

# ChamSys

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

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# 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 the full potential of your console 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

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## Copyright Notice

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## 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 its 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 .
- 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 v9 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.

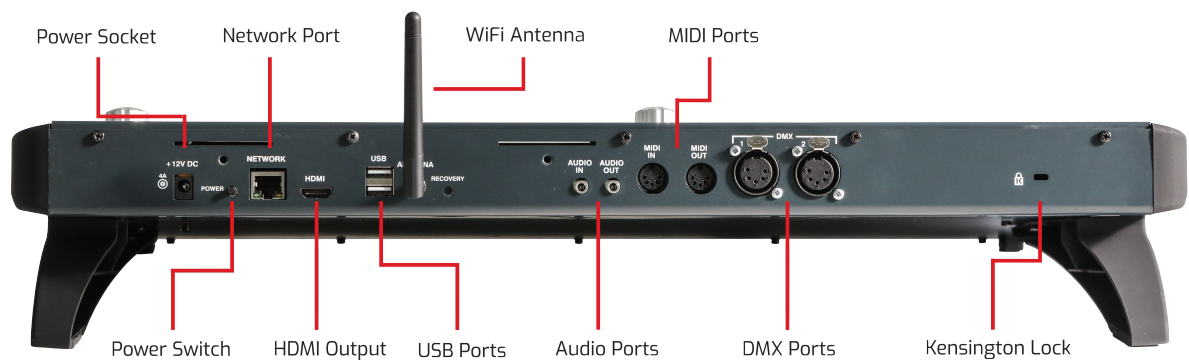
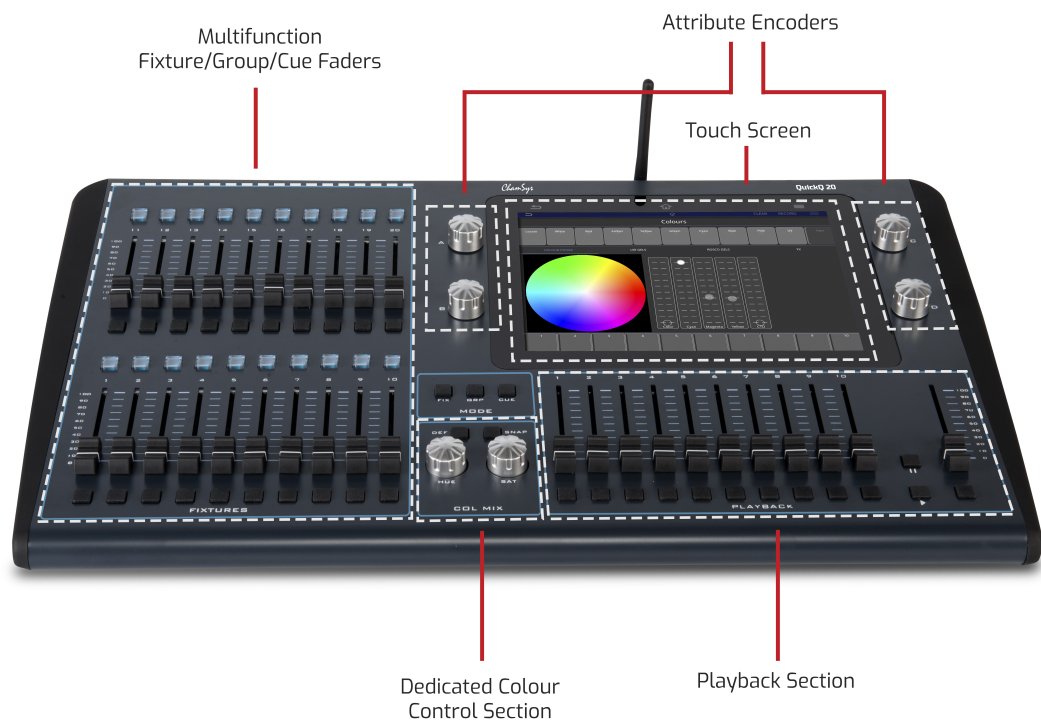
## QuickQ Consoles

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!





## QuickQ Rack

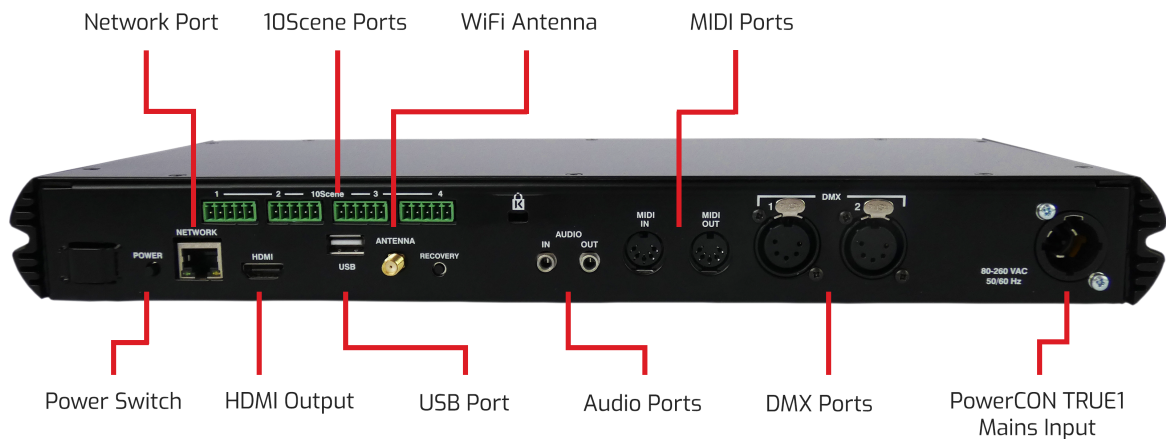
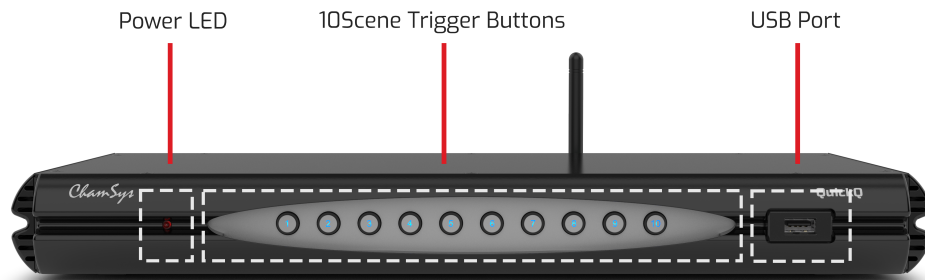
The QuickQ Rack provides "always on" control for installation projects. The QuickQ Rack is designed to act as a hub for the installation with physical control via the Rack's 10 buttons, SnakeSys 10Scene Wall Plates or other networked consoles. When other consoles are detected on the network the QuickQ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

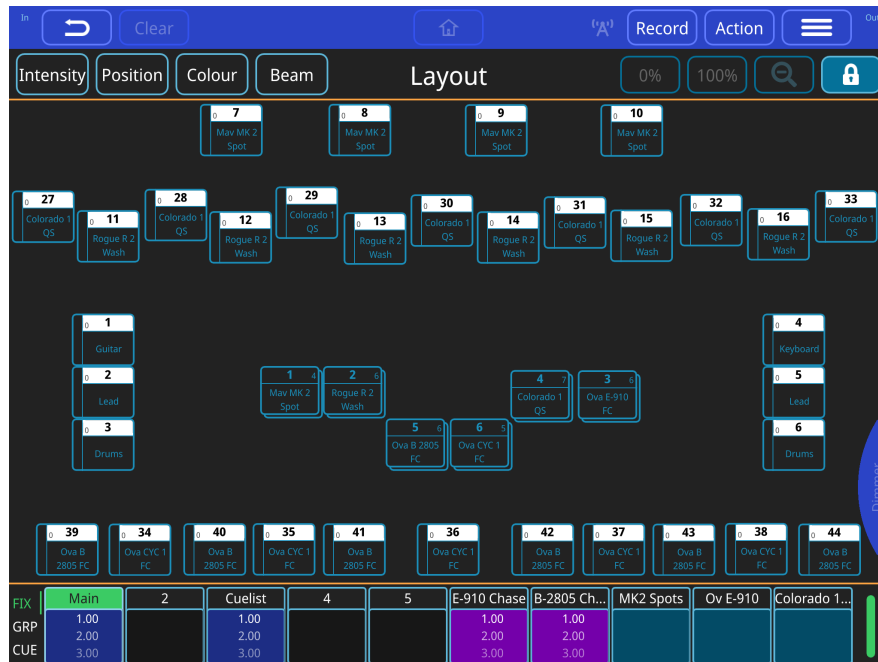
## Other External Control

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 fixtures 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.

## Connecting via Ethernet

In environments where there are a large number of WiFi devices or other devices that may interfere with WiFi signals and when the remote app is being used next to the console (for example as an additional screen) it can be beneficial to connect via Ethernet network cable rather than WiFi.

To do this an Ethernet adaptor is required for your mobile device. The Ethernet adaptor plugs into the USB or Lightning port of your Android or Apple device and allows an Ethernet cable to be connected (ensure that the adaptor you buy is suitable for your device).

Most devices can be connected either via a network external to the console which provides DHCP or directly to the console by setting a static IP address.

With an Ethernet adaptor connected to an Apple device an *Ethernet* menu option will appear in the device's Settings menu and under this an item for *Interfaces*. When connecting via an external network the LAN interface's *Configure IP* should be set to *Automatic*. This will configure the network settings for you. When using an Ethernet cable connected directly to the console *Configure IP* should be set to *Manual*.

The location of Ethernet settings on Android devices varies depending on the device but on many devices an option, *More connection settings*, is found under *Connections* in the Settings app. Under this option is an item for *Ethernet* which will be greyed out until the Ethernet adaptor is connected. Under the *Ethernet* option is an option, *Configure Ethernet device*. When connecting via an external network the *Connection type* under this should be set to *DHCP*. This will configure the network settings for you. When using an Ethernet cable connected directly to the console *Connection type* should be set to *Static IP*. To change settings the *Ethernet* Option will need to be disabled and should be enabled once the changes have been made. Some Android devices do not allow a static IP to be set.

When using a *Manual* or *Static IP* connection the *IP Address* should be set to be in the same range as the console (for example if the console has an IP address of 2.0.0.5 the IP address could be set to 2.0.0.7). The *Subnet Mask* should be set to the same value as set on the console.

To use an Ethernet adaptor you may need to disable WiFi on the device.

## Assemble the QuickQ Rack

- Connect the Rack Ears to the front of the unit with the small screws supplied, if unit is being rack mounted.
- 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. Note that on early QuickQ Rack the Wi-Fi button on the rear of the unit is labelled as 'recovery'. This button can be used in exactly the same way to toggle Wi-Fi on/off. 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.

## First Run

The first run screen will be displayed if you have a new console or if the console has been factory reset.



# 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.](#)

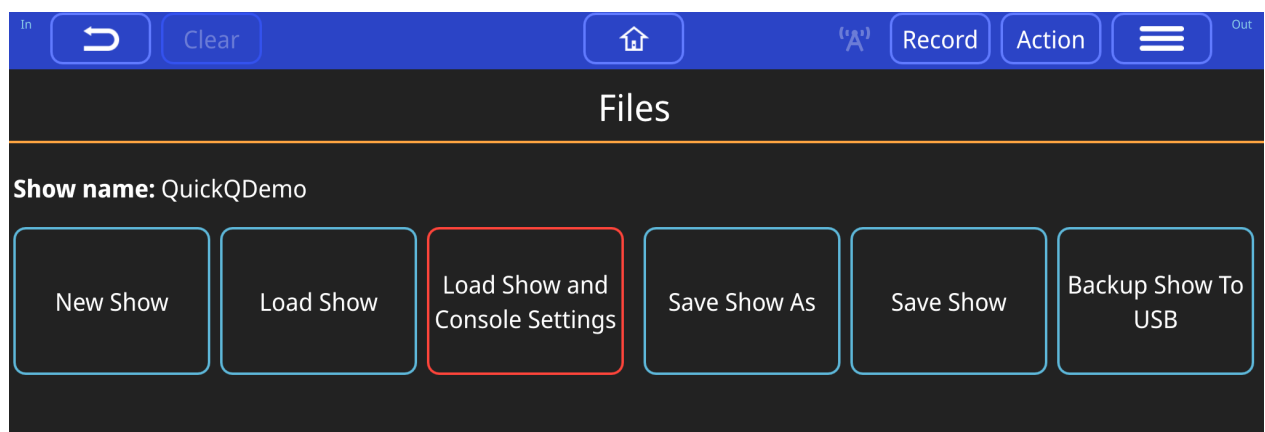
## Starting a New Show File

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** ]. Have a look at the [File Management](#) chapter for more about loading and saving shows.

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.

## Patching 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 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 fixtures 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.

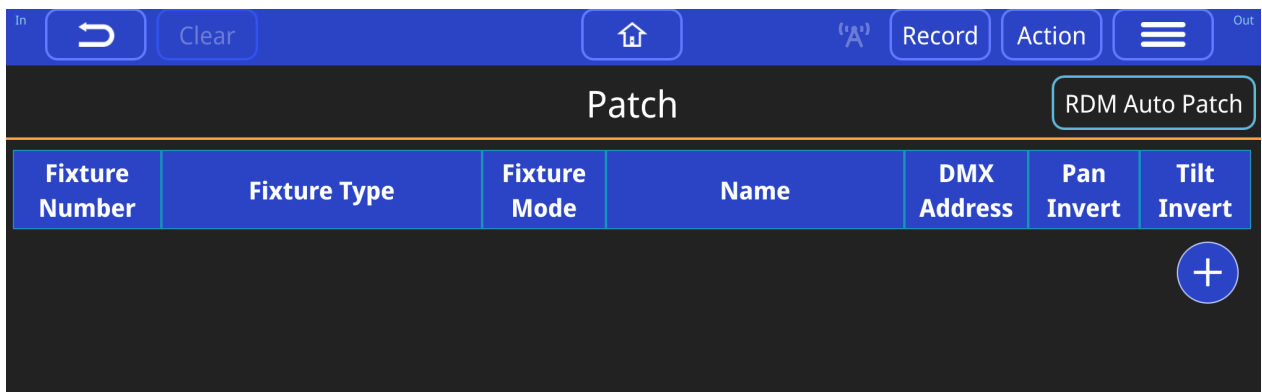
The QuickQ fixture library contains over 36,000 different fixture files. The [Fixture Files](#) chapter has information on what to do if you can not find the fixture you need. The console software contains the library that was current at the time the software was created. Even if you have just updated your console software, you should download and [install the most recent fixture library](#).

