Cues.



MagicQ supports a Timeline Window, enabling Lighting Designers to examine their Cue Stacks in a visual way. The Media Timeline Window shows the parameters and timings of individual Cues in a Cue Stack, enabling colours, positions, gobos, media images, and internal LED bitmap images to be examined at a glance. The Media Timeline Window supports zooming, scrolling, masking, and examining of selective heads.

The Media Timeline window is an additional tool for the Lighting programmer – they can program Cue Stacks using Groups, Positions, Colours and Beams in the traditional way, but then they can easily view the timings of their complex split times, or the usage of a set of particular lamps during an entire Theatre Show. The Timeline is also extremely powerful for time-coded shows, enabling zooming in and out of the entire timeline.

Clubs & Discos

MagicQ consoles and MagicQ PC wings are ideally suited for use in night clubs and discos, where ease of use and flexibility are very important. MagicQ PC wings can support sound activated chases and chase and FX speed can be set using "Tap to Time".

MagicQ's special "Execute Window" allows a programmer to set up the console to provide a simple interface for visiting LJs and DJs to use. The Execute Window can contain Groups, Palettes, Cues, Cue Stacks and Macros thus allowing the programmer maximum flexibility. The Execute Window can be password protected so that only authorised users can change the programming.

Architectural & Theme Park

MagicQ is ideal for controlling architectural installations whether it is conventional or lighting, LED arrays, moving lights or media servers. Shows and scenes can be programmed using a MagicQ console or MagicQ PC solution and then replayed on the MagicQ Architectural Controller, MagicQ MQ10 or MagicQ MQ20 rack-mount consoles.

MagicQ supports scheduled cues including Cues that run based on a day of the week, day of the month, time of day or at absolute calendar dates and times.

MagicQ can connect to many different external interfaces using industry standard protocols thus enabling a complete "show system" to be built consisting of lighting, sound, media and control elements. Ideal for tightly coupled shows, presentations, theme parks and architectural installations.

MagicQ systems have been used to control both interior and exterior of buildings around the world including the complete theming of all the venues in the main sponsor building (Coca-Cola) at the 2008 Beijing Olympic Games.

Terry Fator and MagicQ at The Mirage Casino & Resort, Las Vegas

'Terry Fator & His Cast of Thousands' recently opened a five-year run at The Mirage Casino and Resort in Las Vegas and we are pleased that ChamSys MagicQ MQ200 Pro is being used. Terry Fator, a ventriloquist, singer, comedian and impressionist, gained notoriety as the winner of 'America's Got Talent' competition in 2007.

"To see a singing ventriloquist is highly unusual, but then, once you hear him, you can't believe he's so good, so talented and so hilarious." says Ted Mizrahi, the show lighting designer. Mizrahi chose the MagicQ MQ200 Pro because of it effortless control and integration of moving lights, LED and media servers. The rig consisted of many different kinds of lamp including the High End Studio Spots, Studio Color, Cyberlights and lots of LED and traditional generic lighting. In addition, there were five Axon Media Servers, all controlled from the one console.

Hurtwood Theatre, UK

Lighting Designer, David Amos is over the moon with the MagicQ MQ100 Console he used for Hurtwood Theatre.

Running six lines of DMX and three ArKaos media servers on the console and controlling 12*Pixellines, 12*vl2000, 12*Mac600, 17*Mac250's and 12*Mac300's plus a load of LED equipment to name just a small amount of the kit needed for the show.

He stated, "I used the MagicQ (MQ100) again and found it to be everything and more that I needed!" With 34 numbers being performed, a large amount of plotting was required, but with MagicQ this was made easy.

MagicQ Software

Ease of Use

MagicQ has been designed from the offset for ease of use. The central design goal was that any operator should be able to jump onto a MagicQ and get it to work for them within a few seconds.

To this end MagicQ uses large colour touch screens with intuitive on screen menus together with professional quality buttons, faders and 8 separate encoder wheels to ensure speed and ease of both programming and playback.

Everything that is configurable on MagicQ has a legend so that the operator knows exactly what function is assigned to a button, fader or encoder wheel.

Patching lights is simple - groups and palettes are generated automatically from the personalities, enabling immediate control of your moving lights and dimmers. Creating Cues with levels, values and FX is really straight forward.

MagicQ consoles contain on-line help (the whole manual) to help utilise new functions together with a tutorial mode for interactive learning.

Compatibility

With MagicQ everything is compatible. The software on each MagicQ console and on MagicQ PC (whether Windows, Mac or Linux) has exactly the same functionality. Show files are completely interchangeable between different MagicQ consoles and between MagicQ PC.

Program a show on one type of MagicQ console, or on MagicQ PC, then load it into a different MagicQ console.

MagicQ hardware components can be plugged together to make bigger systems - e.g. extra Playback Wings can be added to MQ consoles or MagicQ PC. Ethernet Interfaces, USB DMX modules, MIDI/SMPTE modules can be used with any console or MagicQ PC.

Reliability

MagicQ consoles are built on the Linux operating system which is far more stable than most other operating systems. Unlike other operating systems, it is very rare for the Linux operating system to crash. MagicQ M100 series consoles have an in-built UPS to ensure integrity of the system in case of loss of power - when charged the console will keep going for approximately 15 minutes.

MagicQ is designed for ultimate performance - we design and test the console to run multiple Cues and FX on all 9216 channels simultaneously.

MAGICQ SOFTWARE SPECIFICATION	
Universes	18
Channels	9216
Number of fixtures	Up to 9216
Cues	5000
Cue Stacks	1000
Palettes	3096
Groups	1000
Numbers of shows	Virtually unlimited
Media Server support	50 (each different content)

MagicQ software has in-built crash protection and diagnostics. On rare occasions where a software reset is required, the software will simply reset itself (takes approximately 2 seconds) and then continue on operating.

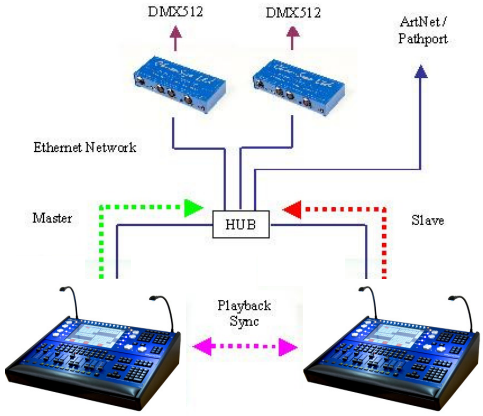
MagicQ has an in-built show archiver that store each iteration of your shows as you program. If for any reason you experience a problem you can choose to revert back to a previous version of your show - a different version is automatically stored every 15 minutes of the day, and one for each of the last seven days.