## 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.

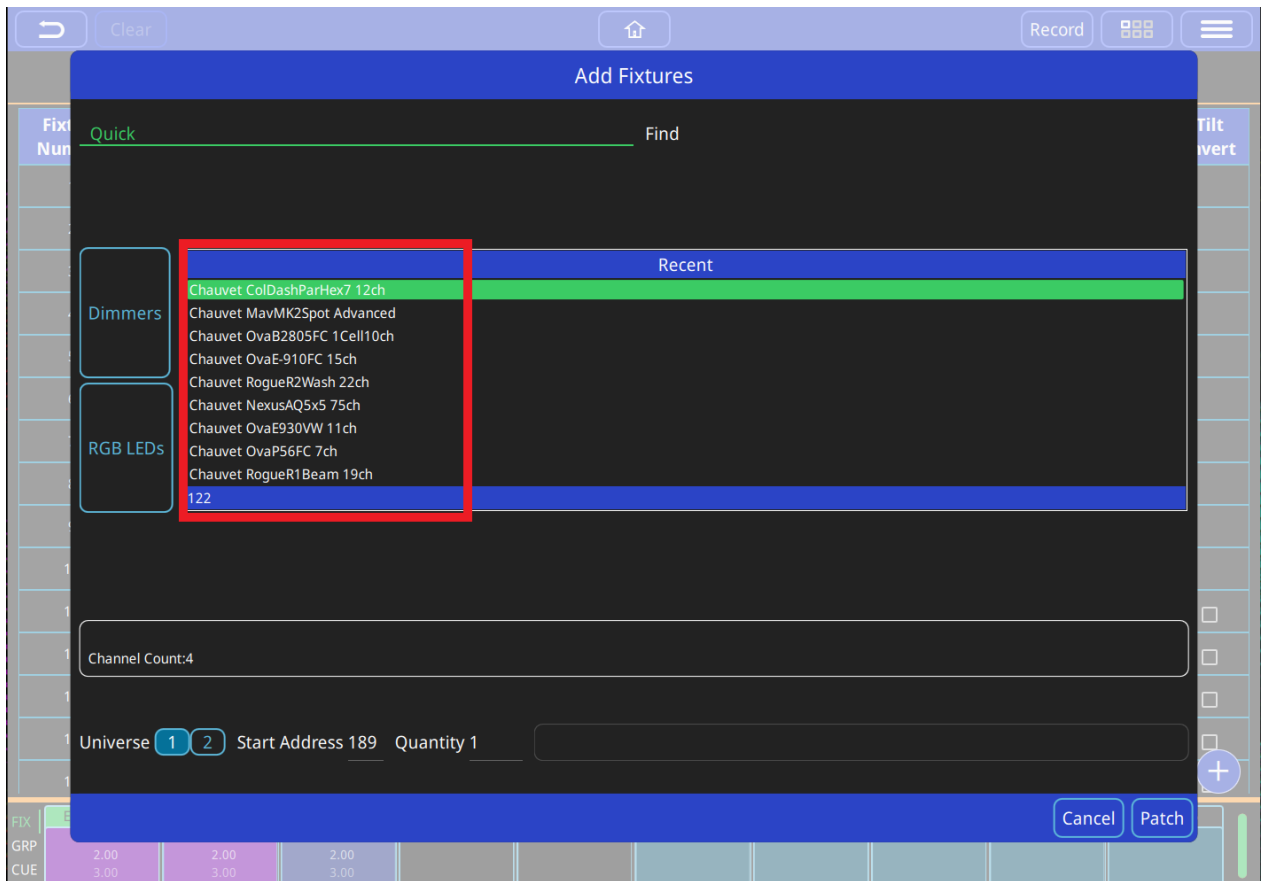


If you have just installed new console software or a new fixture library, the '+' key may be showing a spinning icon. Once QuickQ has finished loading the new index of fixtures it will stop spinning. It should take less than a minute.

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

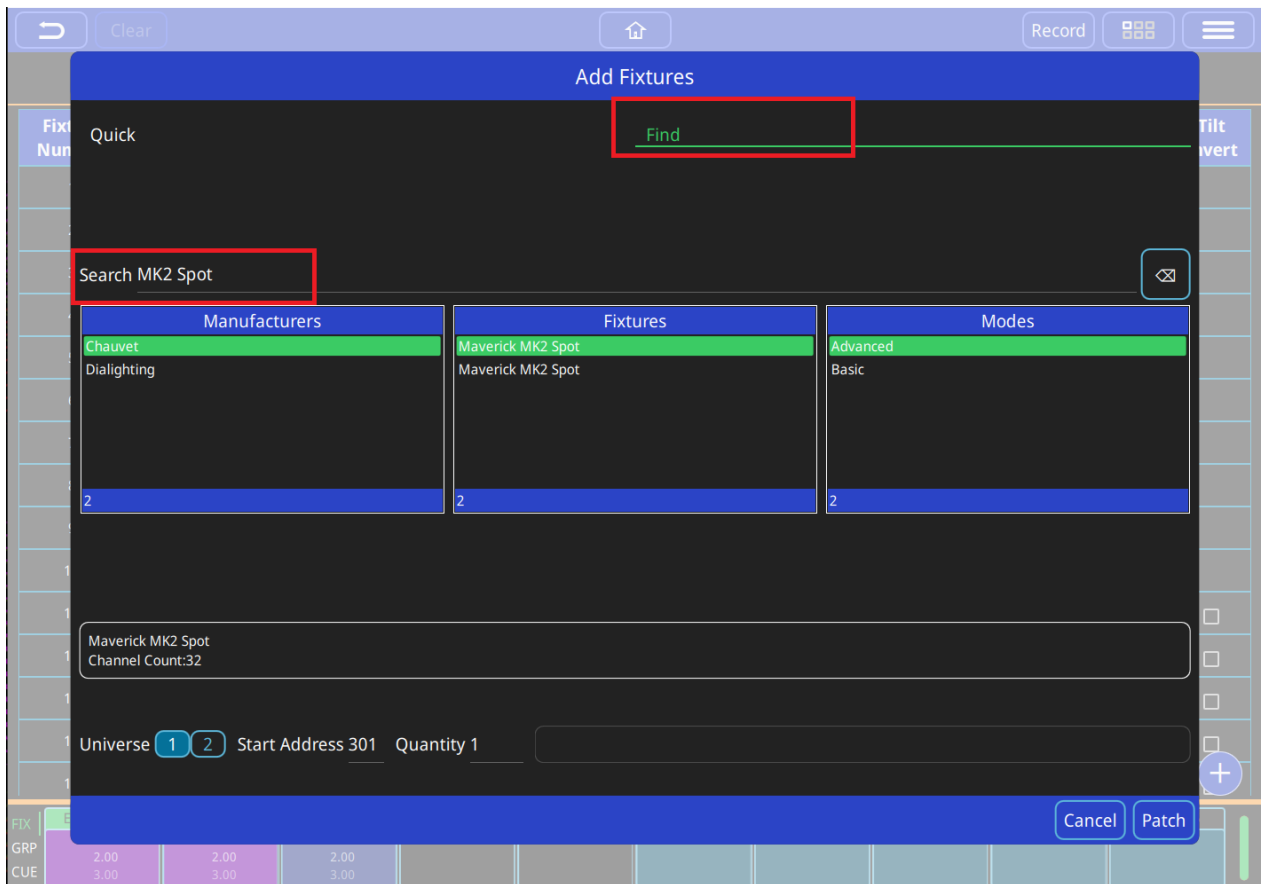


There are two views 'Quick' and 'Find Fixtures'. 'Quick' will list previously patched fixtures previous shows and simple fixtures like dimmers or RGB LED fixtures.



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.

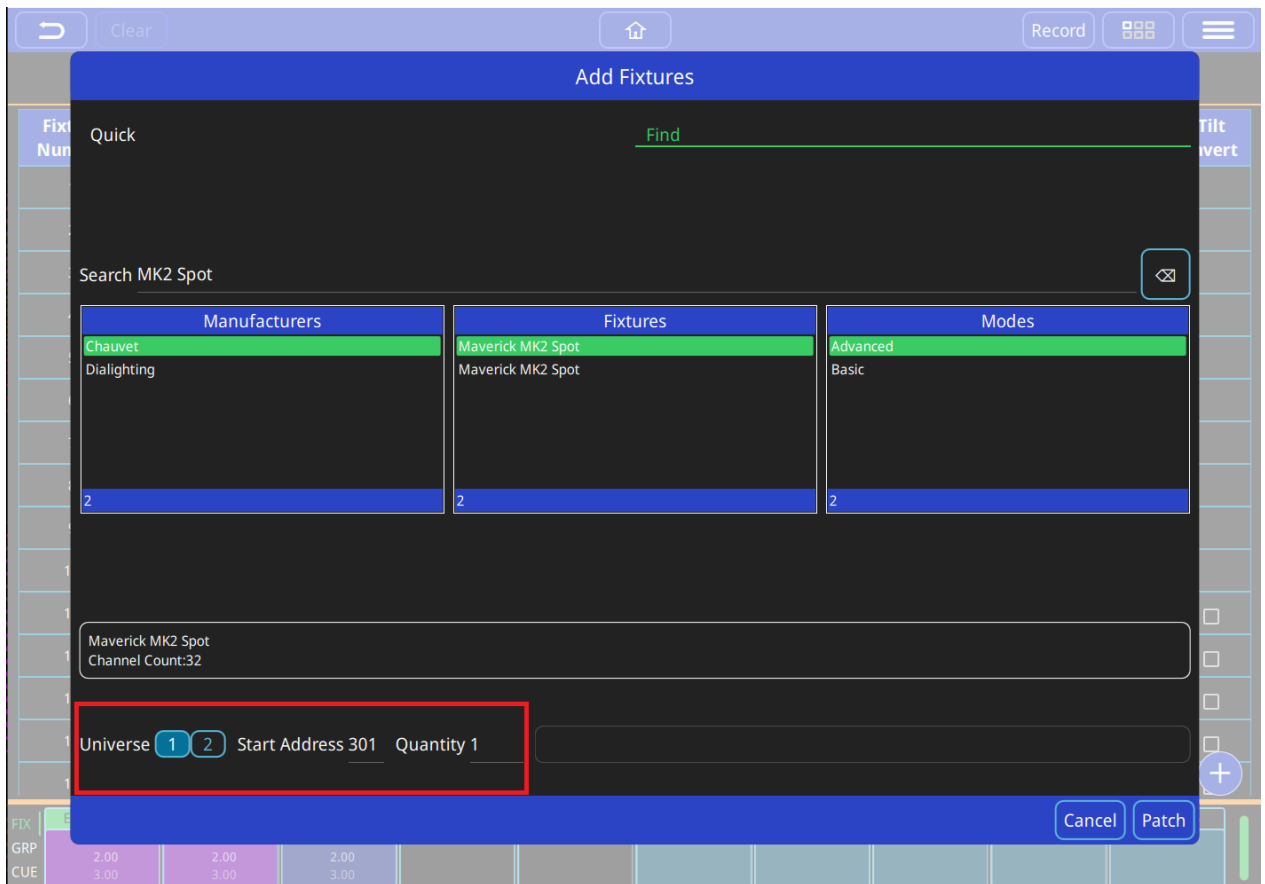
3. Select the Manufacturer, Fixture and Mode from the 3 boxes below the search box.



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.



Some fixtures have an All Emitters Icon next to them. If the All Emitters setting is selected in the settings, when you change the colour of the fixture, all of the emitters in the fixture will be used instead of the standard RGB.

## 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**.



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

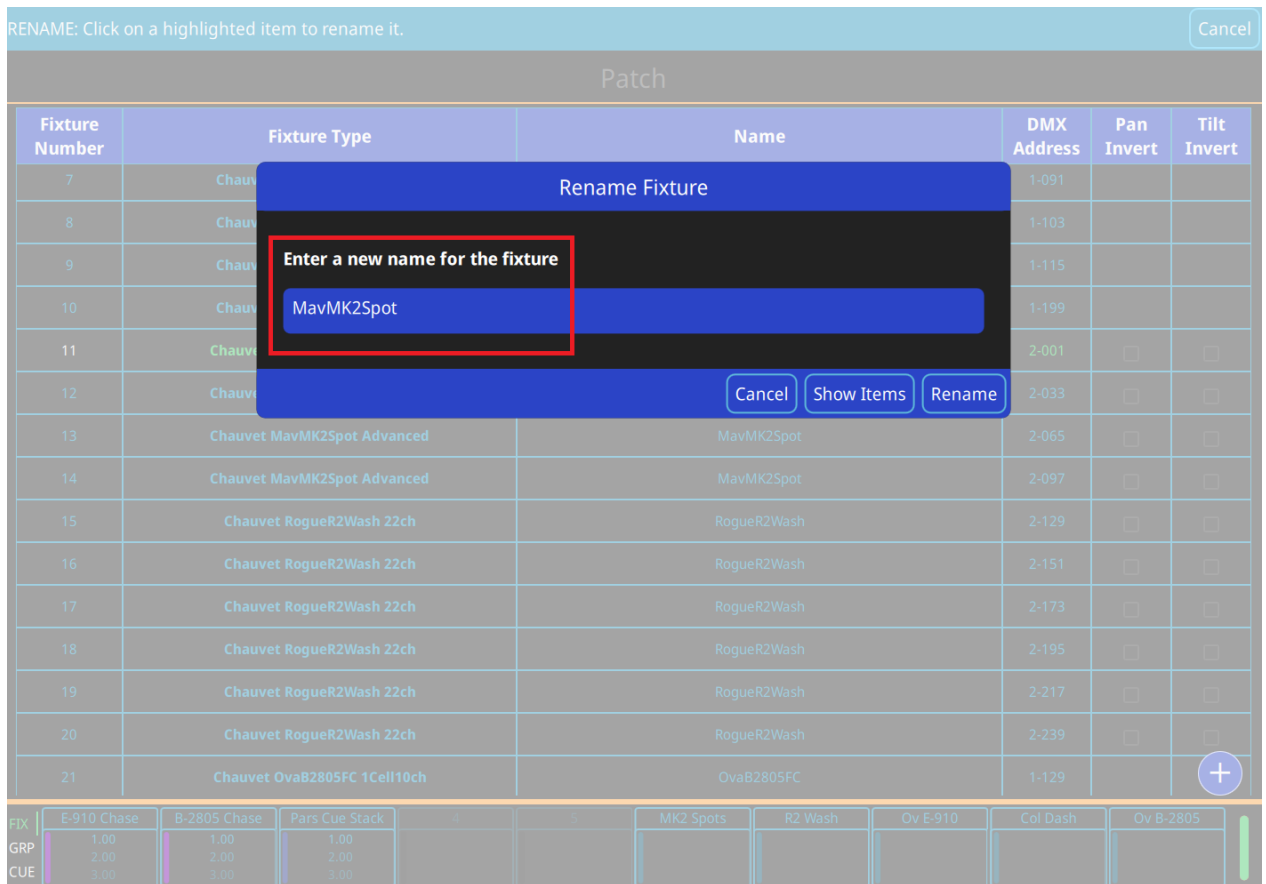
QuickQ uses creates a name for the fixture by default. This name is used on the Home screen and you can change it from the default to a name that is useful for you.



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 fixtures 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 fixtures 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	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
15	Chauvet RogueR2Wash 22ch	RogueR2Wash	2-129	<input type="checkbox"/>	<input type="checkbox"/>
16	Chauvet RogueR2Wash 22ch	RogueR2Wash	2-151	<input type="checkbox"/>	<input type="checkbox"/>

## 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.

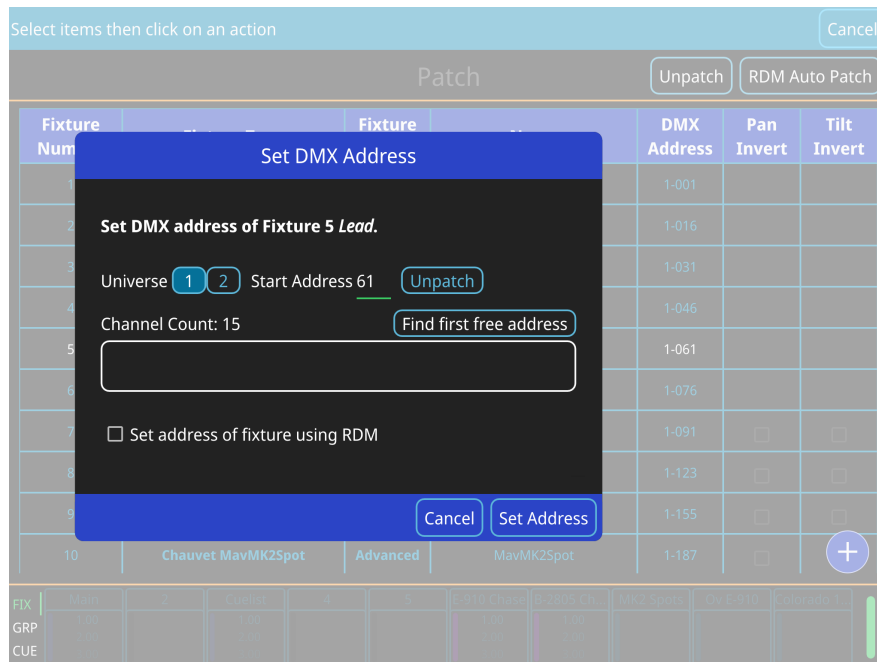
## Unpatching Fixtures

Fixtures can be unpatched but still remain in the show. This can be done by fixture or by universe.

By Fixture:

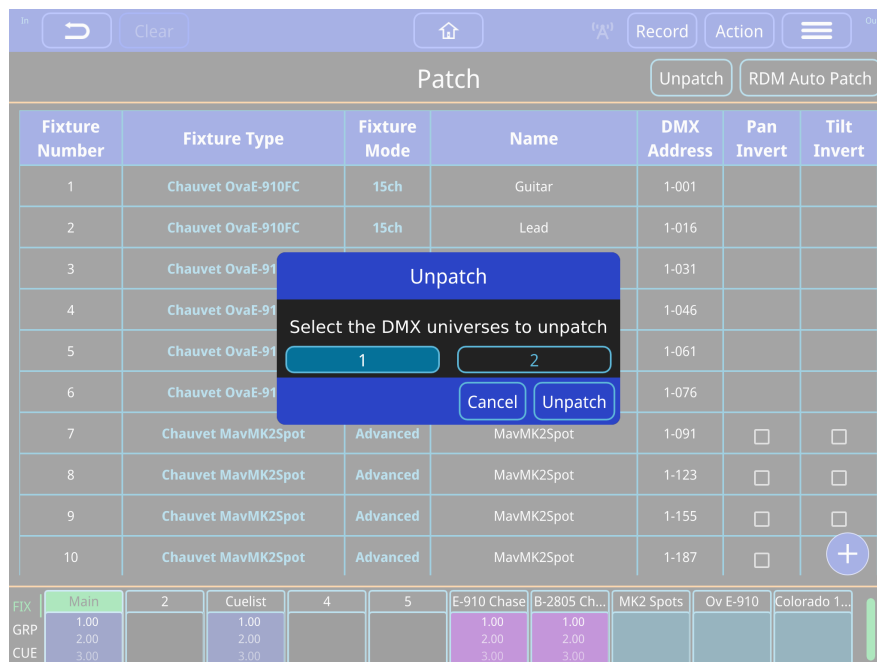
To unpatch an individual fixture, select the [ **Unpatch** ] in the Set DMX Address Window and press [ **Set Address** ].





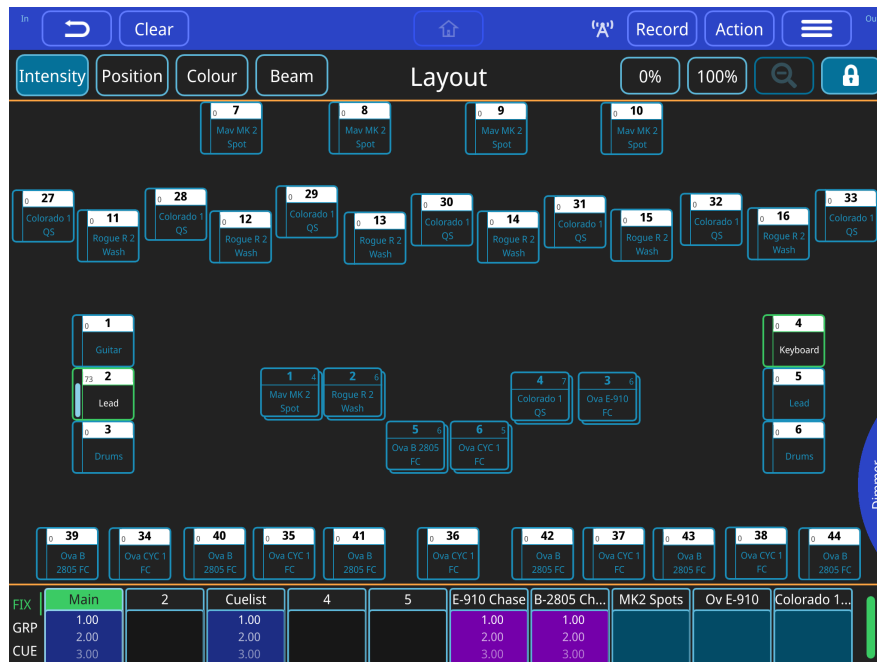
By Universe:

To unpatch by Universe, select the [ **Unpatch** ] button at the top of the Patch Window. Select the Universes that you wish to Unpatch and press the [ **Unpatch** ].





## Creating a Layout

The Layout Window is used to create a simple layout of your lighting rig, where fixtures can be selected and levels and colour 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 Layout Window to create a layout.
- Zoom in or out by pinching and fine-tune fixture 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. Controlling 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](#) 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

You can select and deselect fixtures in the Intensity Window by pressing the buttons below the faders on the touchscreen.

## 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 fixtures 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 be 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 multifunction faders, from the Intensity Window or from the Layout Window.

## Using Fixture Faders

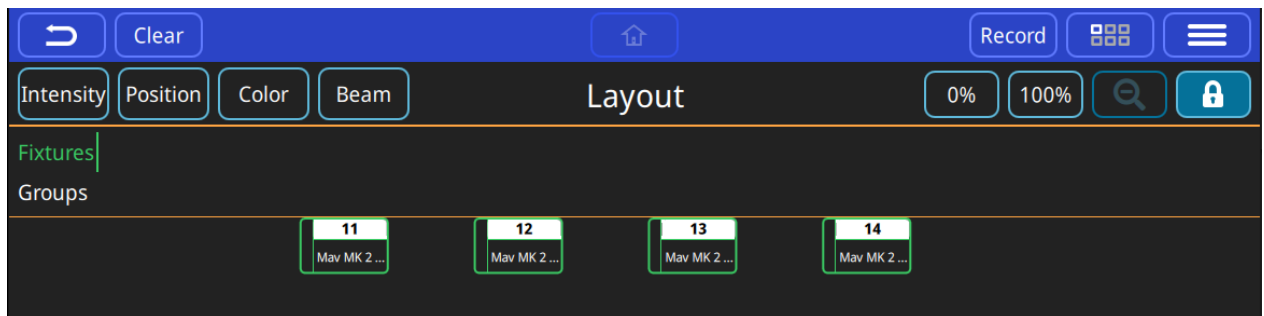
As we have seen, moving one or more of the multifunction faders while in Fixtures mode will set intensity to a level. The intensity level of a whole group can be adjusted or set when in group mode (press the [ **GRP** ] mode button).

## Layout Window

Intensities can also be controlled from the Layout Window. The **[ 0% ]** and **[ 100% ]** buttons can be used to quickly turn fixtures on and off, while on the QuickQ 20 and QuickQ 30 the bottom right encoder can be used to accurately adjust the intensity of the selected fixtures.

## Intensity Window

The Intensity Window provides control over both individual and all selected fixtures. Go to the Home Window and select the Intensity button to open the Intensity Window.

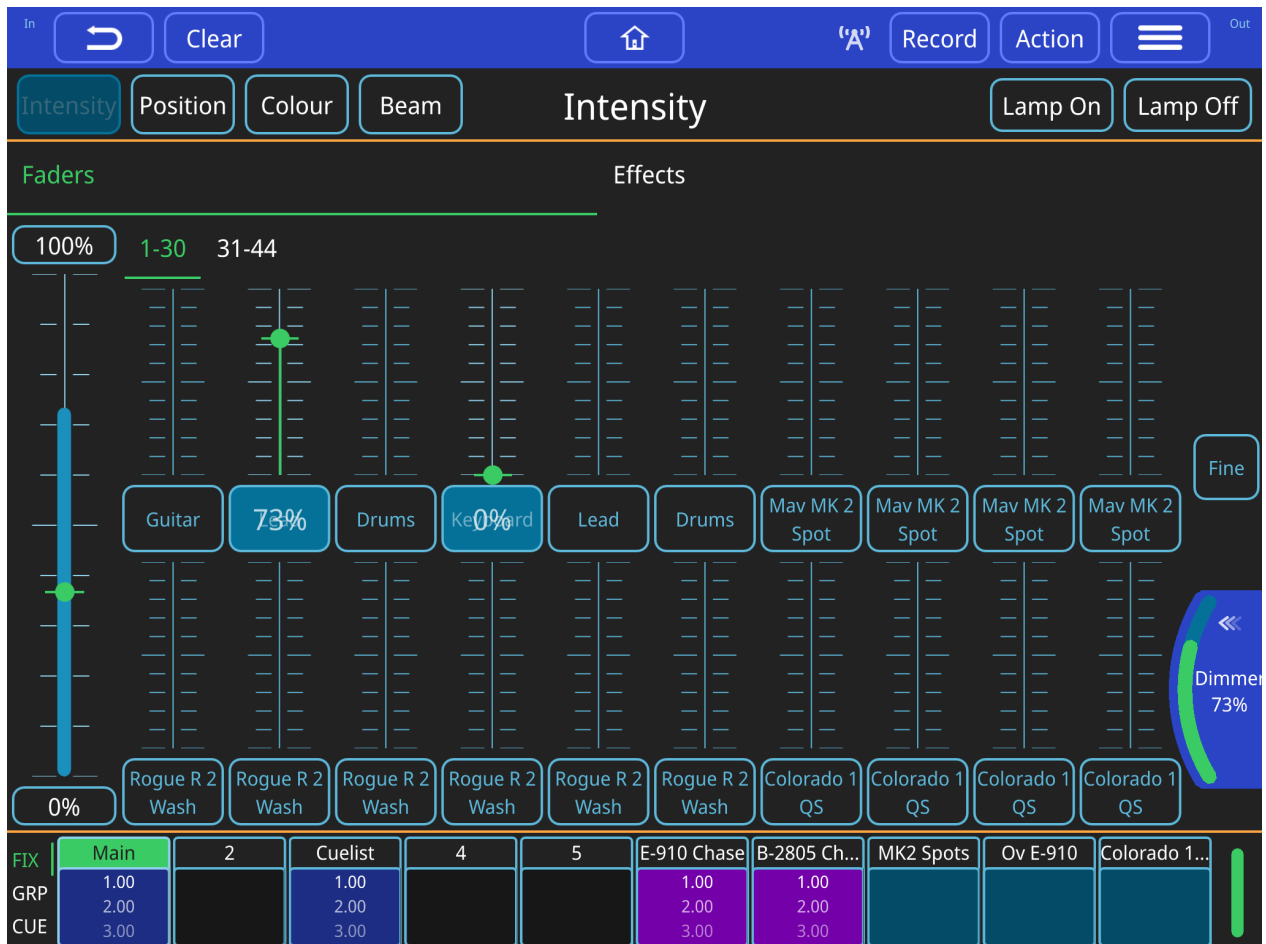


The larger fader on the left controls all currently selected fixtures. Selected fixtures can additionally be controlled on QuickQ 20 and 30 consoles using the Intensity encoder wheel displayed in the bottom right.

You can modify individual fixture intensities by adjusting their faders. When a fixtures' intensity is changed the button will briefly show the intensity value in percent.



Renaming your fixtures in the Patch Window makes selecting the correct fixtures easier.

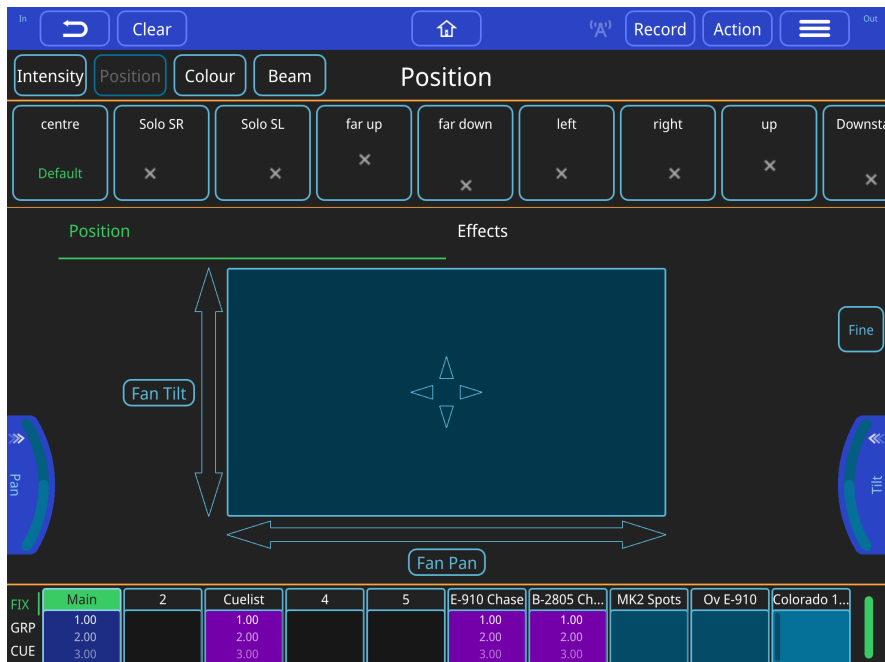


## Lamp On And Lamp Off

In addition at the top of this window there are buttons to **[lamp on]** and **[lamp off]** the selected fixtures. If you have **arc lamps** then it may be necessary to turn the arc lamps on (*Lamp On*) after applying power and to turn them off (*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

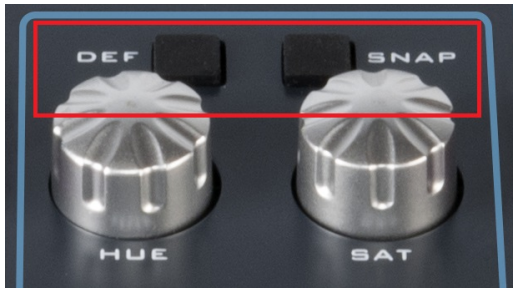
### Colour Mix Encoders - COL MIX

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.



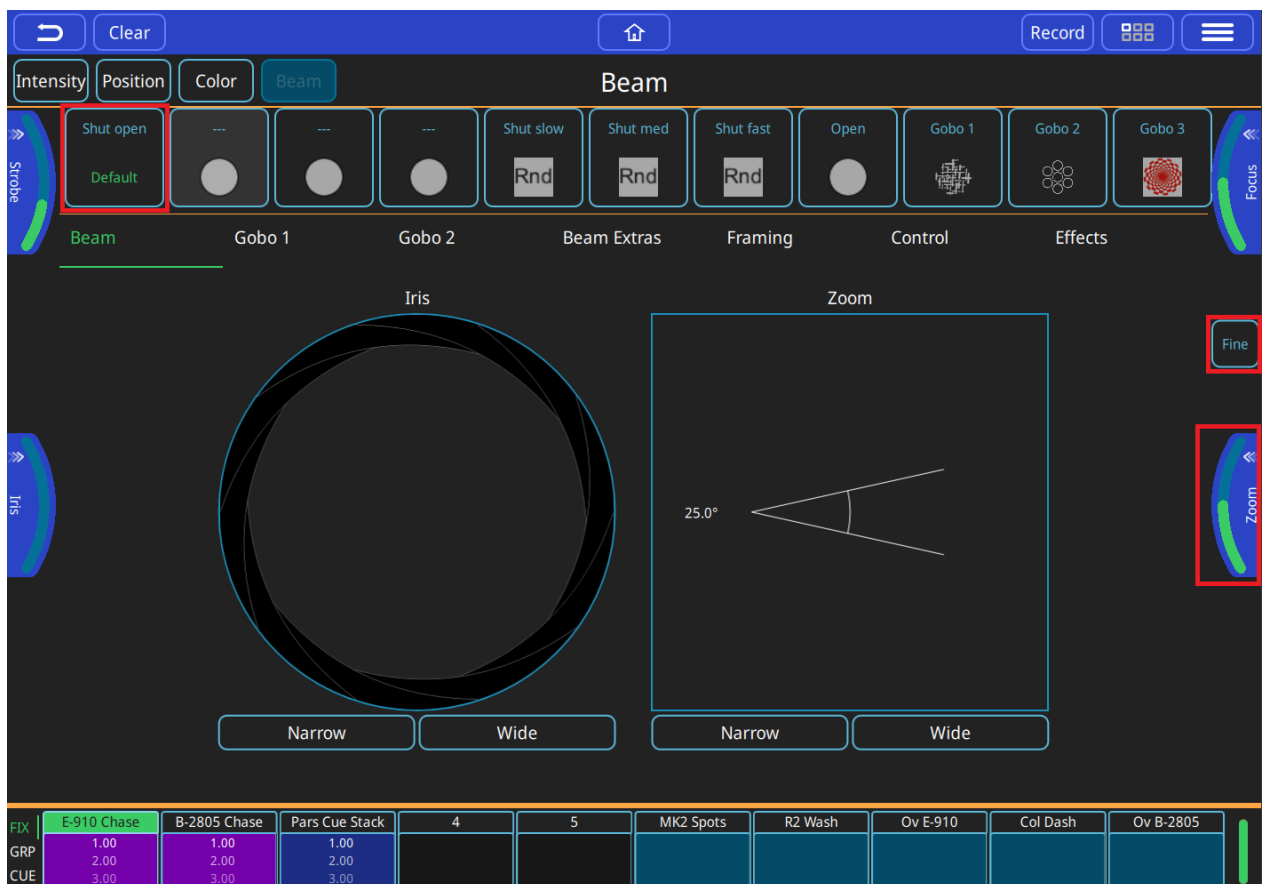
- Colour Palettes.
- Default Colour Palette. Select to return colour to defaults.
- Colour Picker. Touch within this colour picker to change colour. Changes using other controls will be displayed here.
- Manufacture Gel Swatches - Lee.
- Manufacture Gel Swatches - Rosco.
- Manufacture Gel Swatches - 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.