MagicQ Networking

MagicQ supports a full range of networking options for connecting multiple consoles and multiple MagicQ PC systems together. MagicQ supports remote control of MagicQ from wireless devices such as mobile phones, iPhone, iTouch, iPaQ and tablet PCs.

MagicQ consoles can work together over an Ethernet network - either in master/slave operation where only one console is live at a time, or synchronised together for playback to increase the number of universes or size of show. When in master/slave operation control can be taken or released from any console.

In addition a MagicQ console or MagicQ PC can be set to upload the show files from all the MagicQ elements on the network - thus providing automated back-up of show files to a central server.



MagicQ Master / Slave Control

The MagicQ software can be used on a PC to remotely monitor and control any MagicQ console or MagicQ PC on the network - for example when used on a wireless enabled tablet PC this can be used as a very comprehensive remote control.

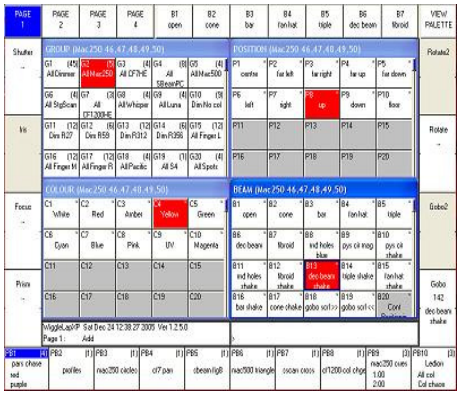
MagicQ has an in-built web server which enables any device on the network with a web browser to connect to the MagicQ console or MagicQ PC system and access complete system information through web pages. The web pages include a simple remote control web page which enables remote channel level access through WIFI web browsers on pocket PC style device and mobile phones.

ChamSys publishes its Ethernet remote control protocol and the serial remote control protocols thus enabling the end user to develop their own remote control applications or integrate MagicQ into their own systems.

Cost Effective

MagicQ consoles definitely give you an awful lot more functionality for the price than any other console. MagicQ PC Wings are truly affordable to even the most cast low-paid of lighting designers and operators.

MagicQ allows you to grow with your budget - start small with the FREE MagicQ software or the ultra low cost MagicQ Mini Wing and grow up into the full MagicQ consoles.



Media & Pixel Mapping

Media & FX

The innovative MagicQ FX engine and in built media FX engine make MagicQ an extremely powerful tool for controlling media both on traditional video screens and on LED fixtures.

With direct control of up to 50 different media servers, all with different content, live thumbnail preview and selection, and live output and layer monitoring; MagicQ is the most sophisticated of combined lighting and media controllers.

Add to that the internal MagicQ pixel mapping engine which controls up to 3096 different RGB pixels, organised into up to 20 different grids or shapes. Playback movies, colour FX, user defined bitmap patterns, scroll text on multiple different layers and you have a complete media generator at your fingertips.

Media Server Control

MagicQ is ideally suited to controlling media servers through its powerful Cue Engine and its large colour touch screen. The eight separate encoder wheels enable quick and easy access to the large numbers of control parameters.

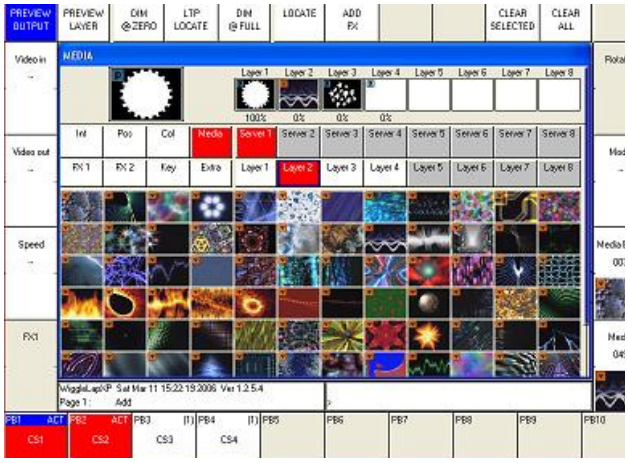
MEDIA SERVER CONTROL

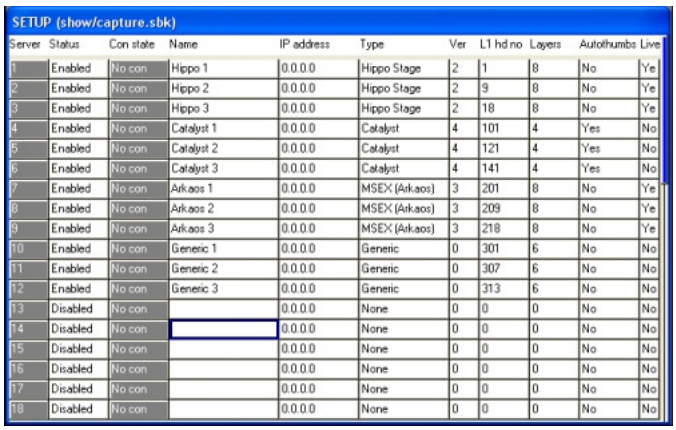
Control of up to 50 different media servers
Media servers can have different content
Display of thumbnail images on screen
Live previews of outputs / layers on screen
Uploading of thumbnail images in real time
Touch screen selection of images
All parameters 16 bit

MagicQ has extremely powerful support for media servers. It is possible to connect to up to 50 different media servers or intelligent media yokes each with different media content. MagicQ downloads and stores thumbnail previews for the media content from each media server independently. Thumbnails can be downloaded in real time, or once at the start of a programming session.

MagicQ supports a special window, the Media Window, solely for controlling media servers, which is opened with the dedicated Media button. This window makes it much easier to control many different media servers. You can select media server, media layer, attributes and media content all from the same window. You can also see what content is selected on each of the layers of the selected media server.

In addition, there is a Live Preview window, which shows the output of the media server, or the output of each of the layers. This is transferred is real time from the media server - so that you can see exactly what the media server is playing. This is particularly useful in situations with many media servers, or media servers that are remote from the control position.





Server	Status	Con state	Name	IP address	Type	Ver	L1 hd no	Layers	Autothumbs	Live
1	Enabled	No con	Hippo 1	0.0.0.0	Hippo Stage	2	1	8	No	Ye
2	Enabled	No con	Hippo 2	0.0.0.0	Hippo Stage	2	9	8	No	Ye
3	Enabled	No con	Hippo 3	0.0.0.0	Hippo Stage	2	18	8	No	Ye
4	Enabled	No con	Catalyst 1	0.0.0.0	Catalyst	4	101	4	Yes	No
5	Enabled	No con	Catalyst 2	0.0.0.0	Catalyst	4	121	4	Yes	No
6	Enabled	No con	Catalyst 3	0.0.0.0	Catalyst	4	141	4	Yes	No
7	Enabled	No con	Arkaos 1	0.0.0.0	MSEX (Arkaos)	3	201	8	No	Ye
8	Enabled	No con	Arkaos 2	0.0.0.0	MSEX (Arkaos)	3	209	8	No	Ye
9	Enabled	No con	Arkaos 3	0.0.0.0	MSEX (Arkaos)	3	218	8	No	Ye
10	Enabled	No con	Generic 1	0.0.0.0	Generic	0	301	6	No	No
11	Enabled	No con	Generic 2	0.0.0.0	Generic	0	307	6	No	No
12	Enabled	No con	Generic 3	0.0.0.0	Generic	0	313	6	No	No
13	Disabled	No con		0.0.0.0	None	0	0	0	No	No
14	Disabled	No con		0.0.0.0	None	0	0	0	No	No
15	Disabled	No con		0.0.0.0	None	0	0	0	No	No
16	Disabled	No con		0.0.0.0	None	0	0	0	No	No
17	Disabled	No con		0.0.0.0	None	0	0	0	No	No
18	Disabled	No con		0.0.0.0	None	0	0	0	No	No

MagicQ Pixel Mapping Engine

MagicQ utilises a powerful Media engine, which enables it to easily drive large numbers of LED heads in the form of panels, battens and moving lights directly. MagicQ's ability to handle large numbers of heads independently ensures that Lighting Designers get to make the most of their LED arrays without being limited by the console. With MagicQ you can generate complete rainbow washes across all LED fixtures at the touch of a button with immediate live control during playback through encoders and buttons.

MagicQ includes a powerful FX engine designed for use with arrays of LED fixtures. You can design a grid structure based on the layout of the fixtures on the stage and then play back bitmaps and text messages on that grid. The grid can have spaces in it where there are no fixtures allocated to the position in the grid - thus allowing the fixtures to be spread over the grid as they appear on the stage.

MagicQ enables LED fixtures to be used in their "high resolution" mode enabling individual control of each LED pixel rather than the restricted modes where Lighting Designers are reliant on the same old in built effects that everyone has seen many times.

Standard FX such as ramps, sines, cosines can be played back on all the patched LED elements - for instance, above a RGB FX is played back on the automatically generated "Grid 1 H Edges" group with 2036 RGB LED elements arranged as 127 vertically hung 16 pixel LED batons.

Pixel Mapping

To make the most of your LED fixture you can create a grid containing the LED fixtures and then each fixture becomes a "pixel" in the grid. The MagicQ Pixel Mapping Engine can then be used to play back bitmaps, text, movies and in-built FX on the grid.

You can design up to 20 different grids - this could be different LED elements on the stage or it could be the same LED elements but with different spatial organisation - thus allowing media to be played back in different ways.

Each LED element is allocated to a space in the grid - simply by entering the head numbers in the relevant grid position. It is not necessary to have an LED element allocated to each grid position - you can have spaces in the grid. This is very useful when using LED tiles and LED batons in abstract positions - the FX will be played back across all the elements in their correct positions.

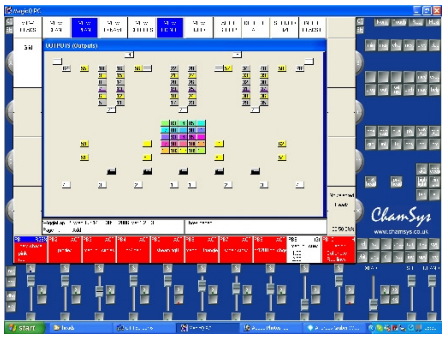
MEDIA FX ENGINE

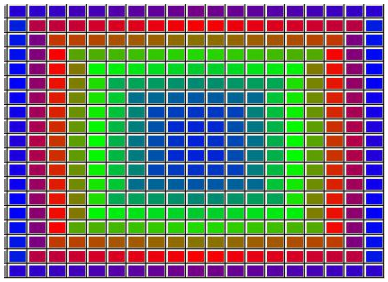
In-built Media FX Engine
20 output grids
128 pixels wide, 128 pixels high
Total 9216 B/W pixels or 3096 RGB pixels
Assign heads to grids (LED, dimmers, movers)
Auto group generation from grid (horz, vert, centre)
Up to 20 media layers per grid
Layer parameters - Intensity, Position, Rotation, Zoom, Scrolling, Colour, Strobing, Irising
Display bitmaps (bmp, jpeg)
Play movies (mpg, avi, mov)
Display scrolling text on grids
2 separate Media Text Engines
Live changing of text from keyboard

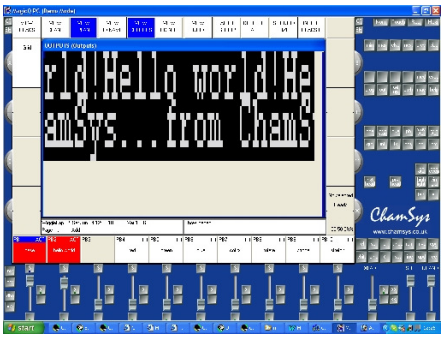
The Auto Group function button enables groups to be automatically generated based on the grid size. This generates groups using the entire grid but with different orders of selection, e.g. from centre to outside, from the edges, and vice versa. This makes it easy to quickly generate different FX.