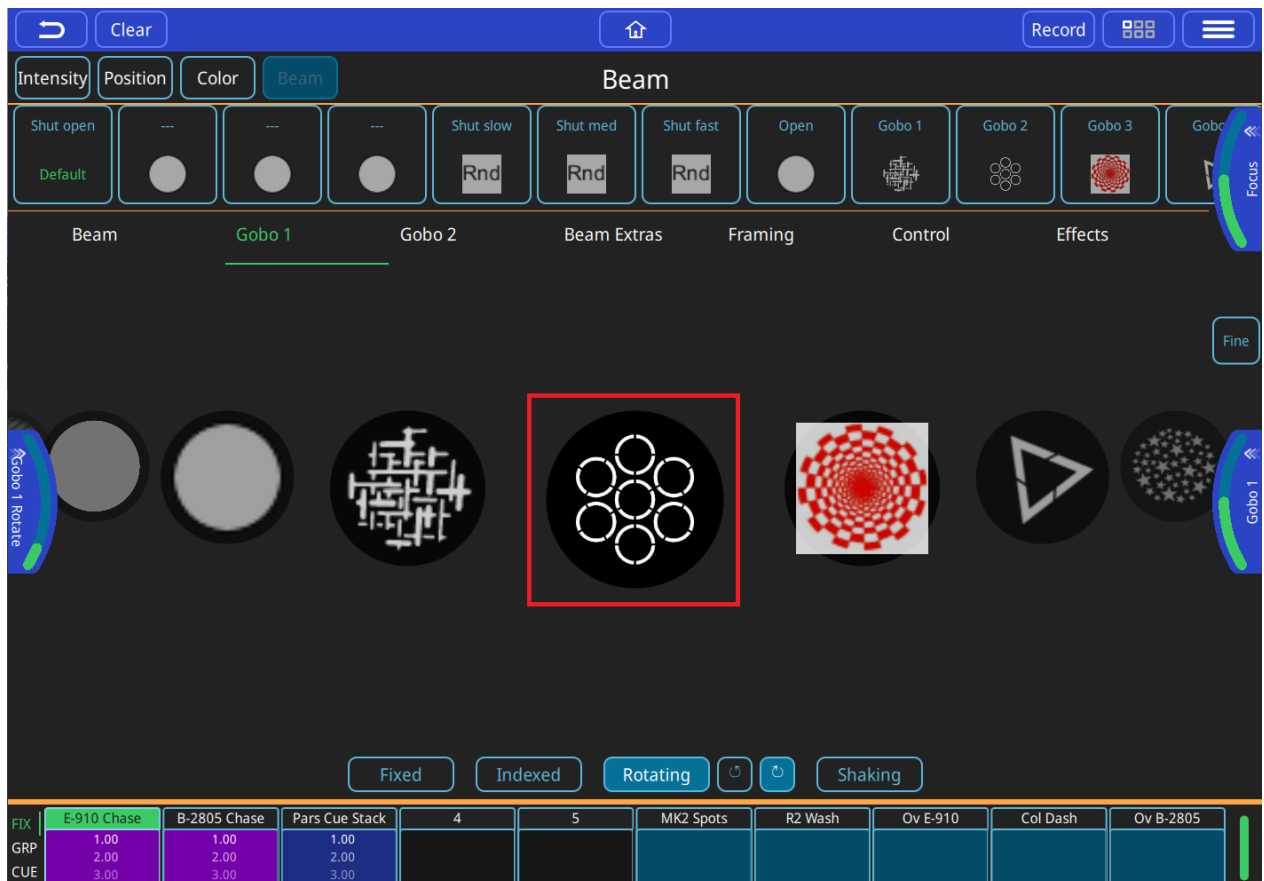
- Beam Palettes. Press Record button and use the green + button to add your own.
- Default Palette - select to return to beam defaults.
- Beam encoders - pull out to select ranges, or use on window if no encoders (QuickQ 10 and Remote App).
- Iris can be controlled directly on the window as well as by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

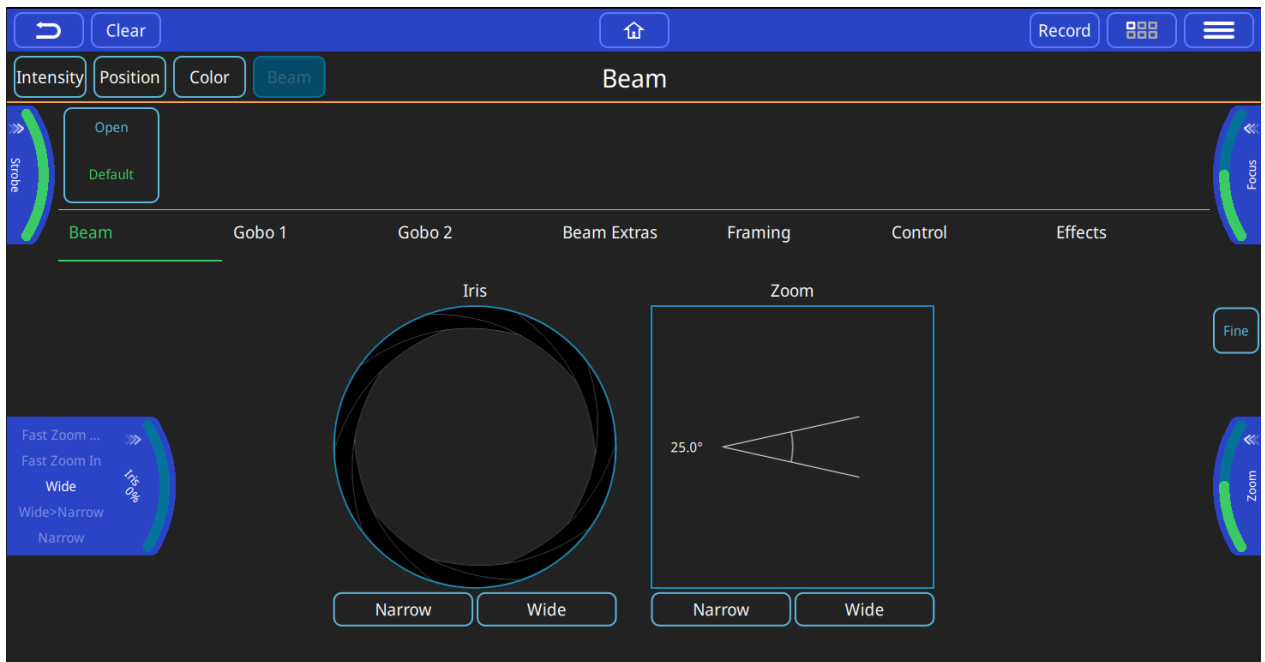


First, select one or more fixtures then any of the gobo control options can be used. If you are going to use the same gobo attributes in more than one cue, consider saving them to a palette. Palettes are referenced in cues, so modifying a palette will change every cue the palette is used in.

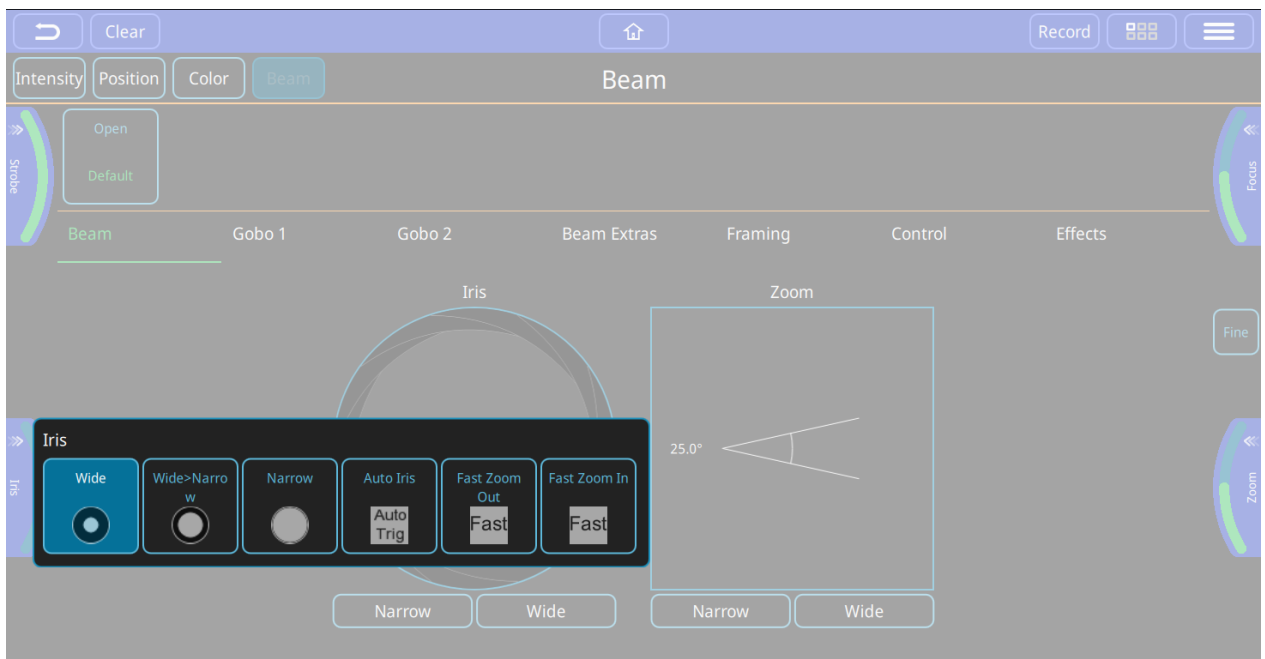
- Beam Palettes. Press Record and use the green + button to add your own.
- Default Palette - select to return to beam defaults.
- Gobo selection encoder
- Gobos can also be selected by swiping through the gobo selection carousel.
- Gobo movement options (if supported by the fixture).
- Gobo rotation 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 be 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.



You can hold on the palettes at the top of each tab and drag them into an order that works better for your workflow.

# 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.

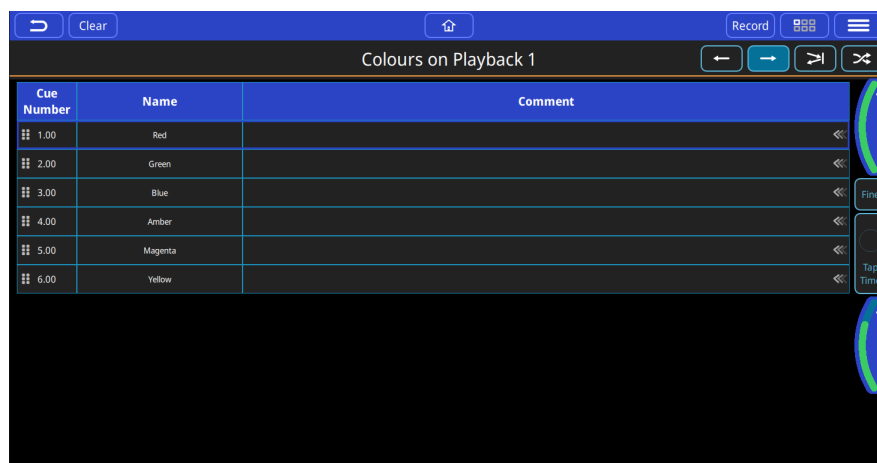
The fader position will control the intensity of the recorded fixtures.

## 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

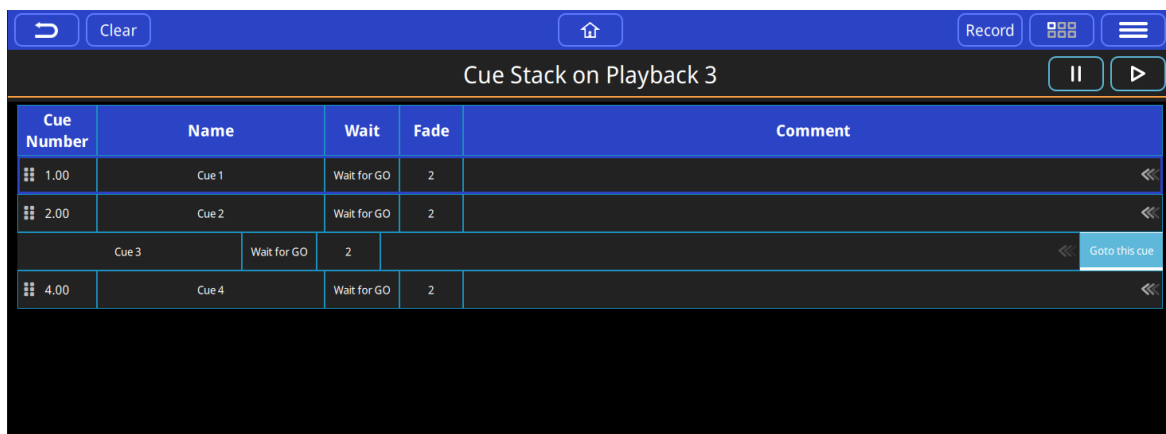
can be set between a full fade between steps (default) or a snap between steps.

### Fine

fine control of encoder actions.

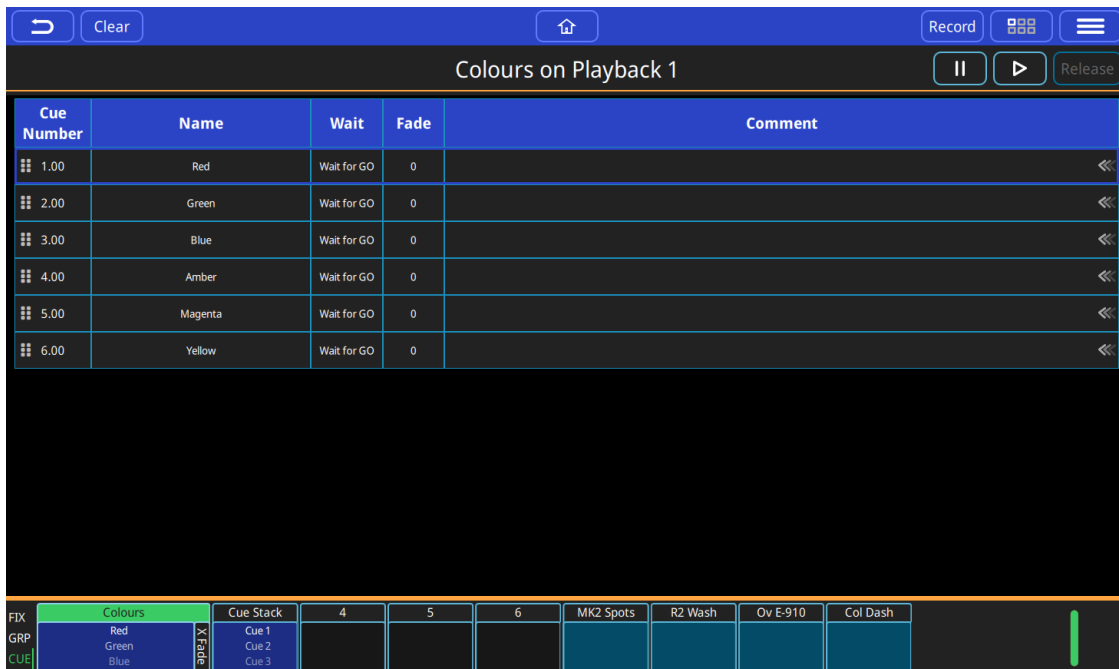
## Reorder Cues in a Chase

- 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.