The user can load custom bmp and jpeg bitmaps and mpeg movies onto the system for playback on the grids. Multiple FX layers can be played back on the grids with different mixing options between the layers.

In addition the in-built grid FX generator includes all sorts of horizontal and vertical lines and patterns, random “snowflake falling” type effects, rainbow colour mix effects, audio triggered effects (e.g. level meters) and movement effects.







MagicQ Interfaces

In order to connect your lighting fixtures to MagicQ you will generally need a DMX interface. MagicQ supports a range of different DMX Interfaces, both from ChamSys and from other manufacturers.

MagicQ software supports the Artistic License Parallel dongle, Digital Enlightenment, USBDMX, Peperoni, DMX4ALL, Enttec Open USB, Enttec Pro, Nicholaudie, Sunlite and Velleman interfaces on the first Universe. MagicQ software is free and can be downloaded from our web site www.chamsys.co.uk.

ChamSys manufactures a range of professional DMX interfaces which have in-built processing elements to perform the correct specification and timing for the DMX data. ChamSys USB interfaces also unlock some features of MagicQ software such as remote control, remote tracking and the Execute window which are restricted when connected to interfaces from other manufacturers.

MagicQ Twin DMX Interface

Connect DMX universes to MagicQ PC and MagicQ consoles with MagicQ USB two universe DMX512 interface. Connects via USB and provides two independent DMX512 interfaces.

The twin DMX outputs are optically isolated from the USB to protect against damage to your PC. DMX framing is generated from within the module, unlike many other dongles, thus giving reliable and secure operation. Highly accurate DMX framing is possible with full 512 bytes frames. The default setting of 33 DMX frames per second provides for accurate stepping of moving lights.

In normal operation the interface is powered from the USB port. A separate 12 volt power input socket is provided for connection to low power USB ports. Can also be used with MagicQ consoles to provide additional DMX outputs.

Supplied complete with USB cable and MagicQ PC software CD.

USB powered (or 12VDC jack input)

Dimensions: Width: 130mm, Depth: 81mm, Height: 48mm, Weight: 0.25kg

Product Code: 0300-0004 MagicQ USB Two Universe DMX512 Interface

MagicQ Three Universe Ethernet to DMX Interface

The MagicQ Ethernet Interface converts 3 universes of Ethernet to DMX512. Thumbnail rotary switches on the front panel are used to select the starting Subnet and Universe that the interface decodes.

The ChamSys Ethernet to DMX Convertor features an internal power supply with a rugged locking Powercon mains connector. Ethernet is connected via a Neutrik Ethercon connector.

110 to 240V AC

Dimensions: Width: 225mm, Depth: 132mm, Height: 43mm, Weight: 0.7kg

Product Code: 0300-0001 Three Universe Ethernet to DMX512 Interface

MagicQ MIDI / SMPTE Timecode Interface

Connect MIDI and SMTPE Timecode to MagicQ PC and MagicQ consoles with MagicQ ChamSys MIDI/SMPTE module. Supports MIDI in, MIDI out, SMPTE in, SMPTE out. Connects via USB.

SMPTE support for EBU25, SMPTE30, NTSC30, Film 24.

MIDI input enables triggering of the main playbacks on (PB1 to PB10) on the MagicQ console. MIDI data can be output from each Cue in Cue Stacks.

Connections include MIDI IN, MIDI OUT, MIDI THRU, SMPTE and USB. Supplied complete with USB cable and MagicQ PC software CD.

The MagicQ MIDI / SMPTE Interface can be connected to PCs and Macs running MagicQ software, and also to MagicQ consoles.

The MagicQ MIDI / SMPTE Interface comes with a USB cable and MagicQ software CD.

Dimensions: Width: 130mm, Depth: 81mm, Height: 48mm, Weight: 0.25kg

Product Code: 0300-0005 MagicQ USB MIDI and Timecode Interface

MagicQ Audio Interface

The MagicQ Audio Interface is an interface module for connection MagicQ consoles and MagicQ PC systems to audio systems to enable automated triggering of lighting, LED and video effects. The MagicQ Audio Interface incorporates dual 7 band audio processing hardware which can analyse the received audio input and relay it to the MagicQ software to enable Playbacks to be triggered. This enables sound activated lighting FX and lighting shows to be realised.

MagicQ software supports audio triggering of fader levels, chase bumping, chase speed control and cue stack jumping all dependent on audio inputs. In addition the Pixel Mapping engine supports audio triggered FX for generation of sound2colour FX on LED fixtures and arrays.

The MagicQ Audio Interface is packaged in the standard MagicQ interface box with a USB input for connection to the MagicQ console or MagicQ PC system. The module has 2 sets of dual phono connectors - left and right high level inputs, and left and right low level inputs. The user can choose which inputs to use dependent on the audio levels available. Two sets of audio level LED indicators help to provide user feedback on the received signals.

The MagicQ Audio Interface can be connected to PCs and Macs running MagicQ software, and also to MagicQ consoles. The MagicQ Audio Interface comes with a USB cable and MagicQ software CD.

Dimensions: Width: 130mm, Depth: 81mm, Height: 48mm, Weight: 0.25kg

Product Code: 0300-0020 MagicQ Audio Interface

MagicQ Wings

MagicQ Wings are powerful USB control wing for connecting to your PC or Mac to control lighting, video and LED with the MagicQ PC software. MagicQ PC software runs under Windows, Linux or OSX and is the same as the MagicQ console software. MagicQ PC software is free and uniquely the outputs are fully enabled, allowing you to run shows on up to 18 Universes.

The MagicQ Wings provide fingertip control of MagicQ PC software through professional faders, buttons and encoder wheels. In addition to network output from your PC, MagicQ Wings include direct DMX outputs giving a complete lighting solution!

MagicQ Mini Wing

The MagicQ Mini Wing is targeted at installations, which are generally programmed only once and changed infrequently. It also provides a cost-effective solution for individuals with small budgets, and as a useful back-up for MagicQ consoles.

The MagicQ Mini Wing has 10 playback faders and playback buttons, together. The Mini Wing is powered from the USB cable and does not require an external power supply. Comes with plastic presentation case, USB cable, MagicQ Software CD and instructions.