## Recording a Theatre style Cue Stack





## Theatre Mode

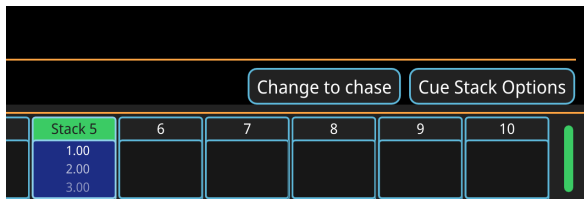
When the console is in “Theatre” mode (settings, theatre mode) recording consecutive cues to playback 1 will result in a cue stack of cues with a default fade time of 3 seconds. Additionally:

- Playback 1 will default to a theatre style cue stack with fade timing between each cue (default 3). Consecutive cues recorded 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.
- Move When Dark is automatically enabled on all Cue Stacks (not chases), when in Theatre mode.
- 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. \*On QuickQ 20 and 30 consoles, Playbacks 3-10 when in Theatre mode are still chases by default, but can be changed to Cue timing manually and will also have default 3 second fade times for newly recorded cues and have Move When Dark enabled.

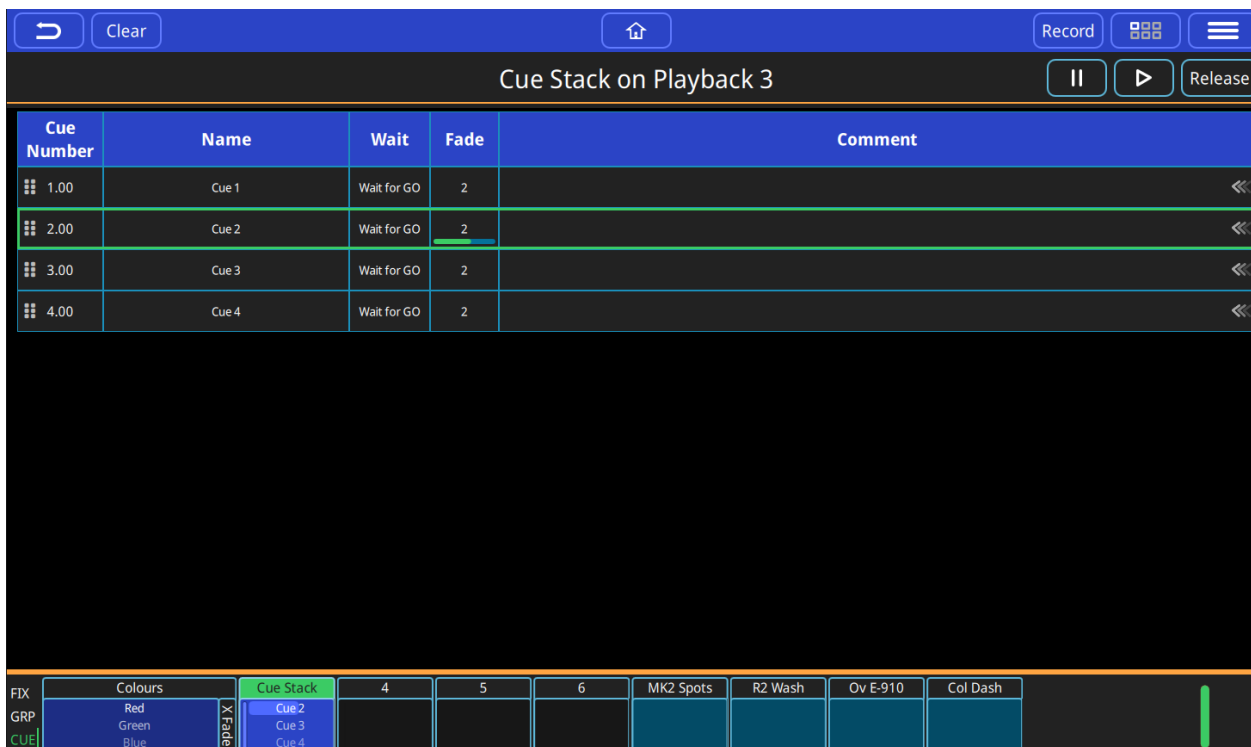
## Changing a Chase to a Cue Stack

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 option bar at the bottom of the window. 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

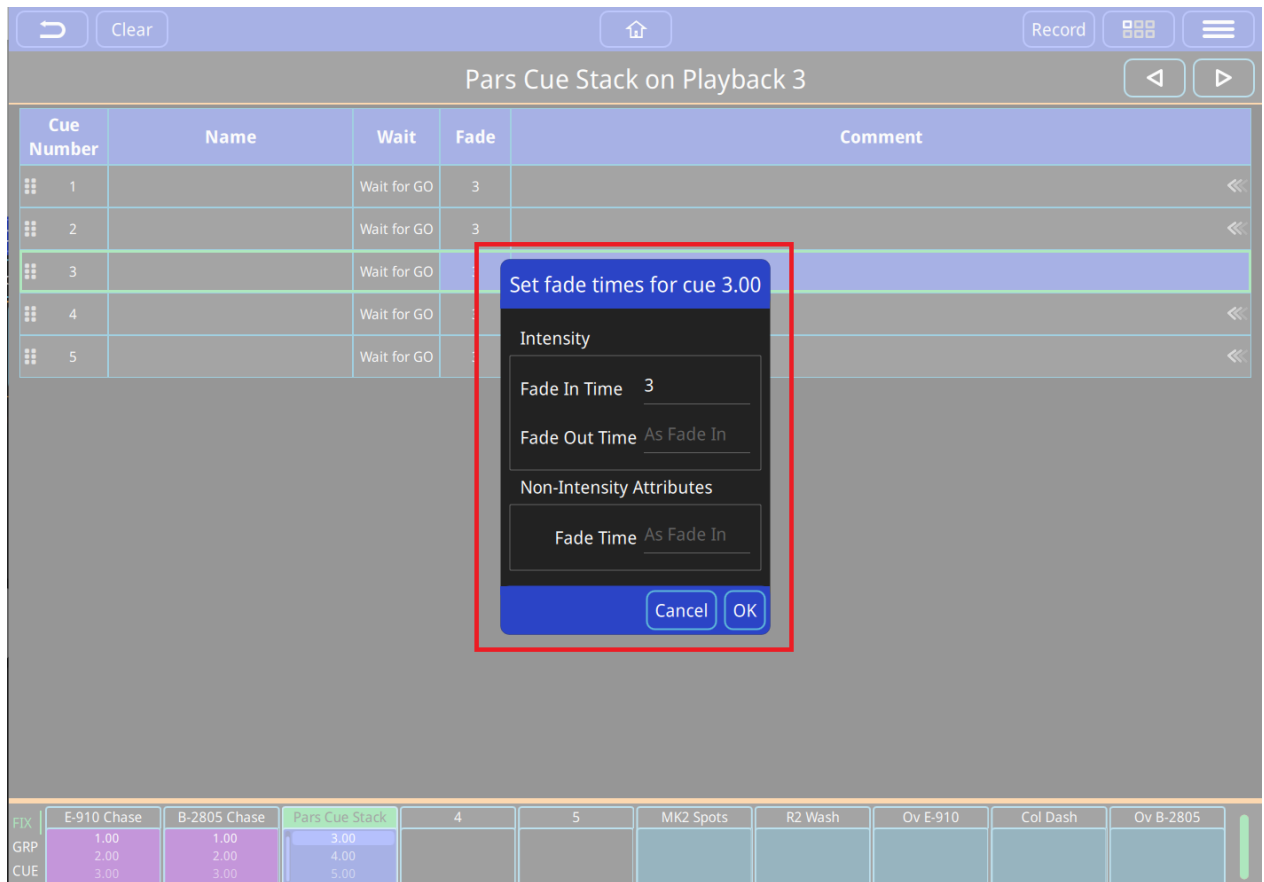
will be auto assigned when the cue is recorded and can be edited by selecting by holding or double tapping.

### Comment

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

## Cue Fade Times

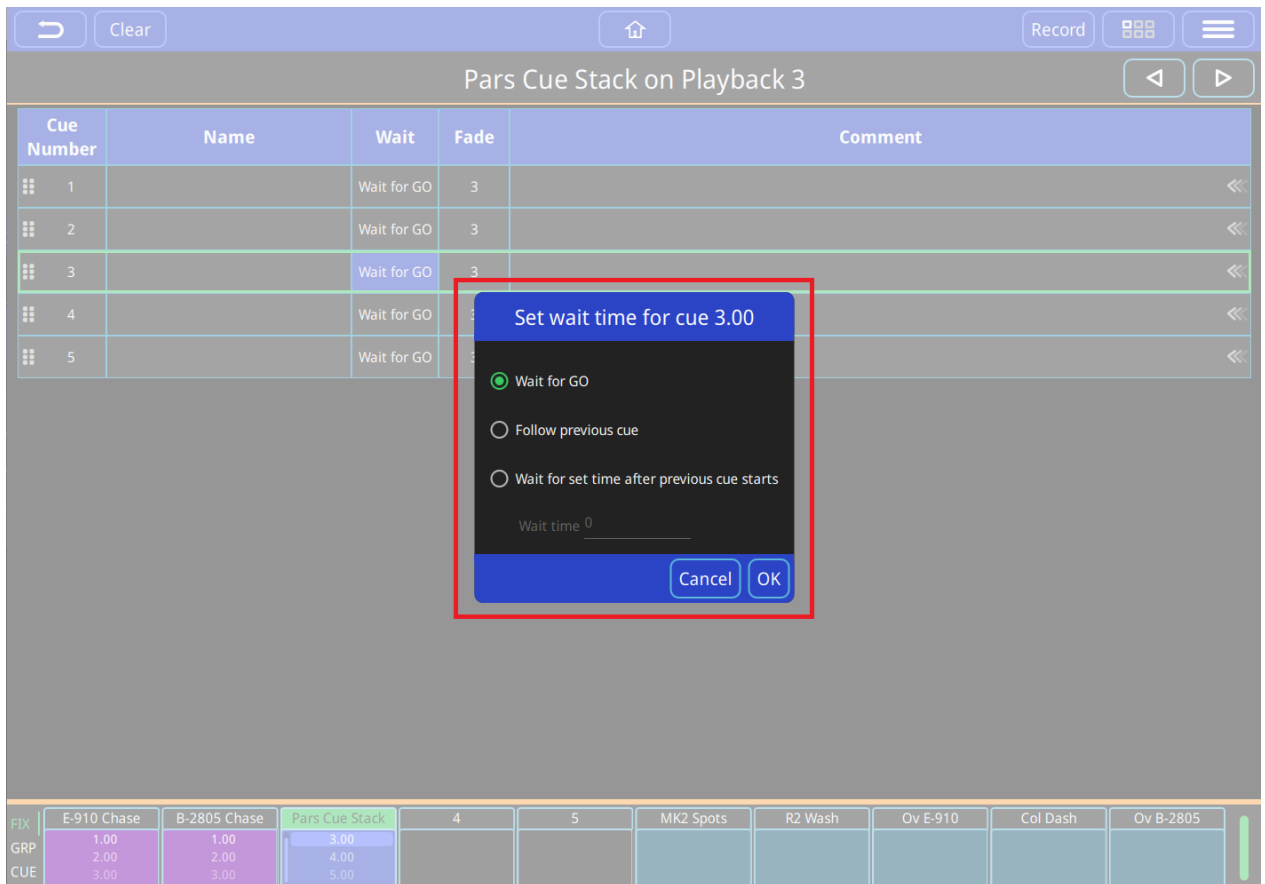
To change the fade in or fade out times on a cue in a cue stack, hold the fade time or double tap the fade time of the cue.



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

QuickQ has a powerful effects engine for animating fixtures. Effects make it easy to animate positions, colours, intensities and other attributes of fixtures. Fixtures can move together or separately in the effect. QuickQ offers extensive control over the size, speed and other parameters allowing a range of exciting and dynamic looks to be created.

Palette based effects have the same control parameters as normal effects but use palettes to set their endpoints. This makes it easy to create effects that cycle between 3 colours, 2 iris sizes, or 4 different positions.

## Creating Effects

### Add an Effect to Fixtures

- Select the fixtures you would like to apply the effect to.
- Select the **attribute group** for the effect.
- Select the [ **Effects** ] tab.

*QuickQ will display all the applicable effects for the **attribute group**, each has it's own unique effects.*

- Click on an effect to start it.



### Add a 2 Colour Palette Based Effect

Palette effects have names that start with a number, for example 4 colour, 2 Beam or 3 Position.

- Select the fixtures you would like to apply the effect to.

- Select the [ **Colour** ] Window.
- Select the [ **Effects** ] tab.

*QuickQ will display all the colour effects.*

- Click on [ **2 Colour** ].

*QuickQ will ask you to select the first palette.*

- Click on the [ **Red** ] Palette.

*QuickQ will ask you to select the second palette.*

- Click on the [ **Yellow** ] Palette.

*The selected fixtures will cycle between red and yellow.*

The 2 palettes will appear at the bottom of the window. Click on one to change it to a different colour.



The Damped Position effects apply damping to the movements to create smoother effects. This can be very effective with small, light fixtures.

## Effect Parameters

Once on the effects tab the encoders will change to reflect the settings for those effects, and you will 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 with the encoders and the buttons in the bottom section.

The options are:

### 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.

### Parts

Control whether all the fixtures do the same thing. Setting parts to Spread will cause each fixture to act differently, setting it to All same will cause them all to act the same. Setting it to 2 causes odd and even fixtures to do the same.



## X Fade

Alters the fade between each step of the effect. Setting it to 0% will cause the fixtures to snap between steps, while 100% will cause them to fade smoothly and never stop changing.

The buttons along the bottom control the direction of the effect over the fixtures. These options include: forwards, backwards, centre in/out (in/out toggled by forwards/backwards buttons) and random. If all direction options are deselected the random direction is applied.



Experimenting with the effect parameters and the order in which you select fixtures can show up many different possibilities from the same basic effect.

## 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.

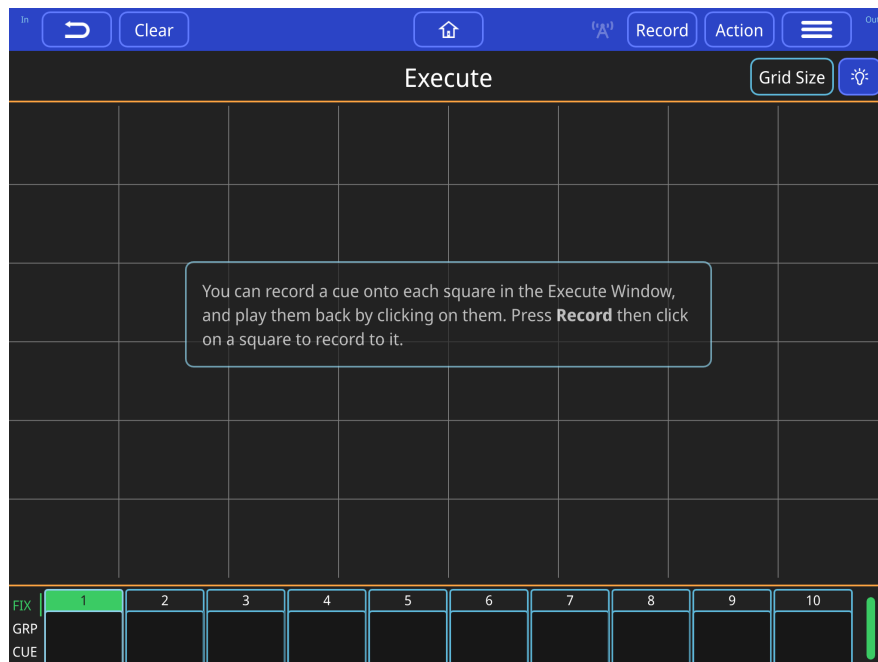


It is possible to “oversize” an effect, this will flatten out the curve or "clip" the effect at the top and bottom of the attributes range. The larger the size the longer it will be at those extremes.

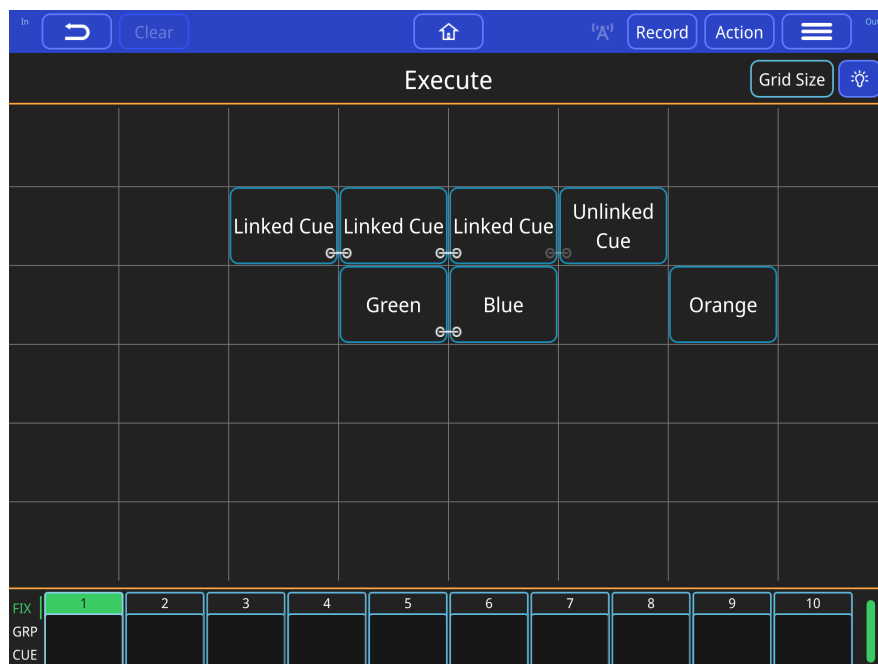
# Chapter 9. Execute Window

The Execute Window contains a number of single cues that can be turned on and off by tapping them. You can set fade times to allow the cues to fade in and out. Rows of cues can be linked so that when one is turned on the rest are turned off. To access the Execute Window press **≡** > 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' icon 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 link icon between the executes to link and unlink.

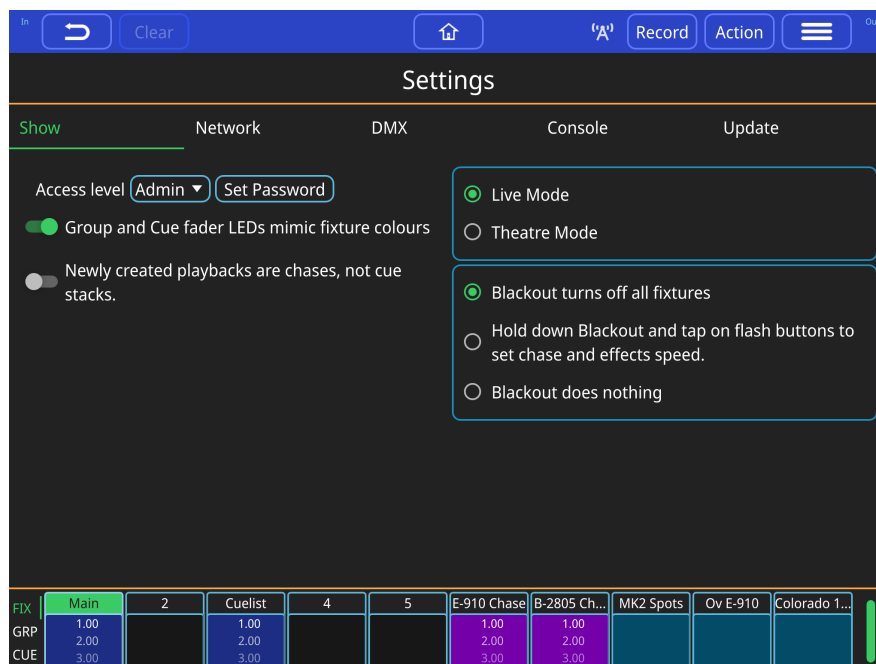
If the [Access Level](#) is set to User then pressing the  button will open the Execute Window.



You can drag and drop the execute items instead of having to use the move action.

# Chapter 10. Settings Window

To access the QuickQ Settings Window, tap  > Settings.




## Show Settings

In the main Settings Window, you will find settings to change the default behaviour of the console.

### Group and Cue fader 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.

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

## Live & Theatre Modes

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

### Live mode

All newly created playbacks are chases.

### Theatre mode

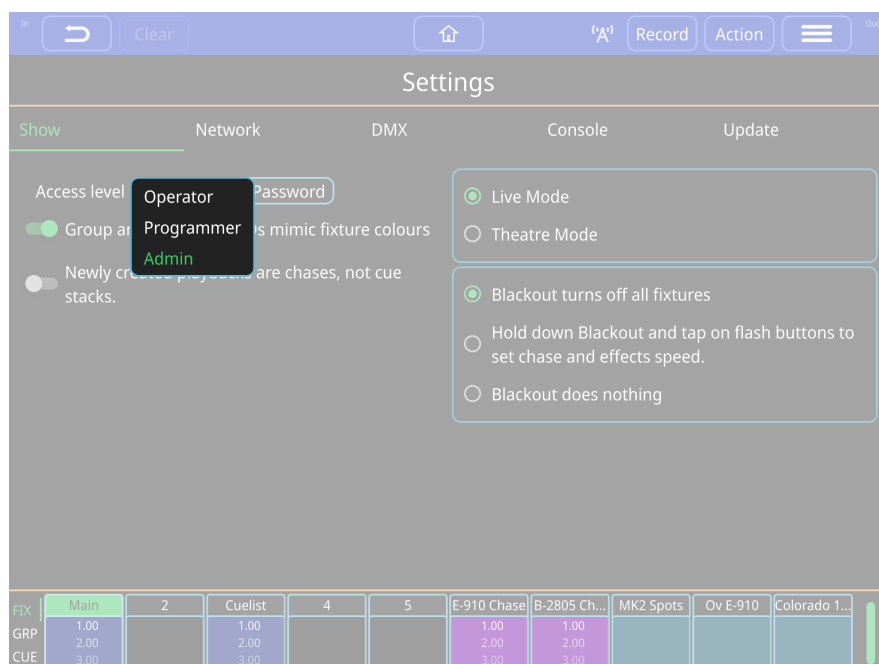
All newly created playbacks are [cue stacks](#), enabling the user to step through the cues one

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.

In Theatre Mode "Move When Dark" works on a per playback basis. When it is 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.

## 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.

## Blackout Function

The **Blackout** button on the console can do different things depending on the situation.

### Blackout turns off all fixtures

This is the default behaviour. Pressing **Blackout** temporarily sets all intensities to 0 giving a dramatic sudden blackout effect.

### Blackout sets the speed of chases and effects

The **Blackout** button can be used to set the speed of chases and effects on a playback. With this option is selected, hold down the **Blackout** button and tap a **Flash** button to set the speed of chases and effects on that Playback fader. This also works with tapping items in the Execute Window.

### Blackout does nothing

This disables the button completely preventing accidental usage.

## DMX Settings

The DMX Settings tab allows networked DMX and RDM to be set up.

### DMX Universes

Every DMX Universe has it's own tab with settings for that universe. Universes can be output over an Ethernet network using Art-Net, sACN or PathPort protocols in addition to the DMX socket on the back of the console.

#### Send Over Network

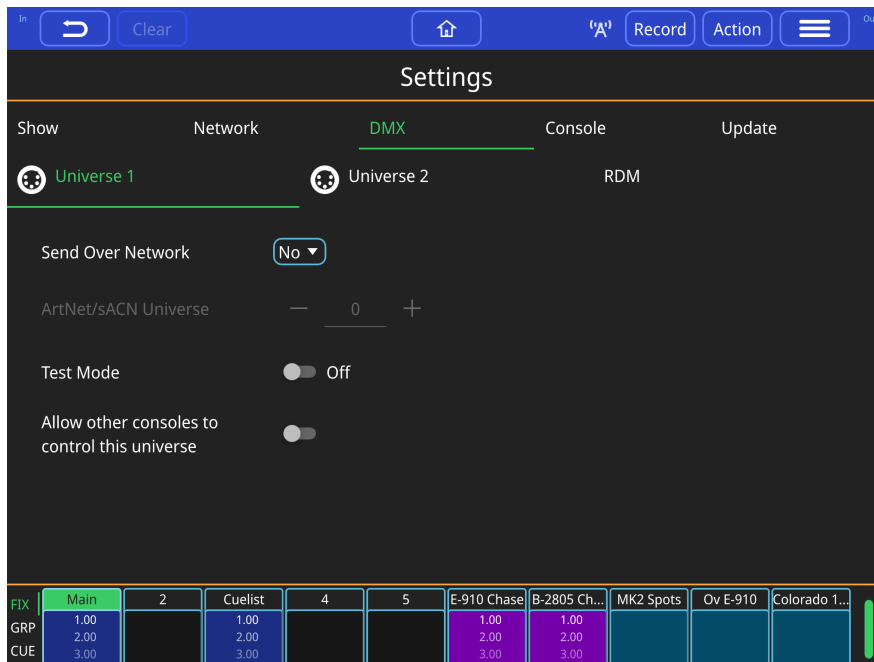
Set this to 'No' to ensure that this universe is not transmitted over the network or select a protocol to use. The socket on the back will always output DMX.

#### Test Mode

Turn this on temporarily to send a ramp output on all 512 DMX channels to test the connection to your lighting. Fixtures do not need to be patched, they will just react to the changing DMX values. 'Test Mode' is automatically switched off when you change tab or move to a different window.

#### 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 the console outputting 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.



## RDM Settings

The RDM Settings Pane allows 'Rig Lock' and automatic patching to be turned on.

### Always Scan for RDM fixtures and patch them

When this is switched on QuickQ will continuously check for new RDM fixtures and will automatically patch them. It will not delete fixtures from the show when they are disconnected.

### Rig Lock

When Rig Lock is enabled QuickQ will force fixture addresses and modes back if someone changes them on the fixture.



Normally QuickQ performs an RDM discovery only on first booth of the console and when the 'RDM Auto-Patch' button is pressed in the Patch Window. If the options to automatically detect and patch fixtures or Rig Lock are enabled then QuickQ will continually perform RDM Discoveries in the background.

## 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.

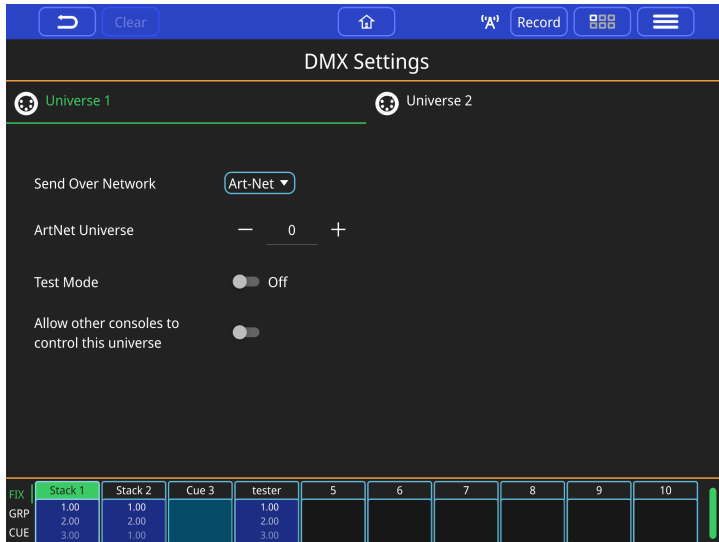
Double-tap to set the subnet mask.

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)

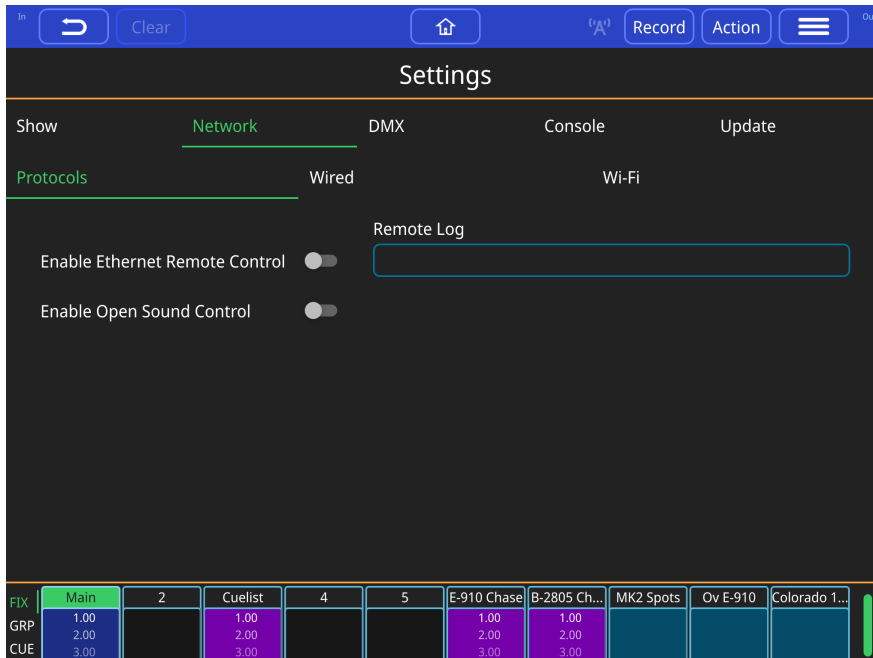
Next, Set or check the DMX output on the console. From the Settings menu, go to DMX settings.

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 IP address and subnet mask of the network port. 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 IP address 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 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.

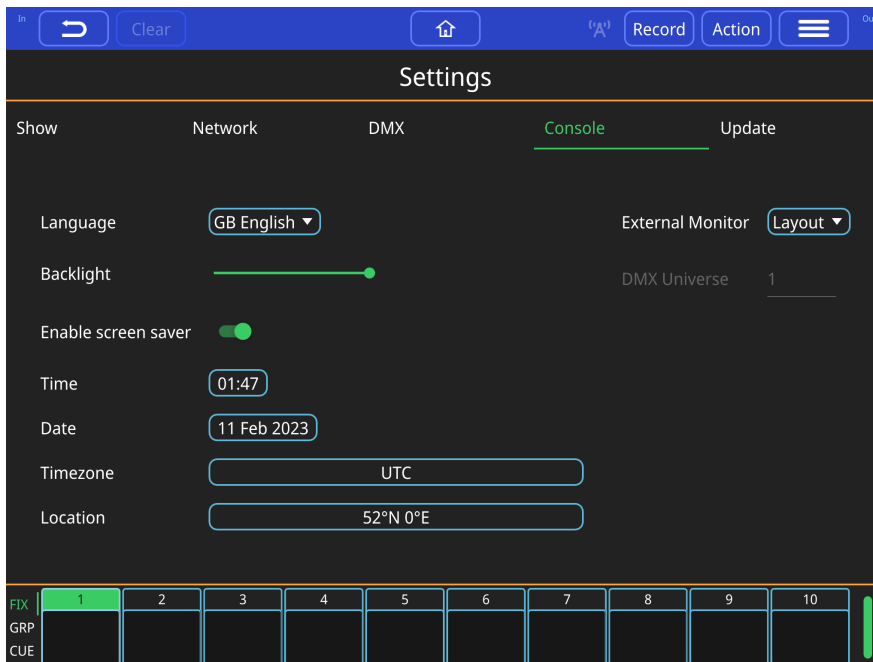
On QuickQ Rack systems, WiFi can be enabled once the unit is on by pressing and holding the WiFi button on the rack's rear for two seconds. (On early QuickQ Racks, this button is labelled *recovery* but can still be used to toggle WiFi on/off). The front panel LEDs will flash blue to indicate the WiFi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

If you need, you can change the console IP address for the built-in WiFi. A new QR image will be generated 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.