11 Faders
35 Buttons
1 DMX512 Output

Dimensions:	Width: 260mm, Depth: 184mm, Height: 50mm, Weight: 2kg	
Product Code:	0200-0003	MagicQ PC Mini Wing

MagicQ PC Wing

The MagicQ PC Wing is ideal for Lighting Designers wishing to travel with their own compact console, or for installation into clubs and bars.

The MagicQ PC Wing has 8 encoder wheels, 10 playback faders, playbacks buttons and the key programming buttons from the MagicQ console.

The PC Wing comes with an external universal PSU, 5 different country mains adaptors, USB cable, MagicQ Software CD and console lamp. A lockable flight case and padded bags are available as options.

8 Encoders
13 Faders
64 Buttons
2 DMX512 Outputs
Remote trigger input
Dimmable LED desk lamp
PSU 110V to 240V AC
Security lock fixing point

Dimensions:	Width: 560mm, Depth: 245mm, Height: 58mm, Weight: 4kg	
Product Code:	0200-0001	MagicQ PC Wing
	0100-0001	Flight Case for MagicQ PC Wing
	0300-0014	Padded Bag for MagicQ PC Wing

MagicQ Maxi Wing

The Maxi Wing is designed for Lighting Designers who require more control and power. The MagicQ Maxi Wing provides all the features of the standard PC Wing but includes all of the programming buttons from the MagicQ consoles. The extra programming buttons and keypad make programming of large shows easier and quicker.

The Maxi Wing comes with an external universal PSU, 5 different country mains adaptors, USB cable, MagicQ Software CD and console lamp. The external PSU has a locking connector for connection to the Maxi Wing.

A flight case is available as an option.

8 Encoders
13 Faders
156 Buttons
4 DMX512 Outputs
Remote trigger input
Dimmable LED desk lamp
PSU 110V to 240V AC
Security lock fixing point

Dimensions:	Width: 522mm, Depth: 370mm, Height: 75mm, Weight: 6kg	
Product Code:	0200-0004	MagicQ PC Maxi Wing
	0100-0004	Flight Case for MagicQ PC Maxi Wing

MagicQ Extra Wing

The MagicQ Extra Wing provides additional playbacks and execute buttons for MagicQ PC Systems.

MagicQ Extra Wings can be used on MagicQ PC systems together with MagicQ Mini Wings, Maxi Wings or standard PC Wings. Up to eight separate Extra Wings can be used with the MagicQ PC software.

MagicQ Extra Wings can be used on MagicQ PC systems stand-alone without other Wings and also with MagicQ consoles. The Extra Wing has an internal USB dual hub enabling additional Wings to be connected to the Extra Wing.

The Extra Wing comes with an external universal PSU, 5 different country mains adaptors, USB cable, MagicQ Software CD and console lamp. The external PSU has a locking connector for connection to the Extra Wing.

Flight case and padded bags are available to purchase for the MagicQ Extra Wing

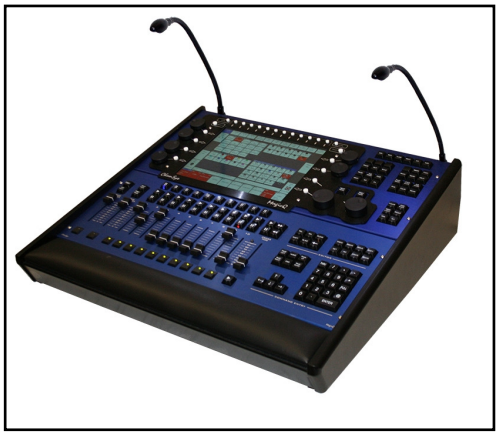
12 Faders
64 Buttons
Dual USB hub
Dimmable LED desk lamp
PSU 110V to 240V AC
Security lock fixing point

Dimensions:	Width: 560mm, Depth: 245mm, Height: 58mm, Weight: 4kg	
Product Code:	0200-0005	MagicQ PC Extra Wing
	0100-0001	Flight Case for MagicQ PC Extra Wing
	0300-0014	Padded Bag for MagicQ PC Extra Wing

MagicQ Expert Console

MagicQ Expert consoles are the original ChamSys console intended for control of smaller lighting rigs. The MagicQ Expert console support 6 Universes of lighting, video and LED control.

MagicQ MQ100 Expert Console



The MQ100 Expert is the entry level Console in the range. Measuring just 625mm by 580mm it fits comfortably into even the smallest of FOH control positions. With its large in-built colour touch-screen there is no need for external monitors - the control is at your fingertips. Each of the ten theatre style playback controls is electronically labelled to show the current and next steps in the Cue Stack. Eight rotary encoders make controlling individual parameters simple. MQ100 supports effortless playback of pre-programmed shows whilst allowing instantaneous over-ride via the powerful MagicQ programmer for "busking" those unexpected moments.

MagicQ MQ100 Expert provides an ideal starting point for the Lighting Designer. With access to up to 202 playbacks through virtual playback controls the MQ100 can handle even the most complex of shows.

And should more playbacks faders be required for a particular show, just connect one or more MagicQ Playback Wings.

A flight case is available to purchase for the MQ100 Console otherwise it will be supplied with a shipping case to protect the console while in transit. The MagicQ MQ100 Expert comes with 4 direct DMX Universes, 2 on the rear panel and 2 via an additional module.

The MQ100 Expert is available in blue or red.

Dimensions: Width: 625mm, Depth: 580mm, Height: 180mm, Weight: 14kg

Product Code:	0100-0105-01	MagicQ MQ100 Console (4 Uni Direct/Module - blue)
	0100-0105-02	MagicQ MQ100 Console (4 Uni Direct/Module - red)
	0100-0101-01	Flight case for MQ100 Console (blue)
	0100-0101-02	Flight case for MQ100 Console (red)
	0100-0101-03	Flight case for MQ100 Console (black)
	0100-0102	Shipping case for MQ100 Console

Chapel 29 - Bedford, UK

Designer Craig Trotter specified all the lighting for the venue - including the two main dance floors, the bar lighting, the VIP room, the ambient lighting, the lights on the outside of the building and even the lights in the toilets. An enormous amount of LED lighting was used to provide the ambient lights with LED fixtures utilised on every pillar, nook and cranny. The end result is an amazing look, which is attracting a lot of attention.

Control is using ChamSys MagicQ software and ChamSys MagicQ control wings. ChamSys MagicQ is a complete network system enabling multiple lighting and media systems to be interconnected via standard networks, Ethernet cables and routers. This makes a very low cost solution (network equipment is readily available from computer stores) with the significant benefit that it does not rely on running custom cables. ChamSys control PCs, Ethernet to DMX boxes and remote wall control panels are simply connected on an Ethernet network.

A total of nine Universes (approximately 4,500 channels) of DMX were used in total. This comprised of two universes for the main dance floor, two for the upstairs dance floor and the remaining five for all the ambient lights. Control is split between four rack mount PC systems running MagicQ PC software - one for each of the two dance floors, one for the ambient lighting and one as a "hot standby" system. All four systems are networked together and any PC can be set to control any area within the club. The "hot standby" system is set up so that if any of the other PCs fails then it will automatically take over control of the lighting for that area.

Utilising a separate MagicQ PC system for each dance floor enables the LJ/DJ in the area to control the lighting individually using faders and buttons. If required the entire lighting in the club can be controlled from one MagicQ PC system (MagicQ supports up to 12 universes) - in fact, this is how the system was initially programmed, before it was split into the separate control zones. MagicQ software supports import and export of partial show data, enabling shows from different control zones to be merged together or split apart at the touch of a button.

The two dance floor systems use touch screens to enable on screen control of the dance floor together with MagicQ wings to give real faders and buttons. The main dance floor system utilises a MagicQ PC Wing whilst the upstairs dance floor has a MagicQ Mini Wing. Both have ten playback faders with GO, STOP, SELECT and FLASH buttons for each playback. As well as large numbers of LED fixtures, a custom LED matrix was built behind each of the two main bars. In the feeder bar a nine by six grid of large RGB light boxes was installed.

In the main bar, a more abstract array of circular RGB light boxes together with surround RGB lights was installed. In MagicQ both of these arrays was allocated as a grid (MagicQ supports up to 20 different grids) - groups can then be automatically created for the grid and LED FX applied directly to the grid. Bitmaps and text can be also played back on the grids. MagicQ allows spectacular effects to be generated within a few seconds.

Individual scene setters behind each bar enable the staff to make lighting level changes in their local area. The wall mounted scene setter panels communicate with the central ambient MagicQ PC system using a standard TCP/IP protocol over CAT 5 network cabling. The scene setters have buttons and faders, which enable fine control of the lighting states in that area. A display shows what is programmed on each fader/button, such as "day", "run" and "clean".

MagicQ's in-built scheduling enables ambient scenes, such as the outside window lighting to be pre-programmed to turn on and off at specific times of the day and on particular days of the week/month/year. The whole MagicQ system is also connected into the fire alarm system so that in the event of a fire all the lighting in the club will automatically go on at full level, to enable easy exit. In addition a PIR sensor enables the lights to be turned on automatically when the duty manager enters the club at the start of the day. MagicQ PC Systems have been used in bars and clubs throughout the UK - their flexibility combined with their superb price point makes a reliable without costing a fortune.

MagicQ Pro Consoles

The MagicQ Pro range of consoles is the second generation of MagicQ consoles, specifically designed for control of large shows.

MagicQ Pro pushes the boundaries with a massive 18 universes all controlled and processed on-board without a need for external network processors. 9226 channels in a compact package, proven to run at full speed with all channels fully patched, there really is no similarly packaged console that can sustain this performance. MagicQ supports ArtNet and Pathport protocols and is ACN ready. In additional there are 4 fully patchable direct DMX outputs on the rear panel.

MagicQ Pro features an in-built high speed Ethernet Switch, with 4 separate high durability metal Neutrik Ethercon locking connectors on the rear panel enabling easy and reliable networking. As with the rest of the MagicQ console, the Ethernet Switch is protected by a UPS, thus ensuring that both the console and the network switch maintain operation even during power loss. In addition, the networking connectivity supports a high speed optical fibre connection port option.

With its large in-built colour touch-screen there is no need for external monitors - the control is at your fingertips. Each of the ten theatre style playback controls is electronically labelled to show the current and next steps in the Cue Stack. Eight rotary encoders make controlling individual parameters simple. MQ100 supports effortless playback of pre-programmed shows whilst allowing instantaneous over-ride via the powerful MagicQ programmer for "busking" those unexpected moments.

The Pro range is available in blue or red with the option of a flight or shipping case. Includes power lead, keyboard, mouse, software CD, dimmable LED console lamps. Power input 110 to 240VAC.

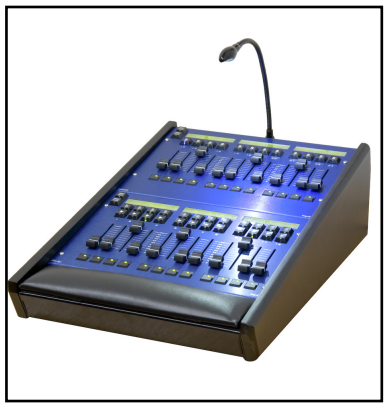
MagicQ MQ100 Pro Console

The MQ100 Pro is the most compact Console in the range. Measuring just 625mm by 580mm it fits comfortably into even the smallest of FOH control positions.

MagicQ MQ100 Pro provides an ideal starting point for the Lighting Designer. With access to up to 202 playbacks through virtual playback controls the MQ100 can handle even the most complex of shows. Should more playbacks faders be required for a particular show, just connect one or more MagicQ Playback Wings.

Dimensions:	Width: 625mm, Depth: 580mm, Height: 180mm, Weight: 14kg	
Product Code:	0100-0110-01	MagicQ MQ100 Pro Console (blue)
	0100-0110-02	MagicQ MQ100 Pro Console (red)
	0100-0101-01	Flight case for MQ100 Console (blue)
	0100-0101-02	Flight case for MQ100 Console (red)
	0100-0101-03	Flight case for MQ100 Console (black)
	0100-0102	Shipping case for MQ100 Console
	0300-0028	MagicQ MIDI and Timecode Console Module

MagicQ Playback Wing



The MagicQ Playback Wing provides extra playbacks and can be used with any of the MagicQ Consoles and MagicQ Wing products.

Extend your MagicQ Console with one or more extra Playback wings. Each Playback Wing has 2 banks of 12 Playbacks each individually paged. MagicQ Playback Wings connect to MagicQ Consoles via USB. No extra software required, just connect the Wing to the Console, enable the wing in the Console options and the Playbacks are ready to control your show.

With up to eight Playback Wings you'll never run out of playbacks

A flight case is available to purchase for the Playback Wing otherwise it will be supplied with a shipping case to protect the wing while in transit.

The Playback Wing and flight case is available in blue or red.

Dimensions:	Width: 625mm, Depth: 580mm, Height: 180mm, Weight: 14kg	
Product Code:	0100-0400-01	MagicQ Playback Wing (blue)
	0100-0400-02	MagicQ Playback Wing (red)
	0100-0401-01	Flight case for MagicQ Playback Wing (blue)
	0100-0401-02	Flight case for MagicQ Playback Wing (red)
	0100-0401-03	Flight case for MagicQ Playback Wing (black)
	0100-0402	Shipping case for MagicQ Playback Wing

MagicQ Execute Wing

The MagicQ Execute Wing provides 48 additional Playbacks consisting of 1 bank of 12 Playbacks with faders and 3 banks of 12 Playbacks with with buttons. Each of the 4 banks has separate paging. In addition the 72 buttons on the upper section can be configured as an Execute button Matrix, as a Media select Matrix, used for selection Groups and Palettes or used to test Cues, Cue Stacks, Heads or DMX addresses. Up to 4 Execute Wings can be connected to a MagicQ console via USB.

The Execute Wing and flight case is available in red or blue.

Dimensions:	Width: 625mm, Depth: 580mm, Height: 180mm, Weight: 14kg	
Product Code:	0100-0410-01	MagicQ Execute Wing (blue)
	0100-0410-02	MagicQ Execute Wing (red)
	0100-0401-01	Flight case for MagicQ Execute Wing (blue)
	0100-0401-02	Flight case for MagicQ Execute Wing (red)
	0100-0401-03	Flight case for MagicQ Execute Wing (black)
	0100-0402	Shipping case for MagicQ Execute Wing

MagicQ MQ200 Pro Console

The MQ200 Pro is the Console of choice for many Lighting Designers. With 34 physical playbacks, all electronically labelled and all supporting full theatre style Cue Stacks, the MQ200 is ideal for touring and fixed shows alike.

The 34 physical playback controls are split into three different sections. Each section has separate page controls, enabling selection of different pages for different fixture types, e.g. generics, moving heads, led or video. And should more playback faders be required for a particular show, just connect one or more MagicQ Playback Wings.

Dimensions:	Width: 970mm, Depth: 580mm, Height: 180mm, Weight: 19kg	
Product Code:	0100-0210-01	MagicQ MQ200 Pro Console (blue)
	0100-0210-02	MagicQ MQ200 Pro Console (red)
	0100-0201-01	Flight case for MQ200 Pro Console (blue)
	0100-0201-02	Flight case for MQ200 Pro Console (red)
	0100-0201-03	Flight case for MQ200 Pro Console (black)
	0100-0202	Shipping case for MQ200 Pro Console
	0300-0028	MagicQ USB MIDI and Timecode Console Module

MagicQ MQ200 Execute Pro Console

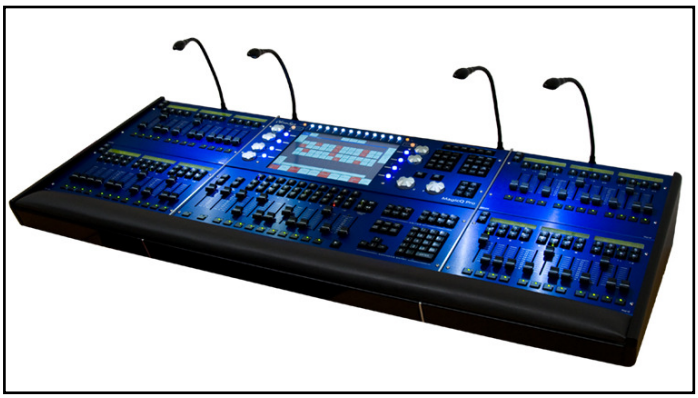
The MQ200 Execute Pro is similar to the MagicQ MQ200 Pro with the Execute Wing instead of the Playback Wing. This provides a total of 22 Playback faders together with the Button Matrix of the Execute Wing. The Menu Button allows the user to choose the mode of the Button Matrix. In Playback mode, the Console provides a total of 58 Playbacks.

The MQ200 Execute Pro is an ideal Console for controlling combined lighting and media server solutions.

Dimensions:	Width: 970mm, Depth: 580mm, Height: 180mm, Weight: 19kg	
Product Code:	0100-0220-01	MagicQ MQ200 Execute Pro (blue)
	0100-0220-02	MagicQ MQ200 Execute Pro (red)
	0100-0201-01	Flight case for MQ200 Pro Console (blue)
	0100-0201-02	Flight case for MQ200 Pro Console (red)
	0100-0201-03	Flight case for MQ200 Pro Console (black)
	0100-0202	Shipping case for MQ200 Pro Console
	0300-0028	MagicQ USB MIDI and Timecode Console Module

MagicQ MQ300 Pro Console

The MagicQ MQ300 Pro Console is the top of the range Console. With 58 playback faders, all electronically labelled, and all supporting full theatre style Cue Stacks, the MQ300 is ideal for the unstructured festival show where anything can happen and generally does.



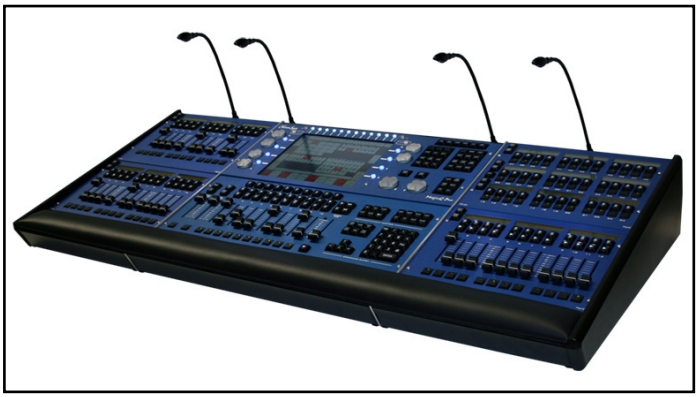
The 58 playback faders are split into five different sections. Each section has separate page controls, enabling selection of different pages for different fixture types, e.g. generics, moving heads, led or video.

Cue Stacks can be easily moved or copied between playback controls to suit the preferences of individual operators. And if you still run out of playback faders - just connect more MagicQ Playback Wings.

Dimensions:	Width: 1315mm, Depth: 580mm, Height: 180mm, Weight: 24kg	
Product Code:	0100-0310-01	MagicQ MQ300 Pro Console (blue)
	0100-0310-02	MagicQ MQ300 Pro Console (red)
	0100-0301-01	Flight case for MQ300 Pro Console (blue)
	0100-0301-02	Flight case for MQ300 Pro Console (red)
	0100-0301-03	Flight case for MQ300 Pro Console (black)
	0100-0302	Shipping case for MQ300 Pro Console
	0300-0028	MagicQ USB MIDI and Timecode Console Module

MagicQ MQ300 Execute Pro Console

The MQ300 Execute Pro is similar to the MagicQ MQ300 Pro with one of the two Playback Wings being replaced with an Execute Wing. This provides a total of 46 Playback faders together with the Button Matrix of the Execute Wing. The Menu Button allows the user to choose the mode of the Button Matrix. In Playback mode, the Console provides a total of 82 Playbacks.



The MQ300 Execute Pro is an ideal console for controlling large lighting rigs combined with media servers.

Dimensions:	Width: 1315mm, Depth: 580mm, Height: 180mm, Weight: 24kg	
Product Code:	0100-0320-01	MagicQ MQ300 Execute Pro Console (blue)
	0100-0320-02	MagicQ MQ300 Execute Pro Console (red)
	0100-0301-01	Flight case for MQ300 Pro Console (blue)
	0100-0301-02	Flight case for MQ300 Pro Console (red)
	0100-0301-03	Flight case for MQ300 Pro Console (black)
	0100-0302	Shipping case for MQ300 Pro Console
	0300-0028	MagicQ USB MIDI and Timecode Console Module

LDs Speak About MagicQ

Rik Schoutsen of Petite Fromage in the Netherlands is using a MagicQ MQ100 Pro for the VanVelzen Summer Festival Tour 2009, which has visited many festival sites in the Netherlands, Germany and Belgium. The floor design for VanVelzen incorporates 4 truss towers with 48 DWE single blinders, 60 x Versatube HD video-tubes, 8 x Atomic with scrolles and 1 Catalyst v4 HD running video, pixel mapping and external screens and all controlled via Artnet with media preview. All programmed on ESP Vision system through Artnet with the Morph Head function in mind because they carry no moving lights and have to rely on what is provided at the festivals. "MagicQ is the best bang for the buck. Easy transfer from your laptop to the console with amazing support" says Schoutsen "We chose MagicQ due to budget issues and it had enough DMX lines on Artnet for big rigs with powerful ergonomics, UPS, Artnet, Morph Head and Clone Head. It has an incredibly powerful DMX engine and the media window is brilliant. Coupled with a small footprint, the console saves space at the FOH position."

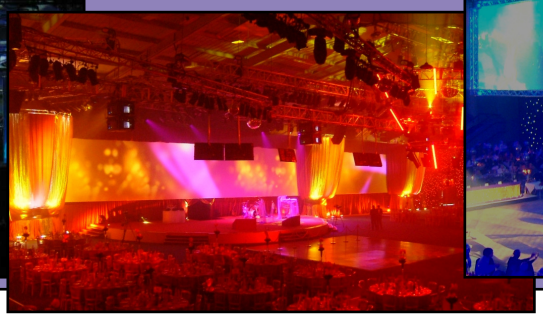
Album Launch at Waerdse Tempel in May 2009

Paddy Sollitt is the Lighting Designer for the multi platinum indi-rock band the Pigeon Detectives, and has used a MagicQ MQ100 Pro on the Pigeon Detectives world tour with a MagicQ PC Wing for the fly-outs. "Out of all the solutions investigated, it is the easiest and most reliable for our touring needs. It simple to program , but not limiting in any aspect of lighting control and after 2 years with the desk I would not choose anything else."

Having already supplied Tiësto when performing at the O2 arena in London, it comes as no surprise that MagicQ is also used for the renowned DJs residency at one of Ibiza famous super-clubs, Privilege.

Koen De Puysseleir is the Lighting Designer for Unlimited Productions BV and is using a MagicQ MQ100 Pro, two MagicQ Playback Wings and a MagicQ PC system with an Extra Wing to control the visuals. "MagicQ is the fastest desk out their for any situation," says Koen De Puysseleir, "it literally is making sure your setup is right with all you presets and you are 75% ready with your show. The rest is so easy and fast it only counts for 25% of your work. I chose MagicQ because it is the most flexible and versatile desk out there."

Adam Maslowski of Adam Maslowski Lighting adores MagicQ and undertakes various corporate events using a Maxi Wing, Playback Wing, MQ100 Pro or a MQ200 Pro. Here is what Adam has to say about the ChamSys MagicQ, "It's an absolutely marvelous piece of technology and my preferred weapon of choice. I was an Avo operator, but now a convert, I love it."



The Pogues - UK Christmas Tours

Traditionally, ChamSys ends the year with the classic tune 'Fairytale of New York'. The Pogues immortal song captures the spirit of Christmas and ChamSys are pleased that for the last few years, lighting designer, Ian Turner, has chosen the MagicQ MQ200 console, hired from the British based company GLS Lighting, for the Pogues annual Christmas tour. The arena tour of the UK and Ireland is extremely popular, includes venues such as Brixton Academy in London and Manchester Evening News Arena, and ends in Dublin just days before Christmas.

The bands first gig was in Wakefield on October the 4th 1982 and who knew that such stardom waited for this eccentric English/Irish folk punk-rock band. The up-beat music that keeps the audience moving is also evident in the hard working nature of the band do as they have continually worked, playing to audiences from all over the globe including the UK, Germany, France, Canada, USA and New Zealand.

The Pogues were voted in the top ten of Q-Magazine's 'The 50 bands you must see before you die' and were given the honour of Meteor Ireland Music Awards 'Lifetime Achievement Award'. And like a good malt whiskey, the Pogues are getting better with age.

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