## Console Settings

The Console Settings Pane allows control of various console settings. Most of these settings are not relevant in QuickQ Designer and are disabled.



## Language

The QuickQ software has been translated into a number of languages. This can be changed here.

## Backlight

The brightness of the screen can be adjusted here.

## Enable Screen Saver

The screen saver can be temporarily disabled here. If the screen does not change for a long period the image will remain on the screen after the window changes making the console difficult to use. The screen saver prevents this from happening.

## External Monitor

You can select which window should be shown on the external monitor here. The monitor must be plugged into the HDMI socket before the console is powered up, otherwise it will not be recognised by the console. If the Outputs Window is chosen the DMX universe to watch can be set here.

## Time, Date, Time Zone & Location

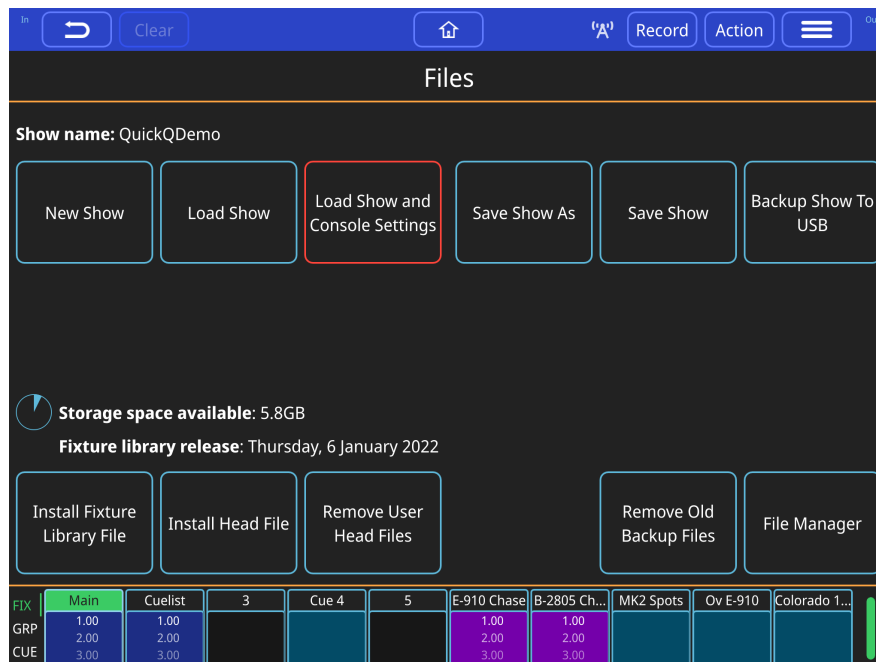
You can set the time and the date here. If the time zone is also set then QuickQ will automatically adjust for daylight savings time. If the location is set then QuickQ will automatically set the sunrise and sunset times. This is important if you are using the Events Window.

# 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, enter the startup app if needed, and save the log to a USB.

# Chapter 11. File Management

QuickQ stores data in a number of different files, and offers tools to help you manage those files.



## Show Files

QuickQ stores your shows in files with the `.shw` extension. A show called Panto would be stored in a file called `Panto.shw`. Extra data such as audio files are stored in a file with the `.xhw` extension. This would be called `Panto.xhw` for our show. When QuickQ loads a `.shw` file it looks for a `.xhw` file with the same name in the same place and loads that as well if it finds it.

QuickQ `.shw` files are compatible with the ChamSys MagicQ software. If you load a MagicQ show into QuickQ it may need to adjust settings and remove some data. When it has finished loading the file QuickQ will pop up a dialog box to tell you what changes it has made.

## Saving Your Show

When you want to save a show file that you have already named press **≡** > Files > **[ Save Show ]**. If you want to save it under a new name press **≡** > Files > **[ Save Show As ]**, then enter the new name.



We recommend that you save your show regularly. Always save before making big changes, that way you can go back if you don't like the change.

## Saving to a USB Stick

If you wish to move your show to another console or edit it using the QuickQ Designer PC software you can save the show to a USB Stick, press **≡** > Files > **[ Backup Show to USB ]**. A message will pop up when QuickQ has finished saving the `.shw` and `.xhw` files and it is safe to remove the USB stick.



QuickQ always checks that it has successfully saved the files to the USB Stick. If it shows an error after trying to save the files try a different USB Stick.

## Loading a Show

To load a show that is saved in the console press **≡** > Files > **[ Load Show ]**, then select the file to load. To load from a USB Stick insert the USB Stick, press the same **[ Load Show ]** and then select from the top bar of the Load Show Dialog.

## Fixture Files

QuickQ has data on thousands of different types of fixtures. When new fixtures are released ChamSys will add them to their fixture library and release a new version of the library. A new version of the fixture library is released every working day.

The fixture library is held in a file called `heads.all` and the latest version can be downloaded from the [QuickQ support page](#). The Files Window shows the creation date of the fixture library that QuickQ is using.



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.

## Installing the Fixture Library

To install the new library onto a console first download the `heads.all` file and copy it onto a USB stick. In QuickQ press **≡** > Files > **[ Install Fixture Library File ]** and select the `heads.all` file in the dialog. The new fixture library will then be installed onto the console. QuickQ will not use fixture library files that were released before the installed software was released.



We always recommend downloading and using the latest fixture library.

## Installing A Single .hed File

The ChamSys MagicQ software can be used to create custom fixture files (`.hed` files) which can then be used on QuickQ. Press **≡** > Files > **[ Install Head File ]** to install one for use. When you 'add Fixtures' QuickQ will always prefer a custom `.hed` file over the library fixtures. Press **≡** > Files > **[ Remove User Head Files ]** to remove any `.hed` files you've installed.

## Making Space

The Files Window shows how much space is left on the console for storing files. When space gets low it will warn you that there is not much room left. To free up space press **≡** > Files > **[ Remove Old Backup Files ]**. This will carefully remove any backup and `.xhw` files that are no longer needed and should free up some space. If you want to free up more space or

remove some audio files you can use the File Manager Window.

## The File Manager Window

Press **☰** > Files > **[ File Manager ]** to open the File Manager window. In this window you remove files by clicking on **[ Action ]** then selecting the files then clicking the dustbin. The audio files can be found by the clicking the directory called `Audio`.

Within the File Manager window you can also choose to load a `.sbk` file as a `.shw` file. These files are displayed with a green icon next to them.

# Chapter 12. MIDI Notes and Timecode

The QuickQ 20, 30 and Rack support [MIDI](#) notes and MIDI timecode via the inbuilt MIDI port enabling users to control Playbacks from external software. MIDI is always enabled.

## MIDI Timecode

When the console is receiving MIDI timecode it will display the incoming value on the top bar.

MIDI timecode can be enabled on individual playbacks by pressing **≡ > Cue Stack Options** and switching on **[ 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

Playbacks 1-10 can be controlled using MIDI notes sent on MIDI Channel 1. Various different commands are available. MIDI Notes 60-69 will turn on playbacks 1-10 with a note on command and will release the playback with a note off command. The velocity of the MIDI note on command will set the level of the playback with 127 being the maximum level. The **[ Go ]** and **[ Pause ]** buttons can also be controlled by MIDI. MIDI Notes 72-81 will press **[ Go ]** while notes 84-93 will press **[ Pause ]**. MIDI Notes 48-57 will jump to the cue indicated by the note velocity on the playback.

Table 1. MIDI Note Control

Console Playback Number	Activate Playback MIDI Note ON number	Release Playback MIDI Note OFF number	Go on Playback MIDI Note On Number	Pause on Playback MIDI Note On Number	Go to Cue MIDI note number, uses Velocity then specify cue number
1	60	60	72	82	48
2	61	61	73	83	49
3	62	62	74	84	50
4	63	63	75	85	51
5	64	64	76	86	52
6	65	65	77	87	53
7	66	66	78	88	54
8	67	67	79	89	55
9	68	68	80	90	56

Console Playback Number	Activate Playback MIDI Note ON number	Release Playback MIDI Note OFF number	Go on Playback MIDI Note On Number	Pause on Playback MIDI Note On Number	Go to Cue MIDI note number, uses Velocity then specify cue number
10	69	69	81	91	57

## Examples

- Activate (turn on) Playback 1 at 100%: Send MIDI note 60 ON with velocity 127 on channel 1.
- Activate (turn on) Playback 2 at 50%: Send MIDI note 61 ON with velocity 64 on channel 1.
- Release (turn off) Playback 1: Send MIDI note 60 OFF with any velocity on channel 1.
- Release (turn off) Playback 2: Send MIDI note 61 OFF with any velocity on channel 1.
- Press [ **Go** ] on playback 4: send MIDI note 74 ON with any velocity on channel 1.
- Press [ **Pause** ] on playback 10: Send MIDI note 57 ON with any velocity on channel 1.
- Jump to cue 5 on playback 1: Send MIDI note 48 ON with velocity 5 on channel 1.



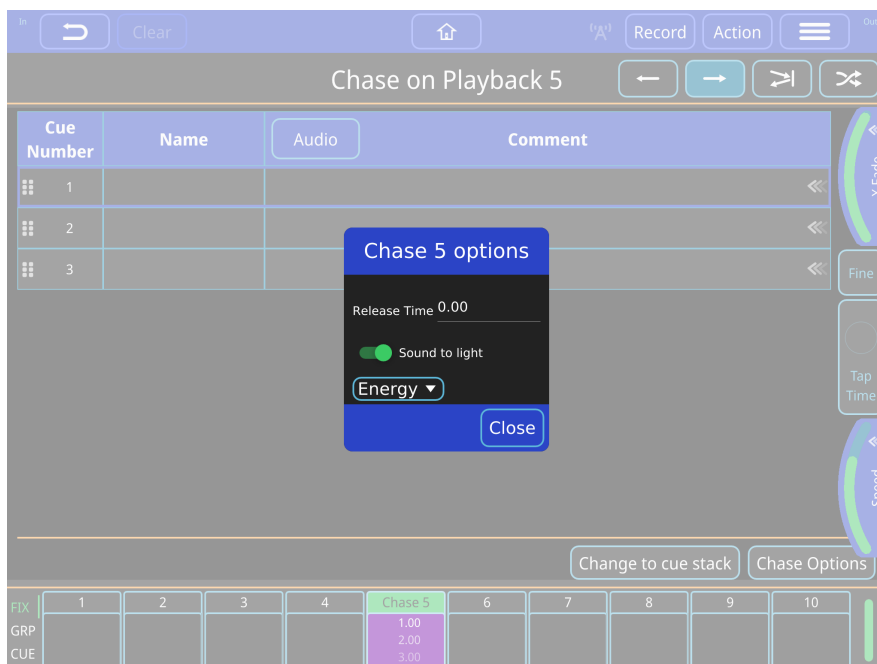
Note that you cannot jump to cues with point numbers (1.3, 5.01 etc) using MIDI. You also can not jump to cue numbers greater than 127. Open Sound Control allows more options for jumping to cues.

# Chapter 13. Audio

QuickQ Consoles and the QuickQ Rack can synchronise the lighting to music and play back audio files from the Audio In and Out 3.5mm (□) stereo jack sockets on the back panel. The input and output levels are shown in the top toolbar. QuickQ Designer does not have support for audio.

## Sound to Light

Audio input can be used on QuickQ consoles for simple sound to light control to set the BPM of chases in time with music. QuickQ will adjust the input gain to match the level of the incoming audio.



### Enable Sound to Light for a Chase

- Open the Cue Stack window for the chase by pressing and holding the playback status above the fader.
- Press Chase Options in the options bar to open the Chase Options dialog
- Switch on [ **Sound to Light** ]
- Select which part of the frequency spectrum to monitor, 'Energy' will monitor the whole spectrum.

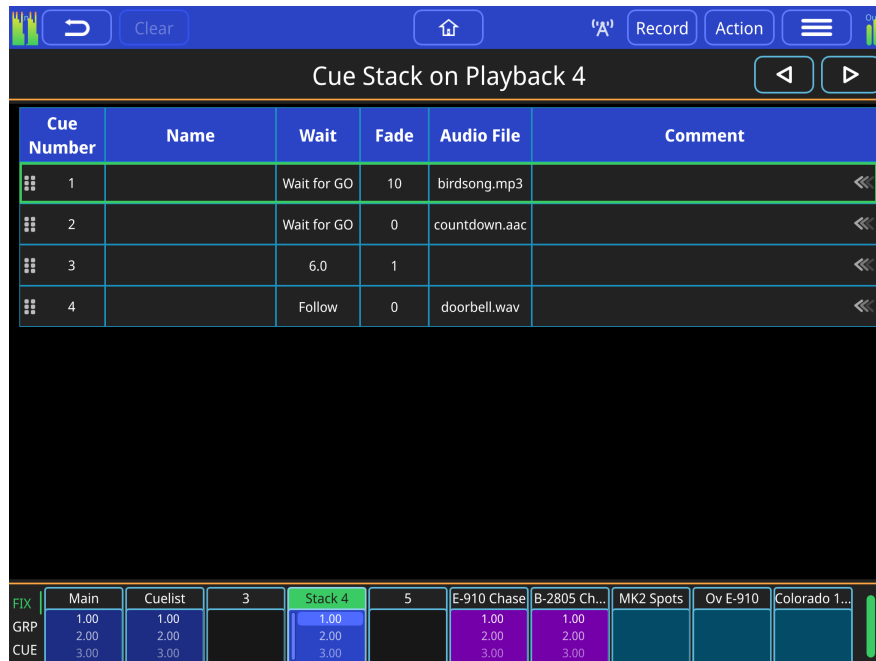
The chase will now automatically synchronise it's speed to the incoming audio. You can make QuickQ concentrate on the bass frequencies by choosing 63Hz in the Chase Options Dialog.

## Audio Playback

Each cue on one of the main 10 playbacks can play back an audio file. Audio files can be in a number of different formats including .mp3, .aac and .ogg. QuickQ will play pack



uncompressed .wav and .aiff files along with lossless formats such as .flac and .alac files however we recommend using a lossy compressed format as the files use less storage space.



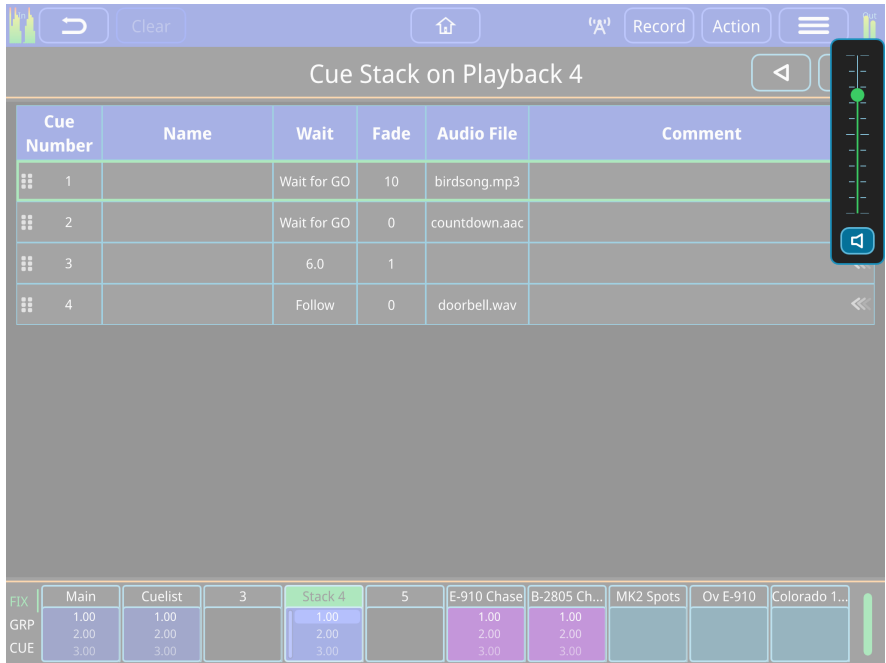
## Add an Audio File to a Cue

- Copy your audio file onto a USB Stick
- Plug the USB Stick into the console.
- [Record some cues](#) onto a playback.
- Open the Cue Stack Window for that playback by pressing and holding on the playback's text on the touchscreen.
- If the 'Audio File' column is hidden then press [ **Audio** ].
- Press and hold the empty 'Audio File' box for the cue.
- The Choose Audio File dialog will appear. This allows you to choose and audio file that is already on the console, set the cue to [ **No Audio** ] or [ **Add Audio File** ] from the USB Stick.
- Press [ **Add Audio File** ].
- Choose the audio file from the USB Stick.

When you trigger the cue the audio file will play.

## Adjust the Volume

To adjust the volume of the audio output click on the output VU meters in the top left of the screen. A volume fader will appear along with a mute button that can be used to prevent any audio output.



Warning: QuickQ consoles emit a white noise signal on startup. Mute your amplification system prior to powering on the console!

# Chapter 14. 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.

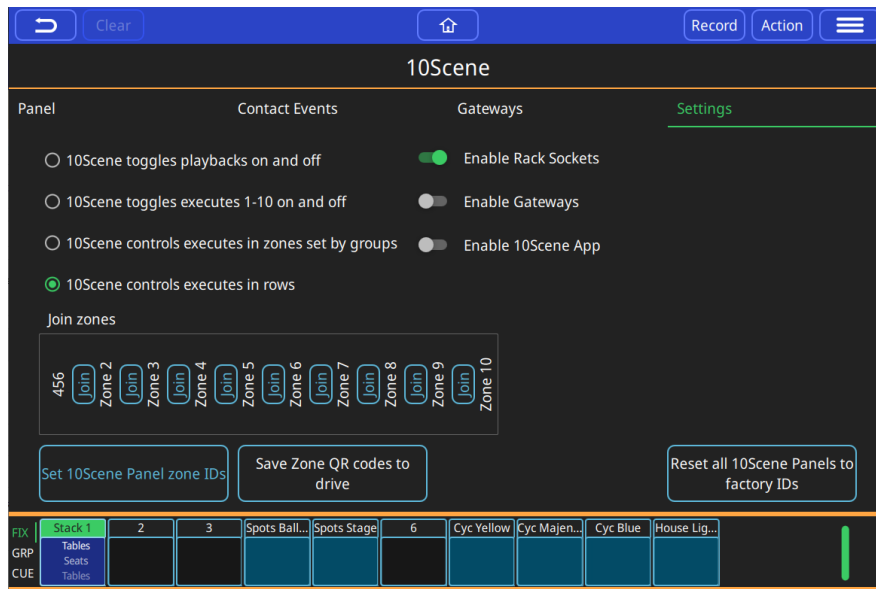
To connect 10Scene wall plates to a QuickQ console use a 10Scene Gateway (up to 20 per Gateway), 10Scene wall plates can be connected directly to the QuickQ Rack (up to 40).

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.

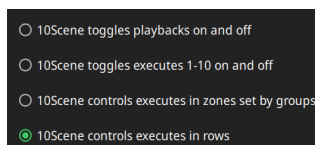
## Settings

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, in this mode 10Scene wall plates will toggle executes in zones defined by rows. The execute grid must be 10 cells wide, for example: 10x1, 10x6 or 10x10.

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 15. 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.

Events can also be triggered at sunrise and sunset, and also when the console is started or shutdown. If you chose to trigger an event on sunrise and sunset, you can set an offset as well as the days you want the events to trigger.

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 <input type="radio"/> Mo <input type="radio"/> Tu <input type="radio"/> We <input type="radio"/> Th <input type="radio"/> Fr <input checked="" type="radio"/> Sa <input checked="" type="radio"/> Su	Turn On Execute Item 26 House Exterior
House Exterior Off	Every hour at 45m 0s <input type="radio"/> Mo <input type="radio"/> Tu <input type="radio"/> We <input type="radio"/> Th <input type="radio"/> Fr <input checked="" type="radio"/> Sa <input checked="" type="radio"/> Su	Turn Off Execute Item 26 House Exterior

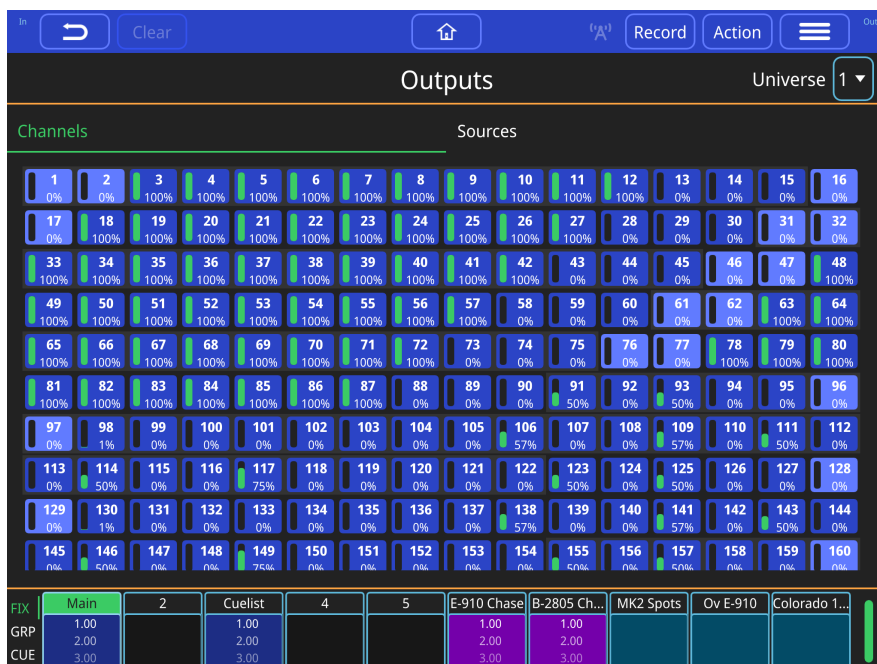
The Events page can also be used to configure the 10Scene ports on the QuickQ Rack as triggers.



If using sunrise and sunset you will need to set a location and time zone in the settings.

# Chapter 16. Outputs Window

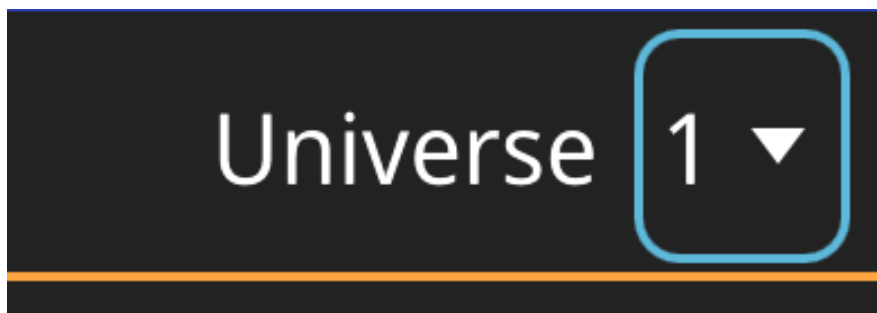
To access the Outputs Window, tap  > Outputs.



In the Outputs Window there are two tabs that allow you to see the outputs from the console.

## Channels Tab

The Channels Tab displays all of the channels for all of the universes that your console has control of. The universe can be changed by selecting the desired universe value from the drop down menu.



Each square on the grid represents a channel and displays the percentage value that is being emitted from that channel.

## Sources Tab

Fixture	Intensity	Position	Colour	Beam
Guitar	6:E-910 Chase - 1.00	Default	Default	Default
Lead	6:E-910 Chase - 2.00	Default	Default	Default
Drums	6:E-910 Chase - 3.00	Default	Default	Default
Keyboard	6:E-910 Chase - 4.00	Default	Default	Default
Lead	6:E-910 Chase - 5.00	Default	Default	Default
Drums	6:E-910 Chase - 6.00	Default	Default	Default
MavMK2Spot	8:MK2 Spots	8:MK2 Spots	8:MK2 Spots	Default
MavMK2Spot	8:MK2 Spots	8:MK2 Spots	8:MK2 Spots	Default
MavMK2Spot	Programmer	8:MK2 Spots	8:MK2 Spots	Default
MavMK2Spot	8:MK2 Spots	8:MK2 Spots	8:MK2 Spots	Default
RogueR2Wash	Default	Default	Default	Default
RogueR2Wash	Default	Default	Default	Default

The Sources Tab lists out all of the fixtures that you have patched into the console. The first column lists out the names of the fixtures that you have set.



You can change the names of each fixture by going to the Patch Window.

Each of the following columns display where each element of each fixture is being controlled from.

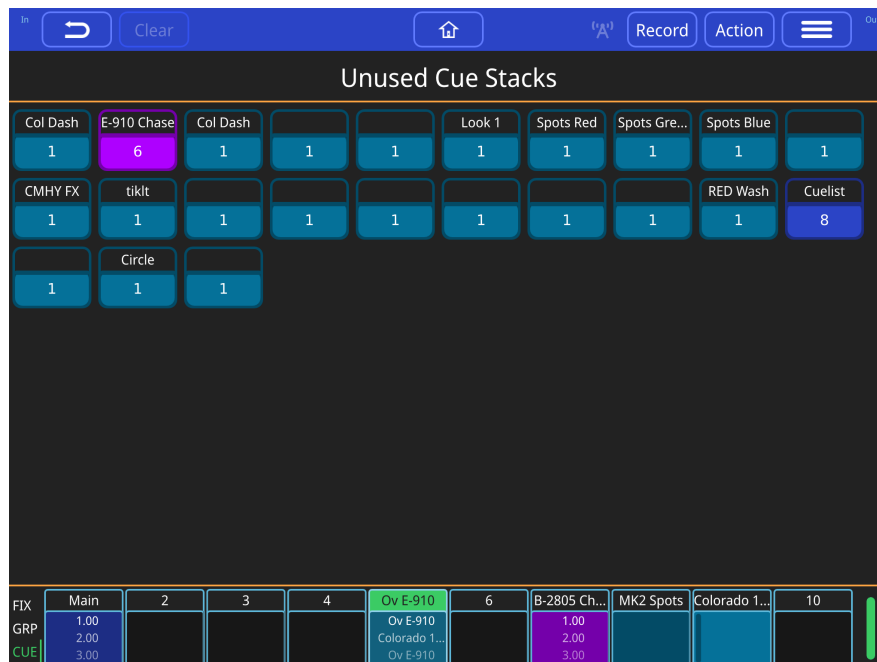


- Default: There is nothing controlling this element.
- Programmer: The element is being controlled by the programmer in the console.
- Fader or Digit: The element is being controlled by the Cue Faders.
- {digit, digit}: The element is being controlled by the Execute Window.



# Chapter 17. Unused Cue Stacks Window

The Unused Cue Stacks Window is a storage area for your unused Cues, Cue Stacks and Chases. The window can be accessed at any point during the show and elements can be swapped during a performance.



You can either use drag and drop to move Cues from the Playback Bar to the window, or you can use the move option from the action bar. You will need to use the move action to move the cues from the cue faders to the window.

If your QuickQ Console is in operator mode, you will not be able to add or remove elements from the window.



You can not put a playback into the Cue Stacks Window if the fader that is controlling the playback is active.

# Chapter 18. 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 2. Supported OSC Commands

Command	Arguments	OSC Action
/pb/<playback>	float between 0.0 and 1.0 or integer 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% 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
/10scene/<item>/<zone> /10scene/<item>	(optional) one of following <i>no arguments</i> - activate button 0- release button 1- activate button	Control 10Scene buttons
/feedback/off	None	Turns feedback off
/feedback/pb /feedback/exec /feedback/pb+exec	None	Turns feedback on and transmits state of playbacks and executes



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

# Chapter 19. 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 (<playback number> , <level> L Set playback fader level e.g. 4,50L to set Playback 4 to 50%)
- X Toggle 10Scene button (<zone>,<button ID>,<state>). When State = 0 will toggle the 10Scene item on/off. When set to 2 will activate and 3 will release.

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.



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

# Chapter 20. 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 21. 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.

## Arc Lamp

Arc lamps are lamps that use a electric arc between 2 electrodes to create light. They are also known as *discharge lamps*. Arc lamps are often used in powerful moving heads fixtures as they give a very bright and focused beam. Arc lamps cannot be dimmed smoothly so fixtures that use arc lamps rely on mechanical dimming. Some fixtures require a specific [DMX](#) command to turn the arc lamp on before the fixture can be used. QuickQ has [special controls](#) for sending the DMX commands to turn arc lamps on and off.

## 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

Attributes are the different characteristics of light that fixtures can control. These may include the brightness of the light (intensity), the colour, how sharp the beam is and many others. Different types of fixtures allow control of different attributes, depending on their design. QuickQ organises these attributes into [attribute groups](#).

## Attribute Group

QuickQ organises [attributes](#) into 4 groups: intensity, position, colour and beam.

## Chase

An automated sequence of cues taken one after the other. The speed of the chase can be easily controlled, and the way that each cue fades into the next can also be altered.

## Cue

A recorded collection of values of levels and [attributes](#) for one or more fixtures.

## Cue List

Another term for [cue stack](#).

## Cue Stack

A collection of one or more [cues](#) which are played back in order. Usually the Go button is pressed to move onto the next cue in sequence. Alternatively the console can step through each cue automatically. If the timing of each step is the same the Cue Stack can be turned into a [chase](#).

## DMX or DMX512

DMX is the standard way for a console to communicate with lighting [fixtures](#). DMX cables should be used to carry the data, other types of cable may cause flickering and other problems. QuickQ can output DMX directly and can also transmit DMX data over an Ethernet network using a protocol such as <glossary-Art-Net,Art-Net>>.

## DMX Address

Each fixture has its own starting DMX address, which is different for every fixture on a single [DMX universe](#). QuickQ can automatically set the DMX address of [RDM](#) capable fixtures.

## 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 can be a lamp operated by a dimmer, an LED wash, a moving light or any device that can be controlled via DMX. Each fixture has a unique [fixture number](#) which can be used to identify it. Each fixture can also have a name; the name does not need to be unique. Other consoles may refer to fixtures as *Lighting Instruments*, *Instruments*, or *Heads*.

## 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. Other consoles may use *Head Number* or *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. QuickQ will automatically creates groups of each type of fixture.

## 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](#) 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 [attribute group](#) 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.

## Sequence

Another term for [cue stacks](#).



## **Theatre Mode**

QuickQ consoles have two modes of operation, 'Live Mode' (default) & 'Theatre mode'. When in Theatre mode 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.

Theatre mode also enables automatic "move when dark"

## **Visualiser**

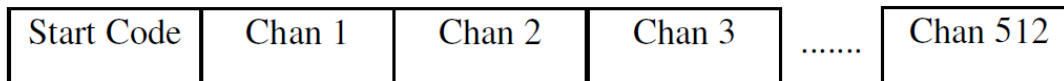
Software that shows a 3D visualisation of the lights used in a light show. This can be used to program shows without needing a physical lighting rig. QuickQ consoles can connect to most visualisers using [Art-Net](#) including the ChamSys MagicVis software and the QuickQ Designer Software has a visualiser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



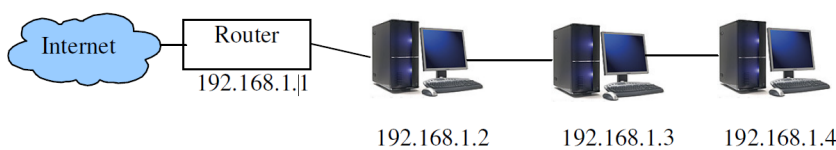
The start code for DMX is generally 0. The channel section contains the level for that channel.

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

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



# 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: