

ChamSys

MagicQ Change Notes

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New Features

IGMP Querier

When upgrading MagicQ consoles to this software version the IGMP Querier option is automatically changed from "Normal" to "Normal Detect others". This ensures that the Querier works correctly with other Queriers on the network.

MagicQ Rack and MagicQ DIN now do not run the IGMP Querier unless the option is set to "Force Enabled". The IGMP Querier option can now be set on MagicQ Rack and MagicQ DIN - in recent software changes to it were accidentally blocked.

The old "Normal" option has been changed to "Legacy (No Detection)".

The "Force Enabled (PC Only) option has been changed to "Force Enabled" and can be used on both PC and consoles.

Other Changes

Improvements have been made to MagicVis making it work better with personality functions. Previously if there were multiple elements sharing a function number, but only one element had a strobe, only one element in the visualiser would strobe. This should also work with other attributes such as tilt and intensity also.

The length of the URL in OSC Automs has been increased from 15 to 39 characters. #0034471

Support for copying Layouts in the Layout Window and in the main display.

Add Exec Grid to filter options in Stack Store and Cue Store.

Add new FX Mode to Pixel Mapper to enable per head timing when controlled by a Speed Master. The Generic_Bitmap_With_FX 3 has been updated with the new ranges. The new modes can be used on an old show, but the ranges will not be name unless the Generic_Bitmap_WIth_FX 3 personality is reloaded into the old show. #0047032

When Intensity Masters faders on Exec are lowered to the bottom they now show 0% and output 0%. Previously they could only be taken down to 1%. #0034356

Firmware

Added GeNetix V3.10 firmware files to installer.

Fixed issue with RDM discovery when certain combinations of MQ Direct mode were used and DMX output was disabled for MQ50/70/80/250M consoles. See Firmware Change Log in the Magic Manual for firmware update required for the console model.

Bug Fixes

Fix for reset in FX window when copying / moving multiple FX to a FX greater than the total number of FX. #0045287

Improvements have been made to MagicVis making it work better with personality functions. Previously if there were multiple elements sharing a function number, but only one element had a strobe, only one element in the visualiser would strobe. This should also work with other attributes such as tilt and intensity also.

Fix for resyncing of FX when releasing a Playback that has overridden a FX on another Playback. Note that if the original FX is a One Shot or Bounce FX then it will still resync back to the beginning of the FX. #0035109, #0039597

Fix for OSC playback level command. If the level received is 0 then it no longer automatically performs a release. #0021450, #0030444

Fix for OSC jumping to Cues on a Playback with Cue Ids between .01 and .09 such as 2.05. #0029375

Fix for OSC triggering of 10Scenes. The Zone and toggle were not handled correctly in recent versions. #0044682

Fix when importing MVR with unsupported object types. Now will continue to load the rest of the scene objects instead of failing the whole import. #0046220

Fix for an issue where if a MQ500M or MQ250M had an issue with the communications to the carrier board that the application would lock up. #0046360

Fixed issues when using a Compact Wing with a Stadium console and banking is being used.

Fixed colour of icons in the colour palettes made with fixtures in XY colour mode. #0046526

Implemented Parts and Segments fan settings, correctly, into the focus line in plot view.

Fix for changing the Show folder path in the Settings. #0046251

Fix for when changing between fanning using chunks and parts when using Group Cues. Group Cues would continue to use Chunks even when the fan type was changed to Parts/Segments.

Fix for copying Timecode Cue Stacks - the new timecode Cue Stack would not run correctly until after a reset/load show. Could be worked around by setting the Halt field of any of the steps of the Cue Stack to Timecode which refreshed the Cue Stack.

Fix for fading of FX from ABS FX to non ABS FX where the size of the two FX was different. #0030569

Fix for Update Default setting in Setup which was sometimes showing as 000.

Fix to make Compact Wing adhere to Big Text size options. Previously it ignored them. #0046679

Work around for reset with Random FX using Heads that don't have all attributes in the FX. #0046575

In Macro Window, VIEW TOUCHSCENE removed erroneous Macro Type button on Soft Button A.

Fix refresh issues when copying Layouts in the Layouts window.

Fix for DMX output when operating faders when the Output Plan view had a background image. #0045301

Fix for Create Grid. When importing MVR and GDTF - correctly setting Lamp Type for multiple tilt fixtures. #0046482

Fix for loading the NDI library on Windows OS when the NDI SDK/Tools has been installed separately.

Fix for issue using the Ping network function introduced in v1.9.8.0.

Fix for updating the top right soft button when in 12 button mode. #0046885

Fix for toggling the colour scheme with CTRL+Y when using the "Programming shortcuts" in the MagicQ keyboard mode. #0044019

Fixes for closing down the Execute Window View Max on MagicQ PC and returning to the last panel mode. #0034605

Fix for updating the Execute Window when changing between layouts with different window sizes.

Fix for support of ChamSys USB devices on Microsoft Surface Pro tablets (Compact/Mini Connect, GN10, GN5 and GN2 devices). #0039339, #0044491

Fix for a reset when using the !! in the comment field of a cue for popup window and MagicQ PC in network session. #0043979

Fixes for UI issues when switching between different panel modes on MagicQ PC.

Fix for reset when using One Shot FX in recent betas. #0047128

Fixes for morphing of multi element fixtures with VDIMS. In recent versions the mapping of elements from the old head to the new head was broken. Also improvements to ensure that the spread of normal FX gets updated following a morph. #0042253, #0045273, #0045521

Fix for Quick Start, Short Cuts, Button Help and Search in the MagicQ Manual on Help window and for displaying the MagicHD and MagicVis manuals. #0046546

Fixes for merging to multiple Palettes (broken since 1.9.8.0)

Fix for showing the Playback Comment text correctly when displaying in an Execute window item. #0045976

Fix for allowing the 10Scene Contact ID to be programmed when "10Scene Contact as 10Scene" option was set to No. #0047273

Version 1.9.8.0

New Features

Added GeNetix V3.00 firmware files to installer.

Support for 10Scene Contact

MagicQ now supports the 10Scene Contact. MagicQ will detect the 10Scene Contact similar to a 10Scene Wall Plate when Setup, Ports, 10Scene is anything other than "None".

10Scene Contacts can be managed in the Macro Window, in VIEW AUTOM, View 10SCENE in a similar way to 10Scene Wall Plates. The ID of the 10Scene Contact is set in the same way as the 10Scene Wall Plate.

The 10Scene Contact can be used in two ways - either as a ten input Contact input for use in MagicQ Automations, or as a replacement for the 10Scene Wall Plate with custom push buttons using all the standard 10Scene actions.

In MagicQ Automation insert Remote Automations to make use of the Contacts. P2 should be set to the ID of the 10Scene Contact. P3 is 1 to 10 for the ten inputs.

To use the 10Scene Contact to control the normal 10Scenes set the "10Scene Contact as 10Scene" option to "Yes". If this option is set to "No" then the 10Scene Contact can only be used in Automations. The Automations can be used regardless of this setting.

Group Grids

When changing the size of a Group Grid ensure any linked Groups get updated.

When removing Heads from a Group ensure the Heads are removed from the associated Group Grid also.

When adding Heads to a Group then add the new Heads into the Group Grid. The Grid is expanded and the new Heads are added below any existing Heads. Existing Heads are not moved.

One Shot FX

The One Shot options have been expanded to "No", "One Shot", "Two Shot", "Three Shot" and "Four Shot". This enables up to 4 repeats of a One Shot. #0036008, #0039504

The One Shot has been improved so that Cues that have one shot FX in them will continue "fading" until the one shot is complete, enabling Cue Stacks to follow once the One Shot is done. #0027210

If the next Cue is set to "Follow" then the follow occurs after the one shot is complete.

Previously the "Follow" would occur as soon as all Cue values had faded, ignoring any FX.

If the Cue Stack is set to Release after last step then this will now only occur after the One Shot is complete.

The Dim Ramp Down FX has been modified to make it work correctly as a One Shot. Note that to update this FX in an existing show file, open the FX Editor Window, choose the FX and press RELOAD FX.

Backward FX have been modified to play the FX fully backwards from the last selected head to the first selected head - e.g. a RGB effect now plays Red first from the left when doing forward and red first from the right when doing backward. Previously it would do blue first from the right.

Normal FX in old shows that are set to Backward will continue to play the same way until the FX is edited/changed. Group FX set to Backward will automatically change to the new method.

Bounce FX

The Direction of Normal FX has been improved to support the following new Directions:
#0023714

- Fwd Bounce
- Bkwd Bounce
- In Bounce
- Out Bounce

The Direction indicates where the FX starts from.

The Bounce FX can be used together with One Shot. A One Shot will execute the whole of the FX cycle including the Bounce part and then stop.

Bounce FX operate by playing a complete cycle of each FX in each direction in turn. When using FX with large Widths since the FX cycle completes before starting the reverse cycle the look of the FX will be different at each of the ends of the cycle to that in the middle of the cycle.

Chunks within FX

The selection of Chunks with FX has been improved. In the Prog, View FX and Cue, View FX the Chunks can now be controlled by the F Encoder (Segments) rather than on Parts. Use SHIFT + encoder F to select Chunks rather than Segments.

Chunks can be set directly into the spreadsheet view by entering a number of chunks preceded by a dot in the Segments field. For example to set 2 chunks enter .2 in the field. Once Chunks have been set in the field then changes to the number of Chunks can be made purely by entering the number. To revert to Segments enter 0 and then enter the required number of Segments.

Chunks can also be set directly on Soft button F by pressing SET and entering a number

preceded by dot.

Shows programmed using Chunks on FX on previous versions (1.9.7.0 to 1.9.7.2) will be converted when they are loaded so that the FX use the Chunks from the Segments rather than the Parts.

FX Xfade Delay and new PosDimCol FX

A new FX Xfade Delay has been added to the FX engine. This is useful to set an offset between attributes such as Position and Colour. It is set in a new FX Fade Delay field in the Prog, View FX and Cue, View FX windows.

The XFade Delay takes effect when Xfade is set to less than 100% to determine when the Xfade starts. Previously the Xfade would always occur at the end of the step - a delay was inserted before the Xfade.

If the Xfade Delay field is set to 0% then the Xfade starts immediately at the start of the step. If it is set to 100% then it occurs at the latest possible time in the step - this will depend upon the Xfade field itself. For example if Xfade is set to 20% then the maximum Xfade Delay is 80%. The XFade Delay affects all channels that have a Xfade of less than 100%.

A new Posdimcol FX has been added in the Pos category. This FX uses two Position palettes and two Colour Palettes.

The intensity will go to 100% in the first Position and Colour Palette selected and then crossfade to the second Position and Colour Palette before going to 0% intensity.

The timing of the Colour palette change can be modified by setting the Xfade for the colour channels to a value less than 100%, and then adjusting the Xfade Delay value for the FX. Note that the Xfade for the Intensity and Position should remain at 100%.

For example, setting the Colour channels to 20% Xfade and setting a Xfade Delay of 0% will show the first colour briefly at the start of the FX. Setting the Colour channels to 20% Xfade and setting the Xfade Delay to 80% will show the first colour for most of the time and only change to the second colour for the last 20%.

Exec Grid FX Control

Speed Masters can now be assigned as a fader directly from the Assign Special, Speed Master options.

Timing Options

The Exec Grid control of FX has been improved so that the timing options Forward, Backward, Centre In, Centre Out and Random now apply to FX as well as to Palette selection. This affects both FX applied in the Exec Grid using Assign Special, and also FX within active Cues and Cue Stacks within the Exec Region.

An additional timing option Bounce has been added - this only applies to FX - it is not applicable to Palette fades.

Rate Params Options

The Rate Params has been expanded to enable use of Parts N, Segments N, Chunks N, Spread N, Width N, Size N and Group Spread. This gives much more extensive control to FX.

- Parts, Segments and Chunks can be set to any of the values possible from the Programmer / Cue windows. Parts and Chunks automatically set Width to an appropriate value.
- Width is set in % and overrides Width set by any Parts or Chunks.
- Size is set in %.
- Spread is set in % and can be more than 100%.
- Group Spread enables access to all the Group Spread options available in the Programmer / Cue Window. Note that this will only have an effect on Group FX.

All Rate Params apply to FX programmed using Assign Special and to active Cues and Cue Stacks within the Region. The Rate Params can be set before the FX, Cue Stacks or Cues are activated and will be applied to the FX when it is activated.

Control of Currently Selected Playback

The Exec Grid can also now be used to control the FX and Chase parameters of the currently selected Playback.

When a Region in the Exec Grid is set up without any FX, Cues or Cue Stacks then the Timing and Rate Params options apply to the currently selected Playback rather than to items with the Region. This avoids the need to create complex key macros to perform manual setting of FX parameters in the Cue / Programmer Window.

For Playbacks with Cue Stacks set to Chase the Tap To Time, Crossfade, and the Forward, Backward, Rnd, Bounce directions can be applied. Parts, Segments, Chunks, and the other Directions are not supported for Chases.

NDI® and Live Feed

MagicQ now supports NDI for input into the system for use in the MagicQ Pixel Mapper and Simple Pixel FX. NDI feeds can also be monitored in the Media and Execute Windows - enabling previewing of cameras and other broadcast feeds. NDI® is a registered trademark of Vizrt NDI AB. <https://ndi.video/>

NDI streams are configured as a Media Server with a Live Preview, in a similar way to CITP feeds. In *SETUP*, *VIEW SYSTEM*, *Media*, choose an unused server and select the Server type of NDI. Then double-click on the IP address field to select the source NDI stream. A low resolution stream will be created by default to minimize network usage. You can switch from "Low Res" to "High Res" to receive the full resolution that the NDI source is sending.

Once connected, the Connect field for the NDI stream will indicate "Receiving" together with the received frame size.

NDI streams can be named in the same way as any other Media Server.

NDI and CITP Live Feed are available on consoles, and on MagicQ PC systems with full unlock.

MagicQ Stadium consoles and MagicQ PC systems with a Stadium Connect support multiple NDI feeds. Compact consoles and MagicQ PC systems without a Stadium Connect only support a single NDI feed - the first Media Server set as NDI with Live Previews enabled.

NDI streams can consume a lot of network bandwidth and may impact lighting protocols such as Art-Net and sACN. It is recommended to use the "Low Res" option and to configure the source to send a frame rate of 25fps or 30fps.

NDI streams can be received on the Control network port as well as on the lighting network ports on MagicQ consoles. NDI input is not affected by the Control Port Firewall since this blocks incoming connections; the connection to the NDI server is initiated by the MagicQ console itself.

NDI sources must be on the same network and IP subnet as the console. If MagicQ is not discovering the NDI source, you can manually add the IP address of the NDI sender in *SETUP*, *VIEW SETTINGS*, *Network*, *NDI extra search IP Addresses*, then try selecting the source again in the media setup window.

Live Feed FX

Media Server feeds can be used in Simple Pixel FX using the Live Feed FX. Select a Group, press ADD FX, select Pixel Map and Live Feed. Choose the attributes to apply to - typically RGB and the Media Server to use.

As with other Pixel FX the FX can be modified in Prog, View FX and Cue, View FX.

Use the Direction field to perform inverts. The options are "Normal", "Invert H", "Invert V" and "Invert H & V".

Use the Initial Offset field to rotate the feed; 25% is 90 degrees, 50% is 180 degrees.

The Pixel FX based on Media Streams (such as NDI) can be stopped (frozen) using Speed masters, Global Rate Masters, Fader FX Speed Masters and Global No FX button.

Pixel Mapper

Media Server feeds such as NDI can also be used in the MagicQ Pixel Mapper.

In the Media Window select the Media tab, and set the Media Page to Live Feed and set the Media to be the chosen Media Server.

Monitoring in the Media Window

The soft buttons in the Media Window have been rearranged to improve the user workflow. There are now three main views, VIEW SERVERS, VIEW OUTPUTS and VIEW VR.

The older VIEW GROUPS and VIEW LIBRARY are now available via SHIFT.

In VIEW VR a secondary button supports VIEW OUTPUTS, VIEW VR GROUPS and VIEW VR RECEIVERS.

To view the outputs of a Media Server press VIEW OUTPUTS. Pressing on an Output will enlarge it to full screen. Pressing again will drop it back down to normal size.

Monitoring in the Execute Window

In the Execute Window use Assign Special and select Media Servers to assign a Media Server Preview into the Execute grid.

The Media Server Preview can be used for NDI streams, CITP feeds, Pixel Mapper and Media Server live previews similar to in the Media Window, View Outputs.

Use the existing Item Width and Item Height buttons to size the preview to the required size.

Remote Control Full

There is now a Remote Control Full option when selecting remote control of another MagicQ system.

Remote Control Full operates by fully synchronising show data, programmer data and playback data between the controlling MagicQ system and the controlled MagicQ system. This is different to the previous remote control which synchronised the viewed GUI data only.

With Remote Control Full all of the MagicQ windows including the Colour Picker, Plot View, Curve Editor, Timeline and Visualiser are available on the remote controlling system. On previous Remote Control only the simple items select and spreadsheet views were available.

With Remote Control Full the graphics are independent on the Controlling and Controlled console so it does not matter if they have different resolutions.

When going into Remote Control Full the controlling MagicQ stops running and outputting its current show and loads the full show from the controlled MagicQ system. Whilst in Remote Control Full the controlling MagicQ does not output any DMX direct or via network. When exiting Remote Control Full the Controlling MagicQ reloads the show it was running previously and resumes outputting on any enabled Universes as normal.

Note that when in Remote Control Full, it is not possible to change the console settings of the remote Console - only show settings can be changed.

Note that both the Controlling and Controlled system must be v1.9.8.0 or higher for Remote Control Full to be used.

Net Sessions / Multi Console

Playback Sync in Net Sessions is no longer carried over ChamSys Remote Ethernet Protocol. This enables ChamSys Remote Ethernet Protocol and Net Sessions to operate independently of each other.

The Multi Console settings in Setup have been simplified to remove the old Show Sync options and Playback Sync settings available prior to Net Sessions. The Archiver and Graber Show Sync options remain, but multi console operation must now be done using Net Sessions.

GDTF/MVR Import

A new GDTF import has been implemented to conform to the GDTF DIN SPEC 15800:2022-02 standard, with improvements to the mapping of Attributes, Ranges, Elements, Emitters, Framing, Functions, Colour Palettes (Presets) and Macros. (Note: The new import does not support Gobo Presets or Media Server).

When importing a GDTF file a dialog is now shown to give the option of using the new import "Current" which is the default option. Alternatively the "Legacy" option can be used for the previous GDTF import method as used in older versions of the software. If there is already a ChamSys head for the fixture/mode being imported, the user is notified and can choose to use the existing head, or to continue importing the GDTF.

Channel Damping

It is now possible to set channels in the Patch to have up to 5 seconds of damping. This can be useful when controlling large loads such as 20K tungsten TV/Film fixtures. #0040472

In Patch, View Chans set the damping between 0 and 5 seconds in 0.33 second intervals. Damping can be applied to any channel - which can be used for Intensity or any other attribute.

The damping is applied at the Patch level so will not be visible in the Outputs, View Heads or View Chans view. It can be viewed in Outputs, View Chans, View DMX. It can also be viewed in the Output field in Patch, View Chans.

Fan Chunks

The Fan options have been enhanced to support Chunks as well as Parts and Segments. Chunks can be used in fanning of attributes and fanning of fade times.

Fan Chunks are particularly useful in Group Cues - they enable Groups always to be split into set number of chunks for fans and fade times regardless of the number of Heads in the Group.

Cue Stack Variables

Cue Stack variables can now have a fixed value added or subtracted from them using the Cue Stack macros

VA 4 / <Variable> / <Value to add>

VA 5 / <Variable> / <Value to subtract>

VA 14 / <Playback No> / <Variable> / <Value to add>

VA 15 / <Playback No> / <Variable> / <Value to subtract>

VA 24 / <Cue Stack id> / <Variable> / <Value to add>

VA 25 / <Cue Stack id> / <Variable> / <Value to subtract>

A new Cue Stack Variable has been added to enable executing different logic depending on which Execute Grid it was activated from. This Cue Stack variable can be set, cleared, increased and decreased as per the other Cue Stack variables. It can also be used in Cue Stack macros and in conditional jumps.

Variable 1003 is the Exec Grid ID used to activate the Cue Stack. If the Cue Stack is activated from a normal playback then the Exec Grid ID will be 0.

A new Cue Stack macro has been added to enable automated configuration of the Copy Universe field in Setup, VIEW DMX I/O.

H 7 / <Universe> / <Copy from Universe>

Setting <Copy from Universe> to 0 will clear the copy.

Execute Window

When using Multiple Groups in Regions it is now possible to select more than one Group at a time. This avoids needing to create Groups of combinations of Groups.

If the Setup option, Prog, Select multiple groups is set to No then only a single Group can be active except for when SHIFT is pressed. When set to anything other than No, or when SHIFT is pressed, Groups toggle on/off.

The operation of the inbuilt FX in Execute regions has now been improved when multiple Groups are in a Region - previously it did not always indicate the correct status.

MagicQ now supports Groups and Palettes in the Execute Window being updated to have the contents of Groups from the Group Window or Palettes from the Int, Pos, Col, Beam Window - thus enabling Groups and Palettes imported from another show file to be updated from the Groups and Palettes in the house show file. This is only applicable to Groups and Palettes that are not in a Region. Simply copy from the source Window to the existing Execute Window item.

It is also possible to directly record over Groups and Palettes in the Execute Window. This re-records the underlying Group or Palette.

Copy of Groups and Palettes into free items in the Execute Window is supported as before, as is copying Groups over existing Groups in Regions.

Steal Palettes

The Steal Palettes function enables automatic updating of Palettes in a Palette window from other Palettes in the Window with the same name or icon.

This enables Groups and Palettes imported from another show file to be updated from the Groups and Palettes in the house show file.

MagicQ searches for a Palette first with the exact name, then with the icon, and finally that have a sub string of the Palette name.

In the Int, Pos, Col or Beam Windows press SHIFT and STEAL PALETTE.

Per Bank Swapping and Execute Shortcuts

Added support for setting Swap for a Bank of Playbacks rather than all Playbacks. This enables putting a Bank of Playbacks into Swap mode without changing all Playbacks to Swap mode.

Hold the Next Page button of a Bank and press the Prev Page button for the same Bank.

Pressing the Add / Swap button overrides any Banks swapped, causing all Banks to be Swap or Add as normal.

New Assign Special Execute options have been added for:

- Add
- Swap
- DBO inactive
- DBO
- FX Run
- No FX

These have the same effect as setting the Add Swap mode with the Add/Swap button or using the DBO button for DBO or No FX.

Note that as with any other Execute Window items, these items can be triggered from Cue Stacks using the E0 Cue Stack Macro.

Plot Window

The Plot Window can now have background images to assist laying out plots based on a reference image.

Up to 16 different images can be loaded for each of the three main views (plan, front and side). One image can be viewed at a time

The images can be copied into the show/bitmaps folder, and then loaded into MagicQ through PATCH, VIEW VIS, Plot Background Images

Each image can be Scaled, horizontally flipped, Colours inverted, Dimmed, and position and angle set in the patch window.

These settings can also be changed in a new mode in the plot window, PLOT, VIEW BACKGROUND.

Use encoder X (Image ID) to change which image you currently want to view.

To help position and scale the reference images correctly, there is a new Plot setting to "Draw Dimensions Grid". This grid shows a line every 1m and a brighter line every 10m. If you zoom

in the grid turns to a line every 10cm and brighter line every 1m.

While in VIEW DESIGN in plot view, typing a number and clicking in the plot view will move the fixture of that head number to that location. If the head is not in the visualiser/plot, but is patched, it will be added to the vis/plot.

View Head Modes

In the Group Window, you can now press SHIFT and EDIT HEAD to go to the Head Editor directly for the currently selected Head.

In the Head Editor a new VIEW MODES soft button enables viewing of all the possible modes for a Fixture side by side including the channel listing with elements and coarse/fine indication. Pressing ENTER on a mode chooses that mode ready for Patching.

Note that choosing a mode does not change the mode of any patched heads - it just chooses the new mode ready for patching / morphing / cloning.

The VIEW MODES window can also be accessed directly from the File Manager when choosing a Head.

Other Changes

Added an indicator of number of the boxes cursor selected in the focused Window. Shown on the right hand side of the Status window when a cursor selection is active.

When Importing Palettes from another Show it is now possible to load Palettes even if the Fixture was in a different mode - MagicQ will match attributes.

In the Patch, Swapping of elements End to End now takes precedence over swapping of Pan/Tilt. Previously if a fixture had both Pan and Tilt attributes then swapping of Pan/Tilt would take precedence. This change recognises that many more multi element fixtures now have Pan and Tilt and swapping of Pan/Tilt is rarely used.

When Always Show Record Options is set to show the Toolbars, when pressing Copy then using COPY, COPY shortcut to copy within a Window now closes the Toolbar and performs the Copy as expected. Similar for Include, Include and Record, Record shortcuts. Note that some users using the show Toolbars had found an unintended shortcut by pressing REC twice To choose REC MERGE - this is now supported by an extra option on the Always Show Record Options.

It is now possible to add a Bitmap to a Group in a Region.

Added option to Patch to change the mode of one or more Heads. #0043766

When saving show to USB support the EDIT LAST button in the keyboard dialog.

Group Masters now can be used on Groups with Elements, Head Elements or Function Types.

Move Internal time code options to top of timecode tab in Setup and set flags correctly to show it is a show setting and not a locked function.

When using Temp Group Cue, don't cancel it when selecting new Groups.

In full screen Execute on MagicQ PC the shortcut CTRL + Q can be used to exit the Execute Window.

Increased the number of Art-Net ports allowed per Art-Net node to 64.

Add Art-Net version field to Art-Net tab in Net Manager.

Add ability to shutdown / reboot using the ChamSys Remote Protocol. Use the 94H command:

① , <shutdown type> , 81, 117 , 105, 116 H

<shutdown type> is 1 for normal, 2 for power off, 3 for reboot

When exporting a show with Group Cues enabled if no Heads are selected then the show is exported including all the Group Cue / Group FX information. If Heads / Groups are selected then only the Cues using those Heads / Groups are exported.

Make usage of the Mask when Recording of Layouts more intuitive - always remember the previous used mask and allow recording with no mask.

The Scroll speed in plot view when box selecting has been sped up and varies depending on how close to the edge of the screen you are.

Ensure inbuilt Pixel FX stop when Global NO FX button is pressed.

Rearranging the order of the framing blade attributes for fixtures that support framing blades is easier with a new soft button in the HEAD EDITOR, VIEW CHANS, AUTO FRAME ATTRIB. Head must already have the "Framing Type" option set and have 8 channels set with framing blade attributes.

In the Patch window, Under VIEW VIS and Attach Object, you can type a number before pressing INSERT and it will add that many items. #0044469

In the Timeline window, tracks can be hidden and unhidden. This can help you with lining up macro steps on tracks that are further down the screen with audio, other macro steps on different tracks and cues within the cue stack.

Add support for editing FX Attack in the Prog Window, View FX and Cue Window, View FX spreadsheets. Previously Attack could only be changed via SHIFT and encoder Y.

Live Copy Masters now support copying to/from Heads with VDIMS.

Remove the Old Renderer (OpenGL V2) support from Visualiser.

Added v1.10 firmware for the Compact Wing that fixes an issue where the fader backlight LED's would intermittently not come on blue on connection to MagicQ.

Fix for reset when adjusting the E and F encoders when in View Elements. #0045942

All the icons for gels in every part of MagicQ show the colour of the gel as it would be with a

D65 white source. There is now an option in patch, VIEW VIS to change the source of lights to tungsten. This will only affect the colour in the visualiser. #0040110, #0043822, #0042125

Added extra Console Mode - Compact Playback Levels. On Compact console with Playback Holdover Mode set to Default the Playbacks when changing page the Playbacks do not change level to the level last used. On Stadium consoles the levels are changed and the faders moved to the last level. This option enables shows programmed on Compact consoles with Default Playback Holdover Mode to be run in the same way on Stadium consoles.

Add support for removing old MagicQ installation files on MQ80/MQ500/MQ500M/MQ500M+ consoles from the startup menu.

Add support for exFAT file system USB sticks on MQ500M+/MQ250M/MQ70/MQ50 consoles and MagicQ Rack/DIN. #0035974

Add detection of the SD card not being connected on MQ70 consoles.

When importing Shows using the Advanced options allow Show Structure importing.

Bug Fixes

If the first Cue in a Cue Stack was a Mark Cue then inserting a Cue before that Cue also created a Mark Cue when it should have been a normal Cue.

Fix for Random FX - running Parts/Segments did not work correctly. Also fix for Random FX on FX with multiple attributes - the attributes could be a frame out of sync. #0044090, #0044246

Fix crash when importing MVR where fixtures are patched to out-of-range universe. #0044464

When releasing a Playback cancel any timed Playback level changes for the Playback that have been triggered by TC Macros or Keyboard Macros.

Fix for One Shot FX with Crossfade less than 100%. There was an unexpected delay on the FX starting. Also there was a delay if the Width was 50% or greater. #0032123

Fix to handling of buttons held down on 10Scene Wall Plate that could cause levels in the wrong Zone to be changed.

Fix for changing Playback Swap settings on a Cue Stack from a Slave console in a Net Session. Previously the Master output was not being updated correctly.

Speed up playback sync in Net Sessions between multiple Slave consoles. Previously there would be a small delay from pressing a flash button/moving a fader on a Slave console to the time any other Slaves reacted. Only affected other Slave consoles - the master always reacted immediately.

Fix for linked groups using sub selection other than odd even such as pairs that could cause a reset. #0044410

Fix for RDM discovery on direct DMX ports on MQ50, MQ70, MQ250M and Stadium Connect. If

the DMX ports were assigned specifically using MQ Direct or MQ Wing then if not all 4 ports were assigned (e.g. only 1 port was set to MQ Direct / MQ Wing) then RDM did not discover fixtures correctly.

Fix import of palettes when using Reduced File Size format shows - on big shows the import could take a very long time, and on consoles would not complete - it would reset after 60 seconds. Also improved the progress indication whilst importing.

In the Prog, View FX and Cue, View FX when a whole column is selected in the only apply changes to the ALL row to ensure that changes only get applied once.

Clear the show based splash screen image when starting a new show or loading an old show.

In keyboard shortcut mode, CTRL + P would cause a cursor up as well as opening the Pos Window. #0044849

Fix for erroneous memory error messages when rotating grid arrays with height or width set to 0.

Fixed problem with shows with Groups with invalid Head Elements that could cause resets. #0042348

Fix for cloning or copying head programming for Heads which have a master intensity as well as VDIMS. The VDIMS would not get copied.

Virtual Dimmers remain on after head test. #0037987, #0044125

When testing channels in Patch, View Chans the channels were always set to 100% regardless of the test level. #0040320

When testing heads / channels in Patch the test level encoder now works real time. #0034275

MVR Import uses the new GDTF Import. #0027575, #0045134

Fix when importing GDTF Ranges which could cause a reset. #0045215

Fix when importing GDTF Macros where duration and ordering were incorrect. #0027222

Fix when importing GDTF fixture where channels have not been explicitly specified. #0044867

Fix when importing MVR and GDTF where patch name was not set correctly. #0045350

Fix when importing GDTF fixture - simplified import of ranges, removing duplication of range options setting. #0045216

Fix when importing GDTF fixture - restrict fixture emitters based on selected mode. Make channel attribute name more readable. #0046170

Fix for Net Sessions when using Linked Cues - the Linked status on consoles other than the console where the Cues were linked were not updated. The Cues executed correctly but the status was incorrect.

Playback window modes were not being recalled correctly from Layouts. #0039423

Importing a show did not update the Layout names. #0034001

When Opening the Media window, MagicQ asks if you would like to download the basic media package. This used to reset MagicQ after downloading. It now also rebuilds index and thumbnails after download.

Pressing the X to close option menus instead of cancel would make the option set to the first option. This is now fixed.

Fan options could be set to End if the Colour Picker window was open. The Colour Picker can now only default the fan option to End if it the active window.

The Colour Picker would always open to the CIE 1931 diagram when closed and opened again. It will now remember which mode it was previously in.

Fixed issue in View Grid, the Move Item Rotate encoder would not work.

Using the Colour Picker in Group Cues mode will write a group cue to the programmer instead of individual head data. Does not work with fan yet.

Some changes to the colour picker and visualiser to work with the CTC channels on CTC controlled fixtures so it will work correctly with more fixtures.

Fixed possible reset if fixtures were laid out in a certain way in Plot View and CREATE GRID button was pressed. If the fixtures were laid out in a grid when viewed from front, but CREATE GRID pressed when viewed from top so they are all in a line.

Fixes for Centre In / Centre Out Group FX when using Duplicated Elements within Groups. #0045549

Fix for normal FX (non Group FX) on multiple element heads, using the FX on Dup Elements for Centre In and Centre Out direction. Previously the centre head(s) were not calculated correctly so the FX was not symmetrical. #0045399

Fix for Duplicated Elements Group FX with VDIMs. #0045349

When tracking a Cue Stack and a step is set to release unused HTP channels, only release a HTP channel from the Cue Stack if there is no level and no FX in the next Cue.

Fix for selecting more than 2 groups when one of the groups has is stored as a group with elements. After the group with elements was selected any other groups without elements would not be selected correctly.

Fix for morphing heads with VDIMs to a head without that cannot support VDIMs (has Intensity for each element inside) where the Head File incorrectly requested a VDIM. #0045273

Fixed for a reset if naming a head anything with a / or other invalid characters in the name. #0045545

Fix for reset in recent alphas where a Group FX set to One Shot used a Group (Group 49) with no Heads in it. Also other cases of One Shot FX that could cause a reset. #0044957

Plot Window bug fixed. When changing settings in Plot, sometimes it would not update the setting. This will have also potentially fixed a similar bug in the Visualiser window.

Fix to white attribute when morphing - do not reset to default value if ColourMixType indicates it has White Attribute. Same fix applied for Amber and UVLime. #0045688, #0043325

Fixed issue in Plot view when pressing Create Grid but no lenses are visible to draw it would make grid number 65435 and open that grid. #0045096

Fix for Automations, Change Page Rel All and Change Page Rel Main that did not respect the Cue Stack option, Ignore Masters. This could be worked around using Release All from Cue Stack macros or key macros. #0045290

Fixed so that MagicQ always executes Mouse presses in Live Macro/Key Macros as timing one tick per step instead of immediate. This ensures the mouse press and release gets handled correctly. #0041967, #0043602

Fix for reset caused when the first Cue of a Cue Stack had a Cue Stack macro with an O command followed by an A command.

Fix for applying fades and FX to Group Grids where the Heads in the Grid have the Intensity attribute before the Colour attribute in the Head personality. #0045760

Fix for applying Group FX fades to Group Grids where for attributes that only have a single element, but where the Group Grid is set to Multi Element and therefore does not have any Element 0s in it.

Fix for random crashing with DJ Systems when nothing is selected in the settings. #0045703

Fix for GeNetix devices sending and retrieving the scene name and fade time correctly in the Net Manager.

Fix for DJ beats not tracking correctly with DJ decks connected when used on cue stacks.

Fix syncing of random FX when using channels for universes 128 or above.

Fix for the first three DJ Beats not being displayed in the beat icons.

Fix for reset when cursor selecting multiple columns and adding VDIMs. #0046141

Fix for ability to remove DJ Track from Cue Stack using double click or enter. #0044681

Fix for Cue Stack Settings being set to default when a Cue Stack has two Cues and they are re-ordered. #0045338, #0045626

Fix for Group FX using Direction Backward when Group Offset is using Group Spread of Grid H, Grid V or Grid All.

Fix for clicking X close button on the banner for Select Dialog box - was completing the DONE

function rather than the cancel function.

Fix for Intensity, Speed, and Size masters where Heads with VDIMs in Grids sometimes were incorrectly controlled by the master, even though they were not specified by the master.

Fix for audio input not working on MQ50/70 consoles when only the audio input was configured and the console is restarted. #0029608

Fix reporting in Cue Window of whether Cues have no level information - they incorrectly showed no level even when there was Group Cue levels.

Fix for a reset when changing the head number in the Patch window to either a negative value or above the maximum value. #0045843

Fix for Group FX on Grids using Grid H / Grid V Group Spread, where the Grid contains main element (element 0) of heads rather than the elements.

Fix for handling more CITP messages simultaneously to improve performance of handling preview stream data.

Version 1.9.7.x

Version 1.9.7.4

New Features

Added support for GeNetix TouchScene devices.

Firmware

Added GeNetix V3.20 firmware files to installer.

Bug Fixes

Fix for an issue where skipping audio forwards in Timeline was breaking the sound, but jumping backwards fixed it. #0046284, #0046258

Fix for an issue on MQ50/70 consoles where viewing the FX data could cause a reset.

Version 1.9.7.3

Bug Fixes

Fix for not using the custom lens option with the new custom element head files.

Fix for Col Tags and Symbols colours not displaying correctly introduced in v1.9.7.2. #0045160, #0045340, #0046001

Fix for Group FX with only 2 heads in the Group when using Centre In/Centre Out.

Fix reset in execute window if the text in encoder A was set too long. #0043436, #0045312

Fix for Palettes in Exec Regions not indicating correctly. Occurred when Palettes for multi element heads had only the main elements for Head in the Palette (typically RGB master channels) instead of the element RGB channels. When applying the Palette to the Group it would automatically add elements 1..x rather than the master channels element 0, but in the Exec Region it would not find the Palette active since only element 0 was in the Palette. #0046169

Fix for Regions across multiple Grids that could cause a reset when releasing items across multiple Grids if the regions were different sizes. Could also cause odd behaviour releasing incorrect items. #0046169

Version 1.9.7.2

New Features

Added Support for the MagicQ Compact Wing

Added v1.0 firmware for the Compact Wing

Added support for GeNetix GN8 Node.

Added GeNetix V2.40 firmware files to installer.

Other Changes

Modified default motor fader touch sensitivity value to 1000 for MQ500M(+) consoles in motor control firmware 310-021 V0.16.

Bug Fixes

Fix reset when importing an MVR file where fixtures are patched to an out-of-range universe. #0044464

Fix for a reset when Cue Stack Favourites was over a limit when saving the user settings. #0043115

Fix for external Timecode being mimicked by the internal Timecode generator.

Fix for reset in Timeline after deleting items. #0044573

Fix for the X close icon acting as a cancel button when changing settings. #0043674

Fix for reset when morphing JDC1 fixture. #0044858

Fix for drawing lag in the Output Window, GRID VIEW when zooming. #0044861

Fix for Cue Stacks from Execute Window only working one time. Only affected 1.9.7.0 and 1.9.7.1. A workaround is to set those Cue Stacks to Fader Releases Stack = Yes, although this will not work for Intensity Masters. #0044082, #0044088, #0044140, #0044528, #0044759

Using the key shortcut (SHIFT + CTRL + RECORD) to save a show was not working when auto file number increment was in operation. #0044439

Fixed in 1.9.7.2 so it is not possible to paste " into a MagicQ field. Previously pasting " into a field caused the show file to be corrupted. Also fixed for the text fields when Importing TC Tracks. #0043146

Fix for the default of FX speed which got accidentally changed to 0.6s from 2.4s when we removed the usage of the defaults.set file.

Fix for Stadium Connect fader capacitive touch setting being available.

When using 10Scene Remote or TouchScene ensure Zone is marked as in use, enabling names and button status to be retrieved.

Fix for DJ BPM not being used by MagicQ for Speed Masters, FX and Beat Step. #0040483

Fix for Group FX on Intensity using Independent Elements not working on fixtures without elements but with VDIMs.

Fix Export Show File of Groups. Any Groups with Group Type other than normal would not be exported correctly - they would become Normal and could have incorrect elements. Groups with Group Type Normal would be exported ok. Affected all versions.

Fix for reset when using attach objects in Patch View Vis. #0045300, #0045342

Fixes for Centre In / Centre Out Group FX when using Duplicated Elements within Groups. #0045549, #0045399

Fix for Pixel Mapper FX running on a Playback when Block FX from other Playbacks was set to Yes. Only affected v1.9.7.1 where a change was made for #0042617.

Fix for reset when removing Group from Group FX. #0044940

Version 1.9.7.1

New Features

Framing Blades

MagicQ now supports a new Blades window to control fixture framing blades. In the Beam Window press VIEW BLADES. Alternatively use the shortcut CTRL + BEAM.

In the Head Editor, under Options, for moving lights set the Framing type to "4 Frames Dual Pos" or "4 Frames Pos Rot" depending on the blade arrangement in the particular fixture. For MagicHD and other media servers the Framing type can be set to "Key", for keystone.

In VIEW CHANS set the frame blade channels to the correct Attributes. Frame1* is up, Frame 2* is right, Frame3* is Down, Frame4* is left. These are also labelled N, E, S, W for north east south and west. Frame*A and Frame*B alternate clockwise around the blades for the 4 Frames Dual Pos control method. For the 4 Frames Pos Rot control method, Frame*A is position, and Frame*B is angle.

In VIEW GENERAL, under Params, there are six new Parameters starting with "Framing Blades".

- Framing Blade Max Cover is how much each blade will cover the beam, typically this value will be between 50 and 100.
- Framing Blade Max angle is how much each blade is able to rotate, typical values will be between 30 and 45.
- Framing Blade Max Rotation is how much the Framing blade assembly is physically capable of rotating, usually between 45 and 60.
- Framing Blade Invert Angle inverts the rotation of all four blades.

- Framing Blade Invert Rotation inverts the rotation of the entire Framing blade assembly
- Framing Blade Visualiser Rotation is only needed if the real life beam and the visualiser are not lined up properly, sometimes this needs to be set to 45.

Added REC BLADES options to Record Options.

New Pixel Map Fizzle and Sparkle FX

Two new Pixel Map FX have been added to both Simple Pixel FX and to the full Pixel Mapper.

These FX are designed to work together with other Pixel Map FX - they modify the other Pixel Map FX with random fade outs (Fizzles) and coloured random fade ins (Sparkles). They enable a 2nd level of FX at the ends (front and back) of the existing FX.

Fizzle and Sparkle work together with Vert & Horiz Lines, Vert & Horiz Random, Snakes, Vert & Horiz Ramp, Vert & Horiz Build, Vert & Horiz Offset, Rot Line, Half Line, Square, Circle.

Simple Pixel FX

To apply Simple Pixel Map FX, choose a Group, then ADD FX and select PixelMap FX.

The following parameters are supported for Fizzle:

- Dir - Front, Back, Front Back, or Centre
- Width - how much of the other FX has the Fizzle applied to it
- Size - the level of the fizzle (from none to full fade out)
- Xfade - the base level of the Fizzle - if set to 100% then fizzle goes down to 0. Set to 0 for no fizzle.

The following parameters are supported for Sparkle:

- Dir - Front, Back, Front Back, or Centre
- Width - how much of the other FX has the Sparkle applied to it
- Size - the level of the Sparkle (from none to full)
- Xfade - how solid the Sparkle is - 0% will cause a full block colour at the front and/or back. 100% is full range 0 to 100%.
- Palette - the colour palette to use. If none is selected/invalid Palette then white is used.

Note that the speed parameter of the Fizzle and Sparkle is not currently used. The speed of the FX is determined by the speed of the existing FX it is applying to.

If there is no other PixelMap FX running on the Grid then Fizzle will have no effect.

For Sparkle, if there is no other PixelMap FX running then it performs a simple stand alone Sparkle on all Pixels in the Grid.

Full Pixel Mapper

When using the full Pixel Mapper then FX P2 controls the Xfade whilst FX P3 controls the Dir and Width.

For Sparkle the colour may be controlled using the Red , Green, Blue parameters in the Layer.

For Flicker if there is no other Layer controlling the Grid then the Fizzle will apply to any bitmap or media playing on that Layer.

For Sparkle, if there is no other PixelMap FX running then it performs a simple stand alone Sparkle on all Pixels in the Grid.

A new Mix Type of Attenuate has been added. For Fizzle FX it overrides the Mix Type, forcing Attenuate.

Panel Views

Added a new Touch Stadium Keypad panel aimed at remote usage that models the Stadium buttons but with bigger buttons for touch usage.

Added Panel buttons to easily change between Touch Stadium Keypad and Touch Stadium panels.

Rearranged buttons in the Stadium Touch panel so they are consistent with the new Stadium Keypad panel.

Renamed the original Touch and Touch Faders to Touch Compact and Touch Compact Faders.

Timecode

Added new Timecode Decode options to enable automatic switching of the main console timecode source between redundant network timecode sources.

MagicQ now supports selection of the Art-Net stream to decode as added in the 2024 Art-Net specification. Previously versions of MagicQ will decode all Art-Net timecode streams as the main console stream - using multiple Art-Net timecode sources was not possible except when using unicast to direct specific Art-Net streams to specific consoles.

Added new Timecode Output options of Art-Net and ChamNet for use when generating timecode. Note that ChamNet timecode generated by a MagicQ system can only be read by GeNetix devices - it can not be decoded by other MagicQ systems. To send timecode between MagicQ Consoles use Art-Net.

Recording a Palette for all Heads of a Head Type

A new Record Type has been added "All active head type" in the Record Options window.
#0035205

When recording a Palette this will record to all Heads of that type regardless of the number of active Heads. This enables using a single Head to adjust the Palette, but immediately recording it to all Heads of that type.

Only attributes for Heads that are active in the programmer will be updated. Attributes for Heads that are in the Programmer will be recorded into the Palette as normal. Heads that are not active in the Programmer, but where at least one Head of that type is active in the Programmer, will be added or modified in the Palette using the first active Head of that type from the Programmer.

Splash Image

A per show file splash screen can be selected from Setup, View Settings, Mode. This is used in preference to the usersplash or splash above for the initial splash screen and for the lock screen. #0040028

The selected image is added to the show file .xhw so will automatically get loaded onto new consoles when the show is loaded.

Exec Regions Sharing

Regions can be shared between Exec Pages for the purpose of the Solo and Release functions. Set the Share Regions option in the Grid Options for each of the Exec Grids to be shared. Then set the same Region IDs on the different pages that need to be shared.

When a Region is shared between Exec Pages MagicQ then MagicQ checks the Regions with the same IDs on all the shared Exec Pages rather than just the Region on the Exec Grid where the Cue Stack/Cue was activated.

Sharing affects Cue Stacks with Solo set, and the Assign Special, Release item.

In order to better manage options, the Grid Options soft button has now been split into two soft buttons - Grid Options (simple options) and Grid Action (more complex actions like setting background, password, window size).

The Playbacks option has been removed from Soft button C and placed in the Grid Options dialog. The Coloured option is now available in the Grid Options dialog, but has been also retained on Soft button B to maintain familiarity with existing users.

QSC Q-Sys Plugins

We now have [QSC Q-Sys plugins for MagicQ consoles, QuickQ consoles and GeNetix nodes](#). These use the ChamSys Ethernet Remote Protocol to communicate with the consoles and nodes.

The Plugins default to using the standard CREP port 6553.

In Setup, Network set the Remote Ethernet Protocol to ChamSys Rem (tx + rx no header).

The ChamSys MagicQ plugin supports control of:

- Playbacks 1..10
- A selected 10Scene zone (1..100)
- Cue Stacks 1..100

MagicQ provides feedback of the levels of the Playbacks and the 10Scene. MagicQ provides simple state active/inactive for the Cue Stacks. In the Plugin the polling time can be set to determine how often QSC checks the state of the MagicQ Playbacks and 10Scene zone. The valid values are from 50 milliseconds to 100 seconds - if defaults to 0.5 seconds.

Specify the 10Scene Zone in the properties of the Plugin.

Playback pins are provided for toggling the Playback state between active at 100% and inactive. Pins are also provided for direct level control. Fade times are as programmed on MagicQ.

10Scene pins are provided for toggling, increasing by 5% and decreasing by 5%. Pins are also provided for direct level control.

Cue Stack pins are provided for toggling the Cue Stack active and inactive. Fade times are as programmed on MagicQ.

Other Changes

The Personality Format Setting is now always Unexpanded. The Original expanded format is no longer supported.

Added support for setting GeNetix/SnakeSys ports according to the Universes configured in MagicQ. In the Net Manager, View ChamNet, View Ports enter the console Universe required in the Console Uni field.

When boosting the colour by adjusting the Pixel Mapper colour Red, Green, Blue parameters they now clip to maximum Red, Green, Blue rather than resetting back to 0.

Added additional colour modes to Pixel Mapper:

- "Abs Mult" multiplies the average of the Image/Movie/FX pixel value by the absolute Colour specified by the Red, Green, Blue parameters in the Pixel Mapper.
- "Abs Active" outputs the absolute Colour specified by the Red, Green, Blue parameters in the Pixel Mapper if the Pixel Value in the Image/Movie/FX is active (above 0).
- ">R>G>B" and associated conditions, output the Image/Movie/FX pixel value if it satisfies the specified condition of the Red, Green, Blue parameters

When expanding FX to more attributes in the FX Editor, default them to the values from the first attribute.

It is now possible to set the numeric CIE XY value directly to a Palette. In the Palette View, type the <X>/<Y> value and press SET CIE. For example, to set 0.5/0.6 type 0.5/0.6 and press SET CIE.

When applying Palettes with CIE XY set, to fixtures in Colour Mix of CIE XY MagicQ will use the CIE XY from the Palette unless specific values have been set in the Palette for the Head. #0033176

Ability to set a % directly on a Live Playback fader in the Playbacks Window.

Added support for unfolding Group Cues in the Fader Bank modes Cue and Cue Selected Heads. Previously only Head Cues were supported in these modes.

Added support for selecting a Group by name. Type the group name followed by **. The group name entered must be two or more characters but does not have to be the complete Group name. Spaces in names are ignored and the input is case insensitive - i.e. you do not have to use the same capitalisation as the Group name.

When moving Cue Stacks in the Stack Store, any Cue Stack macros that reference the Cue Stacks have their reference updated. Also any Automations that reference the Cue Stack are updated.

Improve dialog box for selection of attributes for Simple PixelMap FX. For Groups with Elements or Function Types now only shows the attributes relevant to elements / function type. Also the Cancel button now cancels applying the FX.

Ability to Import Timecode Tracks in the Timeline Window.

Added support for receiving ChamSys Remote Ethernet Commands (CREP) on the Custom TCP/IP port. This enables use of a different UDP port separate to the Net Sessions port.

Added 998R to Cue Stack Macros. This releases all Playbacks except for the current Playback. Note that all Cue Stacks executed from Cue Store, Stack Store, Execute use a Playback (starting from 202 downwards) so this will also release all these Cue Stacks.

When saving a show file it is now possible to recall the last saved show file name using the Edit Last button.

Prevent entering Key Lock from the Execute Window on PC systems in Demo/Core mode.

Help Window, Command and Logging View now handles clicking in the window as per other windows - shows the "This field cannot be changed" message.

The Large Training Font option is now not reset when show files are loaded. When using LOAD SHOW & CONFIG it will be loaded with the mode options.

Allow programmer undo for Users set to Operator. Actions undo is not supported as actions are not supported for Operators.

In the Patch Window and in the Head Editor when selecting the Shape for a Head show the images rather than text.

Added checks for GeNetix firmware updates to only show versions that can be used for the device selected.

Added GeNetix V2.20 firmware files to installer.

Latest firmware CH346_V1.57 improves the fader update rate on MQ50/70/80 consoles which were previously not providing as many updates to MagicQ as it was capable of receiving. We have improved the update to match other devices e.g. Compact/Mini Connect + Stadium Consoles which provides fader updates to match the DMX output rate (or higher). #0043990,

Bug Fixes

Fixed FX with Random Flicker, Crossfade Flicker and Sync Flicker respond to Speed changes. Speed changes can be from any source including Fader controls FX Speed and Speed Masters. #0026872, #0041408

Fix for assigning Setup Option, Programmer Speed Master to an Exec Button - it would use the wrong Speed Master. #0040060

Fix for timing of Group FX using Palettes where the Heads do not have all the attributes that are in the FX. #0038368

Fix for the TC Sim starting as soon as a playback was activated and also allow the Go and Pause playback buttons to start and pause the TC Sim.

Fix for retrieving curve names and modulation frequency names on RDM.

Fix for selecting Monitors 2 to 4 when remote controlling another console from MagicQ PC using the Full (non Stadium) Panel modes.

When copying data between multi element Heads in the Programmer the Palette reference is now maintained for all elements - previously it would only be maintained for the first element.

Fix for updating Slave consoles when setting the CIE value in Palettes.

Ensure Playback, View Live faders works when in Net Session Mode with Slave Only Remote.

Fix for Group Cues. If the first Group in the Cue was not present then none of the Groups in the Cue would work. #0040053

Fix for UNDO of the Remove of a Group. Previously it would show two undo items and would not always undo correctly.

Correct setting of levels directly in Int Window and Playbacks views. Previously the input value was treated as a value to 255 rather than a %.

Make Block FX from other Playback block Pixel FX as well as standard FX. #0033364, #0042617

CTRL + COL shortcut did not work when Encoder Mode was set to Maintain Hard Keys.

When using Net Sessions with a Visualiser direct sent from the Master console, and a Slave is controlling the channels on the lighting rig, ensure channels that are released by the Master get default values in the Vis.

Fix for MQ500M 4x3 Page Up/Down buttons. If Setup, Wings, Wing 1 mode was set to anything other than Playbacks then these buttons would not work.

Support swap of elements in Fixtures with multiple Functions. Previously swap would try to swap over all elements regardless of function - this would never have the desired effect and

sometimes would not work at all - e.g. if different functions had different attributes.

Fix for speed master audio BPM being halved when above 100. #0037804

Fix for setting the TC Loop In and Out points via the encoders in Timeline. #0043224

Fix for selection of Sub Groups. When pressing a Sub Group that was already active the Groups would not get deselected.

Fix for setting Group Type - it would not be synced on Net Sessions to other consoles.

Fix for saving of Cue Stack audio files in the .xhw file. Audio files assigned to the entire Cue Stacks were not getting saved into the .xhw from v1.9.6.0. Audio files from the individual steps in Cue Stacks were saved correctly. 0043177

When in a Mark Cue, modifying the following Cue now forces a refresh of the Mark.

Bring forward the check for the Cue Stack Macro O0 in the step, so it always occurs at the start of activation of a Cue Stack.

Fix for Pixel Map Vert Random effect when using Bounce Mix values (FX P3 values 128..191) - previously broken since v1.9.4.1.

Fix for the touch not working on some touch displays either on first startup or when hot plugging on MQ500M and MQ500M+ consoles.

Fix for song title, artist and duration not being displayed when using Virtual DJ. #0041770

Fix for showing correct maximum pages of 100 in Exec Window, Assign Special, Exec Page dialog.

Fix for reset with updating linked Groups that used the Grid H or Grid V setting. Only affected 1.9.7.0. #0043584

Fix for copying of active Cue Stacks (unlinked) in the Execute Window. The new Cue Stack would not activate until it had been released in the Cue Stack Store.

Fix for redraw of the window when changing the 'Num boxes wide' setting. #0043600

Fix for issue with the Display Current Cue option not being loaded correctly on start. It was only set correctly after a window had been closed and reopened. #0009894, #0016731, #0017333

Fixes so that when MagicQ comes out of locked mode faders are returned to previous levels. Both for normal playbacks and for other fader modes. #0029586, #0038455, #0038657, #0041331

Fixes for starting up with Activate Playbacks On Start option set. This was not always working, particularly with PC solutions. Also modified so that motorised faders are set correctly on Stadium consoles. Part fix for #0041303

When using Motor faders release to zero option, and then performing a SHIFT RELEASE or

release of all Holdover faders, then the next time the Page those Cue Stacks were on was selected the faders would not be at 0 even though the Playbacks were inactive. #0034655

Fix for MagicVis, layout of the elements on visualiser heads now follow the correct order specified in the Head Editor, Multi tab.

Flash buttons on MQ250M and Stadium Connect for upper playbacks PB11 to PB15 did not allow use as S buttons, unlike playbacks PB16 to PB20. #0030625

Fix for UI bug in Playbacks Window. #0038474

Fix for setting Direction to Random when using Group FX in v1.9.7.0. The FX was correctly updated. Pressing BLIND BLIND would work around the issue. #0043966

Fix for OTP tracking protocol: Add an invert to the Z axis data as ChamSys MagicVis is positive towards the viewpoint whereas OTP is positive away from the viewpoint.

Fix for Execute Window Playback faders not showing at the bottom of the Execute Window in 1.9.7.0.

Fixes for GDTF Import - using the new import code module. #0040445, #0040447, #0040009

Fix when updating intensities for a show with parked channels. #0043884

Default the key backlighting to on when starting a new show. On the MQ250M after a new show the key backlighting was off.

Fix for Playback legends of Encoder Playbacks when Playback Legends is set to Expanded - only show the two Cues as three will not fit.

Fix for problem when using Users with Load Settings that the Wing settings would get set to unexpected values. #0044101

When setting BPM using the Flash button on a Cue Stack set as Speed master ensure it is set to the exact BPM.

Fix for backlighting brightness on start up of Stadium Connect / MQ250M / Compact Wing. #0041300

Fix for reset with Group FX using Random direction that references a Group with no Heads in it. #0043951

Fix for setting DMX using keyboard shortcut - wouldn't work if a Hard Key was pressed first. Also '-' was not accepted as a universe separator. #0031481

Fixed in 1.9.7.1 so that Grand Master/Sub Master still operate on Playbacks set as Soft HTP (for example: Fader controls HTP = No and Fader controls LTP = yes). #0038952

Fix for sACN sync, broken in recent versions. #0044257

Fix for setting RDM IP address, subnet mask and DHCP option in the Net Manager, View RDM.

Fix for Setup some Setup options missing at the bottom of the sub menus such as Programmer Speed Master. Affected 1.9.7.0 only.

Fix for playbacks when random ordering is not in use. #0044138

The Plot view now shows intensities on the MQ50, MQ70 and MQ250. #0042314

Fix for Timeline crashing when Copy/Pasting and Undoing. #0044153

Fix for issue with critical firmware update prompt on startup not working.

Fix for incorrectly prompting for a playback firmware update on the MQ500M. Affected 1.9.7.0 only.

Fix for USB sticks with a space in the USB stick name not being discovered on the MQ500M+. Affected 1.9.7.0 only.

Version 1.9.7.0

New Features

Function Type

Heads now support a Function Type for each Function of the Head which enables MagicQ to determine the actual function of a particular function of a multi function Head. The inbuilt function types of RGB MAIN, STROBE, RGB CANDY and UNDEFINED are supported.

This enables much more accurate morphing of Heads that have multiple functions - such as complex Strobe fixtures - Chauvet Col Strike M, GLP JDC1, etc... If both the source and destination Head have Function Types set then MagicQ automatically morphs only between the elements of the compatible Function Types. The morph will expand to all the elements of the Function Type of the destination Head even if the source Head has less elements.

The Function Type is specified in the Head Editor under VIEW OTHER, Functions. The Function type for Duplicated Heads with Functions is automatically defaulted when the Head is loaded into MagicQ. ChamSys is updating any Head files that need specific changes.

The Function Type of Heads can be used as part of the selection so that levels and attributes are made active in the Programmer and changed only for the elements of Heads that have a particular Function Type. It also affects FX so that FX are only added for the elements of Heads that have a particular Function Type.

In the Group Window there is a new SELECT FN TYPE soft button to select the function type. When a function type is selected the selection works on function type rather Global Elements or Head Elements - MagicQ applies activations and changes to the appropriate elements of the Head that match the Function Type without those elements being explicitly selected. This enables values to be set to elements of Heads of different types that have different configurations of elements.

When Function Type selection is active the selected text shows a .FMainRGB, .FStrobe,

.FCandy or .F.Undef at the end instead of the elements.

To reset to no Function Type selection press, in the Group Window press SHIFT and ALL FN TYPE soft button.

Note this is different to the SELECT FN soft button which selects by function number. e.g. FN1, FN2 etc... The function FN1, FN2, FN3 differ on different Heads so selection by Function may result in different behaviours on different Heads - e.g. control of Strobe on one, control of Pixels on another.

Groups with a specific Function Type

Groups can be recorded with a Function Type. This enables Group Cues and Group FX to apply to a specific Function Type.

When a Group has a Function Type the Group is marked as FR, FS, FC or FU. This corresponds to RGB MAIN, STROBE, RGB CANDY and UNDEFINED.

Note that when using Group Cues and creating Cues and FX that use Function Types, it is important to select Groups that have the Function Type set within the Group. If a Group without a Function Type is selected and then a Function Type is selected manually, then this will not reference the selected Group any more, and the Cue will end up with Individual Head Levels and FX.

For example, a Group could be created with a Function Type of Strobe, and then Cues programmed using this Group. Then, whatever Heads are put into that Group, the Group Cues will perform on the elements with Function Type of Strobe.

If a Group with a Function Type is set to Group Type of Elements Only then when that Group is selected it will set the Function Type rather than the specific Elements. This enables an easy way within the Group, Execute or Output windows to select Function Type.

Odd/Even Toolbar

The Odd/Even toolbar has been expanded to a double height toolbar.

The lower row selects the options of Parts (normal odd/even), Segments and Groups. In addition there are new options for Chunks, Pair and Col Tag.

The upper row selects the number of Parts, Segments or Chunks.

Pair is as previously supported using the PAIR button on Stadium consoles (and shortcut of ALT + SINGLE on other consoles).

Pair can now be used in combination with Parts, Segments or Chunks to give a symmetrical look.

Chunks is a new addition to split the Heads into Chunks.

Col Tag is a new addition to split the Heads by Col Tag.

There are two other options on the toolbar - Grid H and Grid V. These can be applied when

Odd/Even, Segments, Chunks or Pair are in operation. They order the Heads for selection using the order in the Group Grid instead of the order stored in the Group.

Chunks

Segments have been improved to enable splitting of the entire number of Heads into a specified number of Chunks. This is different to Segments which split into Segments of a specific number of adjacent Heads.

Chunks can be used for both sub selecting Heads and for setting FX.

Sub Selecting Chunks

Open the Odd/Even toolbar by holding ODD/EVEN. On a PC press SHIFT and ODD/EVEN to open the toolbar.

Select Chunks. By default 2 Chunks are selected. This will split the Heads into two - e.g. for 12 Heads it will select the first 6 Heads. As for normal Odd/Even and Segments, press NEXT HEAD and PREV HEAD to get the next and previous chunks respectively.

Chunks can be used in combination with selection order - e.g. selecting Centre In and then setting 2 Chunks will select symmetrically - in the example above with 12 Heads it will select the first 3 Heads and the last 3 Heads.

Press ALL to exit Chunk selection.

FX Chunks

To use FX Chunks set the number of Parts to the number of Chunks required.

Set the number of Segments to Chunks by turning the Segments encoder until it indicates Chunks.

FX Chunks work for both Normal FX and Group FX. For Group FX MagicQ will ensure that the same number of Chunks are used if the Group is expanded to more Heads.

FX Chunks can be used with Direction to use e.g. Centre In, Centre Out.

The number of allowed Segments has been increased from 128 to 512.

Col Tag Sub Selection

Col Tag sub selection enables sub selection using the Col Tag in the Patch instead of using a formula such as Odd/Even or Segments. This enables sub selecting particular Heads based on how Col tags have been assigned to them. This could be used to differentiate between Spots, Washes, Beams or between Front Truss, Mid Truss, Back Truss.

Open the Odd/Even toolbar by holding ODD/EVEN. On a PC press SHIFT and ODD/EVEN to open the toolbar.

Select Col Tag. By default the first Col Tag in the Patch is used.

Press NEXT HEAD or PREV HEAD to move onto the next or previous Col Tag used in the Patch.

Sub Select Only Groups

Groups can be set as Sub Select Only Groups in a similar way to Element Only Groups. Sub Select Only Groups do not contain any Heads, Elements, or Head Elements.

When selected, Sub Select Only Groups only change the Sub Select and Order settings in the Programmer. They do not change the selection of Heads. This enables storing of Odd/Even, Segments, Chunks, Pair into Groups for easy selection.

Sub Select Only Groups can be copied into the Execute Window like any other Groups. Note that like Element Only Groups they are not used for the purposes of Regions as they do not contain any Heads.

Linked Groups

MagicQ now supports Linked Groups to make it easier to update Groups that have a different selection order or have a sub selection of the members of a Group.

When recording a Group, if the Selection Order has been changed or an Odd/Even, Segments, Chunks, Pair or Col Tag sub selection is active then MagicQ creates a Linked Group which will be linked to the originally selected Group. The Group itself stores information regarding the chosen Selection Order, Odd/Even, Segments, Chunks, Pair or Col Tag. Sub selections apply to the Heads in the Group, not to the elements.

If Grid H or Grid V sub selection is applied to the Odd/Even, Segments, Chunks or Pair then this is also stored in the Group.

When the Group that it is linked to is updated with different Heads then the Linked Group will be recreated using the new Heads, using the Selection Order and sub selection in the Linked Group. The Group Grid for the Linked Group will also be updated any time that the Group Grid it is linked to is updated.

In the Group Window, when the cursor is on a Linked Group, then Soft Button E indicates the Group it is linked to and the method of linking - i.e. the sub selection.

The Linked Group can be moved in the Group window and the Links will be automatically updated.

A Linked Group can be unlinked by changing the Group Type from Linked to Normal on Soft Button E.

One or more Groups can be linked to another Group after they have been created. Cursor select one or more Group then set the Group Type to Linked and enter the Group number to link to. The Linked Groups will automatically be regenerated.

Multiple layers of Linked Groups are allowed. For example a top Group could contain all Heads - then Linked Groups for each Col Tag such as Spots, Washes and Beams, and then further Linked Groups to these such as Odd/Even or Segments. When a top layer Group is updated all the associated Linked Groups at all layers are updated. Note this is different to

Palettes that only support one layer of Linked Palette.

Function Types can be set on Linked Groups in the same way as on other Groups - multiple Groups could be created with different Function Types but all linked to the same Group. When a Group has a Function Type set then only the elements of that Function Type are supported. This avoids the need to store specific element numbers into the Group. The Group dynamically changes to always use the elements of the specified Function Type if different Heads are stored into the Linked Group.

Group Window, Heads View

When filtering to Sel Head or Sel Group there is now an End box to enable moving Heads to after the last Head.

When filtering to Sel Head, Heads can be deselected by using REMOVE.

When filtering to Sel Group it is now possible to move Heads around in the Group. Heads can be removed from the Group using REMOVE. Heads are now not shown active when filtering to Sel Group.

Firmware

Add support for changing the motor fader touch sensitivity on Stadium consoles running firmware V0.22 Playback panel, V0.15 Motor Control and V2.2 Fader Touch touch control or later versions.

Other Changes

When selecting a Group with Type of Sub Groups the Group itself remains indicated in Orange. The sub groups selected continue to be shown in Red.

When selecting a selection order using the SELECT ORDER toolbar (hold ALL or press SHIFT + ALL) it is now possible to go back to the Normal order after Random order has been chosen. Previously once Random order was chosen the original Group was forgotten. The original Group is now indicated in Orange. #0041702

Added extra option to the G Cue Stack macro to enable going to a Cue without activating. When Preload Flag is set to 2, the Cue Stack is immediately jumped to the Cue without activating the Cue Stack. #0040061

Improved indication of the Palettes used for Soft Palettes in Exec Regions. Now MagicQ checks for which Palette is used by the Soft Palette in real time. Previously after a power on or reset there would be no indication until a Palette was selected again in the Exec Region.

Added VIEW SELECTED option to Patch, View Chans. The VIEW SELECTED can be used together with the attribute filtering. Press the VIEW SELECTED soft button to view selected.

Added option to apply a Global timecode offset to the incoming external timecode source. In Setup, View Settings, MIDI Timecode set Timecode Offset. A positive value adds frames to the received timecode, whilst a negative value delays the incoming timecode.

Added option to handle internal timecode using the framing type used for external timecode rather than using the internal 100 frames per second. In Setup, View Settings, MIDI Timecode set Internal Timecode Type.

Allow Optimise Grid and Crop Grid on Group Grids. #0042612

Added support for running a single Pixel Map FX on multiple Groups. MagicQ concatenates the Group Grids of each Group vertically. #0042615

Cue Stacks that are activated on Playbacks now show in the Stack Store window as active (in Orange) with an indication of the Playback that they are active on. They can be released from the Stack Store by pressing on the item. Cue Stacks activated from within the Stack Store or from Macros, Executes or Automations continue to show in Red.

Enable assignment of a Col Tag to a User, so that when the Col Tags option is set to Users, it is possible to monitor which User is controlling a channel.

Add View Users to Outputs Window, View Heads so it is easy to see which User has control of each parameter.

Added a new Unicast Options setting in Setup, View Settings, Network with the option of Fast or Original. This setting defaults to Fast. In previous software versions, when MagicQ tried to Unicast sACN or Art-Net to IP addresses that were not on the network then the Output could be blocked whilst MagicQ tried to locate the IP address. This only occurred on MQ250M/MQ70/MQ50/MQRACK/MQDIN. #0032162, #0039761, #0042834

Add Slave Only mode as a Net Session Mode. In this mode Net Sessions can be used on MagicQ PC systems even when they are unlocked - there must be another unlocked MagicQ system on the network which is the Master. The Slave Only PC cannot take control - it is always a Slave, so it cannot be used for show backup purposes.

Add support on MagicQ PC when only one monitor is enabled for selecting which monitor from Layouts is used. This enables Layouts programmed on systems with multiple monitors to be used on systems with only one monitor.

Allow Stadium touch mode on both remote control and normal operation. Previously it was only supported for remote control.

It is now possible to copy a Setup option direct to the Execute Window. This is an alternative to using ASSIGN SPECIAL and SETUP OPTION.

Setup Options in the Execute Window now automatically show the Setting name and the chosen option/value for that Setting.

Bug Fixes

Fixed issue with including Sub Groups into the Programmer when the Setup option Select Multiple Groups was set to Multiple in one go or Multiple always.

Fix for resets caused by RDM fixtures that do not have a DMX footprint. #0042069

Fix for ALT + PAGE LEFT, PAGE right that was broken in recent versions - it went full left or right. Now CTRL + ALT PAGE LEFT, and CTRL + ALT + PAGE RIGHT do full left and right.

Fix for changing between Grids in the Output window with different sizes whereby when going to the smaller Grid the positioning of the Grid could be outside the range of the Grid and would show a black screen.

Fix issue where 'Hold DBO and Tap To Time' didn't work when 'Flash Acts As GO' was set.

Fix for changing Pages with Cue Stack set as a Speed Master, and Page Change activates Cue Stack. A normal Cue Stack on the new page sometimes did not get activated. #0040931

Fix for playback page holdover UI indication not displaying correctly on MQ50/70 consoles.

Fix for layouts always active buttons not displaying correctly on MQ50/70 consoles. #0038054

Fix for reset when removing temporary Cue Stacks that were created from Execute Window when using Cue Stacks on specific Groups.

Fix for occasional reset when using Group, View Elements view.

Fix for releasing Cue Stacks with complex release times in Net Sessions multi playback mode from the Slave console.

Fix for selecting independent elements of a Head where personality has element 1 set to Duplicate and other elements set to Independent.

Fix for reset when pressing BACK multiple times on a Cue Stack with a Mark Cue. #0042712

Fix for MVR file causing MagicQ to crash. #0042497

Fix for updating of Cue Engine for Cues on active Cue Stacks when updating Palettes in Net Sessions. In some circumstances updates of Palettes would not refresh the active Cues on other consoles in Net Sessions. This could cause confusion, particularly when using both Playback Sync and Programmer Sync.

Fix for Net Sessions when patching newly edited Heads. The Slave consoles were not correctly updated with the personality from the Master console, so they would need a resync to the Master.

Fix for when recording in Timeline and closing the window, now re-opens in the correct Timeline scene. (PC ONLY) #0041847

When pressing NEXT HEAD or PREV HEAD after pressing a hard key such as Pos, Col, Beam MagicQ would select the first Head in the selection rather than the next/prev Head. #0043018

Fix for loading of shows using show format "High Res FX & Reduced Size" with Palette based FX on Heads that did not have all the attributes in the FX. The spread was calculated incorrectly causing channels within the Head to be out of sync with each other.

Fix for Group FX with Random jerking when changing speed/size. Only affected Group FX using Random Direction. #0034141

Fix for Random Step FX. The FX would start the same way every time until one cycle was complete. #0032349

Fix for reset when loading shows with Grid Groups using functions or sub elements. There was a problem with optimising the Grids that could cause a reset. #0043180

Correct rotation of Heads when inserting into Grids. If the Head element number of rows was greater than the number of columns the rotation was incorrect.

Fix of for New Global Timecode Offset added in 1.9.7.0.

Version 1.9.6.x

Version 1.9.6.5

New Features

Network unlock of MagicQ PC

The network unlock of MagicQ PC using GeNetix and SnakeSys devices has been loosened to enable network unlocking on networks with multiple GeNetix and SnakeSys devices.

A MagicQ PC system is now unlocked by a GeNetix or SnakeSys device when:

1) There are 2 or less MagicQ systems (MagicQ PC or MagicQ consoles) on the network

OR

2) All enabled network universes on the MagicQ PC are set to unicast to a present GeNetix/SnakeSys device on the network. There must also be no MagicDMX connected to the PC, and no universes sending to Visualisers over Art-Net/sACN.

Condition 1) is as previous software. Condition 2) enables multiple MagicQ PC systems to be paired with specific GeNetix/SnakeSys devices on the network.

Firmware

Added support for latest revision of the MQ250M CPU to work with the small display. Requires Display Controller firmware v1.56 or later.

Bug Fixes

Fix for saving of Audio Files from Cue Stacks into the .xhw file. #0043177

Fix for touch events on Magic PC when using Execute Window buttons. #0043511

Fix for multi element "Right to Left" order not working for View Elements and View Plan. #0043577, #0043579

Fix for Execute Window "View Max" sizing when changing pages on consoles. #0043406, #0043593

Version 1.9.6.4

Bug Fixes

Fix for Mini/Compact Connect USB connection on macOS builds introduced in v1.9.6.3. #0043320

Version 1.9.6.3

New Features

Added GeNetix V2.11 firmware files to installer.

Bug Fixes

Fix for loading of shows using show format "High Res FX & Reduced Size" with Palette based FX on Heads that did not have all the attributes in the FX.

Fix for updating the MQ80 OS kernel to v4.4.261 from v4.0. #0039909, #0040580

Version 1.9.6.2

New Features

Users

The current Playback fader mode, Fader Bank, Page and 4x3 Execute button mode are now stored in user settings.

If the User option Load Settings is set then the Playback fader mode, Bank and 4x3 Execute buttons will be loaded when changing users.

If the User option Load Pages is set then the Page will be changed to the Page last in use by the User for each of the Playback banks. If Cue Stacks are set to activate and release on Page change then the new Cue Stacks will be activated and the old ones released.

To release Playbacks held over from Pages used by the previous User, use the Pre-existing shortcut ALT + REL or in the Execute Window use ASSIGN SPECIAL to assign a REL HOLDOVER item.

When Users are added the Load Setting option is defaulted to Yes.

Net Sessions

Added support for UNDO on Slave consoles. UNDO will undo actions regardless of which console the original action was performed on.

CTRL and UNDO to show the complete UNDO log is only available on the Master console. The UNDO log shows which console the actions were performed on.

It is now possible to include the Programmer from one Slave consoles to another Slave consoles. #0034179

Added extra ASSIGN SPECIAL items in the Execute Window under Net Sessions for Include and Include Selected from other consoles.

On the Master console in Setup, VIEW DMX I/O there the MULTIPROG SEL CHAN button now

gives the option of all channels or selected channels. Selected channels can be used when operating in last active mode to return control of channels to the Master console.

CTRL + SHIFT + INC shortcut for Include selected from other console.

Channel Control

Improved Net Sessions Last Active channel control. When a channel is released from the Cues on one console then if another console also has control of that channel, then make that console the last active for that channel.

When using Net Sessions Last Active channel control or Active Channel control then pressing Active on an attribute or the entire programmer will activate the associated channels to the value currently outputting on the whole system. Previously it would activate to the value on the console that the Active was performed on.

Users in Net Sessions

When changing to a new User, if the console is part of a Net Session and the same User is already in use on another console, then MagicQ forces other console to save settings before this one switches to the User.

In Net Sessions, individual consoles can be set to always start in a specific User. Set the Net Session Login name in Setup, View Settings, Multi Console. Note this is different to setting a Start User in the User table which can be used in single console setups.

In Net Sessions when Users are in operation (i.e. some consoles are logged in as Users instead of the Default User) then MagicQ maintains a User Main / Backup state for each User.

The User Main / Backup state is independent from the Net Session Master / Slave state. Any Master or Slave console in the Net Session can be the Main or Backup console for a User.

The Master console in the Net Session will continue to manage the show data sync and merge the channel control data together regardless of User Main / Backup state.

User Main / Backup automates the Channel control state (CC) for Users that are set with Channel control. The Main console for the User will have the CC set according to the Channel control in the User settings. The Backup console(s) will be set to CC-None.

There is expanded support for starting a User session with Channel control active.

Now supports starting with Group Channel Control and Active Control as alternatives to Last Active channel control.

On User login the following actions are taken:

None	No change to Channel Control
Group	CC-Group is set. Console takes immediate control of all channels in the Group

Last Active	CC-Last Act is set. If there are multiple Users in the session, any channels active in the Programmer or Playbacks are immediately made last active.
Active	CC-Act is set. Console takes immediate control of any channels active in the Programmer or on Playbacks

For Group Channel Control the Group to use is specified in the already existing Group field of the User table.

User Main / Backup can also be set to automate Playback sync for Users via a new User Sync option in Setup, View Settings, Multi Console, Playback Sync. When set to User Sync the User Main console will send playback sync information direct to the User Backup consoles in the net session. This will only affect consoles of the same User - info will not be sent to consoles running other Users.

The User Name and User Main / Backup state is displayed in the status bar after the Master/Slave state.

In Setup DMX I/O press SHIFT and MULTIPROG MAKE MAIN to make this console the User Main. Note that this option is only available when the console is in a Net Session and logged in as a User.

In the Execute Window, use ASSIGN SPECIAL, Net Sessions, Make User Main to assign a User Main button. The button will show red when the console is User Main.

In the Execute Window, use ASSIGN SPECIAL, Net Sessions, User State to assign a User Main status indication. The state will show red when the console is User Main and orange when User Backup.

Fade Curves

MagicQ now supports using User Curves in Cue fades. Support is provided in both normal Cues and in Group Cues. #0027733

User Curves are edited in the normal way using the Curve Editor or imported from CSV file.

If a User Curve is referenced, but not programmed then a standard ramp will be executed.

User Curves can now be used in FX, in Cue fades and as Dimmer Curves.

In the Curve Editor the Curves can now be removed from the show by using the REMOVE CURVE soft button. #0035393

Symmetric Fade Times

Support is provided for applying symmetrical fades in Cues without using the * shortcuts. This provides simple symmetric fades without the need to remember the * shortcuts. Fade time is determined by the selection of the Heads. Delay time is 0 for all Heads.

To do a symmetrical fade enter the syntax in the Prog Window, VIEW TIMES or Cue Window, VIEW TIMES:

<time1> THRU <time2> THRU

or

<time1> THRU <time2> THRU <time1>

For example, to do a 1 to 5 second fade into centre of the Head selection

1 THRU 5 THRU

Or to do 1 to 5 second fade centre out of the Head selection

5 THRU 1 THRU

The * shortcuts continue to be supported.

Execute Window Groups

Regions in the Execute Window can now contain multiple Groups to enable quick choice of which Group the Region is controlling. Only one Group is active at a time - this group affects all other items in the Region. By default the first Group in the Region will be the active Group. Pressing the Group will make that Group the active Group.

When there are multiple Groups in a Region then pressing any of the Groups within the Region does not select the Heads in the Programmer. If there is only one Group in a Region then behaviour is as before - pressing the Group selects the Group in the Programmer.

Note that the operation solos the Groups - when a Group is made active then all other Groups in the region are deactivated. This ensures only a single button press is required to change Groups. To create combinations of Groups create the combinations in the Group Window and copy into the Execute Grid.

Conditional Jumps

The Cue Stack macro J can now be used as a conditional jump.

J <step> / <variable> / <comparison> / <value>

Where the <variable> is

1	Var1	
2	Var2	Compares Var2 against Value
1001	Total Activate Count	Compares Total Activate Count against Value
1002	Total Active Time	Compares Total Active Timer against Value

The <comparison> is

0	Equal
1	Not Equal
2	Greater Than
3	Greater Than Equal
4	Less
5	Less Equal
6	Non Zero
7	Zero

Value is not required for the Comparison Non Zero and Zero

For example to jump to Step 10 if Var 2 is greater than or equal to 20

J 10 , 2 , 3 , 20

Conditional Jumps are always supported - MagicQ PC does not have to be unlocked.

If there are less than 3 parameters to the J command then it always jumps.

Channel Value Automations

Automations have been expanded with a new Channel Value automation type.

This enables automations to be triggered by changes in the Output Channel values of the console. This is similar to triggering on DMX input, but using the channel values calculated by the console rather than the DMX input values.

This can be used for Special FX such as DMX controlled flame FX, to activate a Playback whenever a channel is set to Output above a certain level in order to keep track of usage of that particular channel.

Curve Editor

The curve editor now has the ability to import/export curves via CSV files in the following format:

Range Row: The first row contains two columns for defining the Y-AXIS min/max range. The first column is the min value and the second column is the max value. The min/max range can be 0-255, 0-65535, or any arbitrary range, e.g., 0-100.

Data Rows: Subsequent rows contain the curve points data with up to a maximum of 256 rows supported. Each row has three columns: the first column is the X-AXIS with a value between 0-255, the second column is the Y-AXIS with a value within the defined range, and the third column is a boolean value indicating if the point type is a SPLINE (represented by '0' for No and '1' for Yes).

Example contents of a CSV file:

```
0,65535
0,0,0
48,32878,0
139,16245,0
188,40508,0
255,65535,0
```

Group Cues

Added the ability to program a Group Cue even when Group Cues is not enabled. To record a Group Cue, first clear the Programmer, then in the Group Window press the TEMP GROUP CUE soft button. TEMP GROUP CUE mode is indicated in the Status bar.

Subsequent activation and changes of Head attributes in the Programmer will use Group Cues and Group FX. The next record to a Playback will record as a Group Cue. After the Record the TEMP GROUP CUE is deactivated again. Pressing CLEAR or BACKSPACE also deactivates the TEMP GROUP CUE mode.

Note that pressing TEMP GROUP CUE when there is already data in the Programmer will not convert the data into Group Cue information - it will remain as Head information - therefore it is important to CLEAR the Programmer before selecting TEMP GROUP CUE.

Added support for removing unused Group Cues and Group FX from Cues in a show. In the Cue Store press SHIFT + REMOVE UNUSED GC. Group FX and Group levels that reference invalid Groups or Groups with no Heads are removed from the Cues. Note this only removes the levels and FX - it does not remove the Cues themselves. The Cues may become completely empty.

To remove the unused Cues press the REMOVE UNUSED soft button in the Cue Store.

Replacing Heads

It is sometimes necessary to modify Heads in the Head Editor without changing the show data programmed into Palettes and FX. This may occur when the original version of a Head file had an error in it. The Reload Head soft button in the Head Editor enables a Head within a show file to be reloaded with the latest version from the MagicQ library.

There is now a SHIFT + REPLACE HEAD soft button in the Head Editor which enables changing the data to data from a Head File with a different name - this could be useful if there are multiple versions of Head Files for a particular mode. The Head File replacing the Head File in the show must have the same number of channels.

An example could be where the original personality had a background colour on CTC and CTB, with the replacement file using functions with all colours on Cyan, Yellow and Magenta.

The Head file will be replaced with the new attribute assignment and channel options, but the data within the Palettes and Cues will not be changed. This ensures that any existing

programming in the show file will continue to work correctly - but if the Head is morphed then it will have a better chance of success.

Other Changes

The VIEW buttons in the Setup Window have been simplified to make access quicker and easier. VIEW SYSTEM now contains sub tabs for Wings, Media, Monitors and Users. The top soft buttons VIEW SETTINGS, VIEW SYSTEM, VIEW DMX I/O and VIEW STATUS are available in all Setup window views.

In the Setup Window, File Manager and Net Manager are now available in all views on soft buttons 13 and 14, making it much quicker to access these features.

The Network Console, USB links and Comms Links tabs in Setup, VIEW STATUS have been improved to use multiple columns.

Layouts can now be created with Cue Stacks window locked to a specific Cue Stack. Saving a Layout when the Cue Stack is locked will save the specific Cue Stack in the Layout. #0037727

When one DJ Deck is connected, it is set as the active deck and volume is set to maximum.

In Playbacks, VIEW LIVE, Col Tags have been added to the faders and button Playbacks. #0039538

When using the Prog Store and recalling Prog Store into the Programmer, pressing the Update button will perform the Update Only edit method rather than updating the Prog Store. This allows temporary saving/recalling of Programmer to the Prog Store and then using to Update other Cues. #0040340

When Inserting Heads into Group Grids use selected heads rather than all in the Group. #0039250

Added Crop Grid to Output Window, View Grid to only crop the outside of a Grid. This is different to Optimise Grid which removes all empty rows and columns from the outside and inside of a grid.

Improved DMX Scope to support freezing the capture. Added shortcut soft button from the Patch Window, VIEW CHANS to view the DMX Scope of the cursor channel.

Screen Save disable - previously this would get re-enabled on reset/power on. This has now been extended so that it only gets re-enabled on reset/power on if 7 days have elapsed since it was first disabled. This enables screen save to be disabled for longer shows and exhibitions.

The default time for Time To Live (TTL) in multicast packets is now 8 instead of 1. This affects sACN, ChamNet, MSEX, Pathport, OTP and PSN which can sometimes be blocked by some network switches. The TTL can be reverted to 1 by setting sACN type to TTL1.

When removing Cue Stacks from the Cue Stack Store or by removing Playbacks with the "Remove Cues Stacks on Remove Playback" option set then any associated TC Tracks are also removed.

The active mode for DJ Decks can now be changed to either: Highest Volume (Default Setting/Original), Master (Set on DJ Decks) or Highest BPM. #0039748

When copying timecode Cues within a Cue Stack in the Cue Stack Window adjust the timecode of the new Cues to be after the existing time code. If the Cue Stack is set to External then use the current received timecode if it is greater than the timecode of the Cue that we are moving after.

The options for the crossfade masters on the MQ500M Wing have been enhanced to enable them to be used as Speed Masters 5 and 6. The GO, PAUSE, FWD and BCK buttons on the MQ500M Wing crossfader now follow the chosen function of the Wing crossfade master. Previously they always duplicated the function of the main crossfader buttons. When the Wing crossfader is set to "No Function" the buttons now do not have any effect.

Net Manager now indicates when an Art-Net node is using DHCP for its IP address.

Added support for selecting Head Elements from part of one Head to part of another Head using the keypad.

A . B THRU C . D ENTER

For example, to set elements from element 3 of Head 4 right through element 6 of Head 7 use 3 . 4 THRU 6 . 7 ENTER. Head Element 3 onwards in Head 4 will be set. All Head Elements of Head 5 and 6 will be set. Head elements 1 to 7 of Head 6 will be set. Note that Head C must be a greater Head number than Head A.

Bug Fixes

Fix for HTP Stomping when raising Playback fader levels. Previously HTP Stomping only worked when activating the Playback using FLASH button, GO button or Execute. #0020734, #0034624

Fix for Int Window, View Masters. When changing fader levels the change was not taking immediate effect. #0029854, #0035563

Fix for Cue Stacks set as Group Masters when moving Groups. Previously the Group would be updated in the Cue Stack but the Cue steps would not be recalculated and would show as "No Steps". #0034840, #0034837, #0035018

Fix for Global Int masters on Heads with duplicated elements. #0035818

Fix for Int Window, View Masters - fader % was wrong on recent versions.

Fix for Custom fade curves in FX playing backwards. After upgrading, old show files using Custom fade curves in FX will need to have those fade curves modified as they will execute the curve in the opposite direction. #0027412

Fixed problem with loading fade User fade curves when loading large show files on initial start of MagicQ. Could cause other unexpected issues in the Cue Engine. #0040963

In recent versions the shortcut CTRL + SHIFT + DBO on MagicQ consoles incorrectly always

executed a console reset rather than a console shutdown.

Fix for generating auto groups in the Patch using Col Tags. #0036023, #0026515

Fix for Intensity Pixel Map FX not working when combined with base values. A workaround was to set the setting Intensity (HTP) FX can add,subtract = Yes. #0041391

Fix for using Random Step with Group FX. #0035561

Ignore disabled network adaptors when checking for network conflicts. #0040605, #0040826

Fix for loading shows with too many universes for the console set up. If the imported show included Groups with Head Elements that exceeded the number of channels set in the console then it could cause problems including resets. #0041423

DMX input automation didn't allow input of universes above 128 #0041128

Fix for when recording Cues to a Cue Stack using the keyword CUE in the syntax. #0038012

Stop play/go/activate playback from starting the TC Sim as it prevents using the TC Sim to check Cue Stacks. #0040744.

If a Prog Store was active when it was cleared then the Cue Stack in the Stack Store and Cue were not cleaned up correctly. #0040948

Fix for output view plan visual problem - boxes getting doubled. #0041310

Fix Window Layout - external monitor window selection not working on the MQ500M.

Fix for loading names with only spaces in them from show files. Previously the spaces would be striped out. #0031181

Fix for Clay Paky Volero Wave and other fixtures with tilt on multiple elements not being swappable. #0038989

Fix for Exec View Max changing between Grids using Exec Page Up / Down with different Window sizes.

Fix for Automations, Variable when using the comparisons equal and not equal, the value of the variable field was hidden, although could be set.

Fix for display of simple intensity fixtures without RGB or colour wheels in the Output Plan View. If the fixture did not have a gel set on them in the Patch (e.g. open white, or VDIM) then the fixture would not show up in the Output window. Occurred since refactoring to gel code. #0038608, #0039264

Fixes for vertical scroll bar jitter.

Fix for Layouts with fixed row windows not opening correctly. #0040898

Fix for Patch, View Chans when remote controlling from another MagicQ. #0041662

Fix for problem importing Palettes into a show whereby some of the existing Head in the Palette not being imported could get removed. #0035800

Fix for reset when selecting an inbuilt FX on a region with an empty Group. #0040920

Fix for reset with elements if elements in Personality were set incorrectly to colour web. #003794

Fix for showing dimmercurveuserX.csv curves correctly and new feature to allow import/export of curves. #0032843

Fix when importing .mvr file containing zero-dimensional room objects. #0041316, #0041636

Fix when importing .mvr file containing room objects with corners with invalid vertices. #0037948, #0040191, #0041001, #0041108

Fix for the MQ500M (Intel CPU) "Factory Reset" and "Erase Console" options locking up.

Fix for MQ250M losing MIDI messages when receiving multiple messages at the same time. Requires firmware upgrade to v0.13 of the Programming Panel. #0039739

Fix for copying Groups to Playbacks to create Cues - when using Net Sessions the Slave consoles were not correctly updated.

Fix for Importing Shows, Advanced and pressing Cancel. Previously the Cancel was ignored and the Import continued.

Fix for channel control of large numbers of universes in Net Sessions from a Slave console. Previously when all channels were changing then data from some universes might not get processed.

When using Hot Takeover Loop don't show an Art-Net Conflict for that Universe.

Fix for MQ250M playbacks frozen and second display blank when Execute in full screen. #0038813

Fix for recording/settings/moving last item (L144) in Layout window.

Fix for slow Net Sessions Playback sync response / CREP message handling when large number of Execute Grids and Grid items are defined.

When loading Timeline, the layer on the left-hand side is no longer duplicated.

Fix for DPI scaling of the UI on Windows OS. #0041732

Fix for colour values in Palette View. #0041993

Fix for Select boxes having erroneous text at the end of the options. Occurred after opening dynamic Select options like Setup, Audio Input / Audio Output.

Fix for MQ500M LED delay when using the "Blind" feature and encoder levels changing more slowly on the Programming Panel. Requires firmware upgrade to v0.15 of the Programming

Panel (310-023_V0.15.hex). #0040087

Fix for setting fade/delay times from Timeline Editor, that was not updating the Cue Engine until the Cue Stack was restarted / updated.

Fix problem where changing page with a Cue Stack set as a Speed Master to a normal Cue Stack did not load the Normal Cue Stack correctly. Now Cue Stacks as Speed Masters will get disabled if the Release on Page Change option is set, and enabled if the Active on Page Change option is set.

When setting values for attributes in Heads with elements, only activate the elements if those elements are selected. Previously only the selected elements would get set, but all elements would get activated in the Programmer.

On the DJ Deck Widgets, song lengths now display songs lengths up to 2 hours in length

When copying an active Playback with a TC track in (Unlinked) a copied TC track was created that has the TC track active. When copied the TC tracks in the copied Cue Stack are now inactive. The Cue Stack track key macro is also now named correctly to reflect the new Cue Stack.

In the Patch Window When choosing a Head, MagicQ now filters to the Head if it is already in the show, or otherwise changes back to All Heads. This ensures that any subsequent Edit Head will edit the recently chosen Head.

In MagicQ PC when changing from Stadium Panel to Normal Panel, if a Bank other than the first Bank of Playbacks was in use then it would not get changed back to Playback Bank 1 correctly.

When using Group Cues, if you remove a Group used in an active Cue Stack then the Cue Stack does not get updated. Only affected Cue Stacks with multiple Cues.

Fix for support of the iiyama ProLite TT2255MSC as external touch display for MQ50/MQ70 consoles. #0042394, #0039554

Fix for Compact and Mini Connect faders having a latency delay in the console faders. Requires firmware upgrade to v1.10. #0038430, #0041045

Fix for MQ50/MQ70 installation issue introduced in v1.9.6.0 that would give a -33 error at the end of the installation, if multiple installs were done without a console restart.

Fix for issue changing the Hostname on a MQ500M+ console that would give errors on console startup and shutdown. Hostname should be changed back to "mq500m" before installing this update, otherwise the update can take >15mins to complete.

Version 1.9.6.1

Bug Fixes

Fix for a memory leak in v1.9.6.0 when using some fixture personalities.

Version 1.9.6.0

New Features

Windows OS MagicQ PC updated from 32bit to 64bit

Support for Multiple Timecode Sources

MagicQ now supports multiple external timecode sources, with the addition of 10 additional timecode sources received over ChamNet from GeNetix GN5 and GN10 devices.

The operation of the main external timecode source remains the same - it is configured in Setup, View Settings, MIDI/Timecode with choice of incoming timecode protocol, including LTC, MIDI, Art-Net and ChamNet set by the Timecode Decode setting as before.

By default, GN5 and GN10 devices are set to the default ChamNet ID of "Def" (0) with ChamNet timecode sent to MagicQ and QuickQ consoles as the Default timecode source. When they are set to a ChamNet ID of 1 to 10 they will send timecode on that ChamNet ID.

The status of the incoming ChamNet timecode can be viewed in the Timecode/DJ tab in Setup, View System, View Status.

Cue Stacks now have a TC Source option in Cue Stack, View Options enabling them to listen to a different timecode source from the main external timecode. Cues Stacks default to the "Default" source. It can also be set to CH1 to CH10 to select timecode from a non default ChamNet ID.

The Timecode activate/release option in Setup, View Settings, MIDI/Timecode applies to Cue Stacks set to use the Default timecode and also to Cue Stacks set to use ChamNet ID 1 to 10. For each Cue Stack it will use the associated timecode source to determine activation and release.

In the Execute Window, Assign Special it is possible to assign items to show the main timecode and also for each of the timecode sources from ChamNet ID 1 to 10.

Note that on GeNetix and 10Scene Store the ChamNet ID also determines ID used for the close contact inputs on the 10Scene ports.

Support for Lyntec Products

MagicQ now supports for remote control and monitoring of up to 10 separate Lyntec relay or motorised break control devices.

MagicQ supports individual zone control on the 12 Lyntec zones, or individual circuit control on up to 210 breakers / relays per Lyntec device.

<!-- vale ChamSys.ChamSysTerms = NO -->

In Net Manger the VIEW LYNTEC enables configuration of connections to Lyntec devices and monitoring and changing of status of Zones on the Lyntec devices.

Connection to each Lyntec device is via TCP/IP. MagicQ stores an IP address, user name and

password to connect to for up to 10 Lyntec devices.

When connected, the Zone information shows the Zone name and status for each Zone. The status is On, Off or Processing. Pressing ENTER when the status is On changes the status to Off. Pressing ENTER when the status is Off changes the status to On.

In Net Manger the VIEW LYNTEC CIRCS enables monitoring and changing of individual breaker or relay circuits on the Lyntec devices.

<!-- vale ChamSys.ChamSysTerms = YES -->

When connected, the circuit name and status is shown for each circuit. The status is On, Off, Tripped, Faulty or Empty. Pressing ENTER when the status is On changes the status to Off. Pressing ENTER for status of Off or Tripped status will attempt to change the status to On.

The Automation window includes new Automation events for triggering events from changes in Breaker status

Event	P1	P2	P3
Breaker	Mode - on, off, both, tripped, faulty	Lyntec Device	Circuit

To simulate breaker events type testbreaker followed by Lyntec device ID, Lyntec circuit and then the Status. Status is 0 for breaker being turned Off, 1 for turning On, 2 for On and Off, 3 for Tripped and 4 for Faulty

The Automation window includes new Automation functions for setting the status of Lyntec zones and circuits:

Autom	F1	F2
Lyntec zone on	Device ID	Zone
Lyntec zone of	Device ID	Zone
Lyntec circuit on	Device ID	Circuit
Lyntec circuit off	Device ID	Circuit

The following Cue Stack macros are supported for setting the status of Lyntec zones and circuits:

H 11 / <Device ID> /<Zone> / <Status>

H 12 / <Device ID> /<Circuit> / <Status>

Status is 1 for On, 0 for Off

FX and Multiple Elements

The processing of FX with multiple elements has been improved when using Duplicated FX elements. Previously when using Random and other directions, the FX were always run

across all elements.

Random FX can now be used together with Parts and Segments. #0041205

The Prog and Cue Windows now support the ability to change the FX element type after the FX has been added. A new column Eles enables the change between Dup (Duplicated Elements), Inc (Included Elements) and Sync (Synced Elements).

Note that if a normal (non Group) FX is added using Duplicate elements for fixtures set to have Duplicated elements in the Patch it is not possible to subsequently change the FX element type as only the first element is stored in the FX. For fixtures with Independent elements, and for Group FX the FX elements can be changed at any time.

When applying FX from the FX window to selected Heads, MagicQ always applied the FX to all elements. Now respects the current selected elements. #0038132

Group FX using Group Grid

Added support for using Group FX to base the FX Spread on the Head layout in the Group Grid rather than the Group order. #0038853

In the Prog window, View FX and Cue Window, View FX the options for Group Spread have now been expanded to include Group Grid H, Group Grid V and Group Grid All. The options are now:

- Groups
- All chans
- Within groups
- Grid H
- Grid V
- Grid All

When set to Grid H or Grid V, MagicQ uses the Group Grid for each of the Groups in the FX to determine the spread. When set to Grid H, the position of each Head in each row of the Grid determines the Spread. When set to Grid V, the position of each Head in each column of the Grid determines the Spread.

When set to Grid All, MagicQ uses the whole Grid in order of Grid (top left to bottom right) for the spread instead of the recorded Group order.

Direction, including Centre In, Centre Out will work across / down the grid as expected.

A new Group Offset field has been added to the Prog, View FX and Cue, View FX windows. The Group Offset is applied between the different Groups in a Group FX when the Group Spread is set to "Within Groups". It is also used as an offset between the rows when using a Group Spread of "Grid H" and between the columns when using a Group Spread of "Grid V". It has no effect for FX on individual Heads.

By default the Grids will use the Grid Group specified, but if a Grid ID is specified then it will

use that Grid ID instead, resizing the grid to only encompass the Heads that are in that Group.

Group Grids and Inserting into Grids

Group Grids for Heads with multiple Functions now only include the elements used by the particular Group. For example, considering a strobe fixture with Beam and Plate functions, the Group Grid for the Group with just the Beam Function would only have the Beam elements in it. This enables Pixel Map FX to be run nicely over just the BEAM pixels without any gaps.

When inserting into User Grids if elements are selected in the Programmer then only those elements of the Heads will be inserted into the User Grid. This enables creation of User Grids using only particular functions of Heads.

Heads with Duplicate elements can now be inserted into 3D Grids. Previously only the old multi element heads were supported on 3D Grids.

Net Session items in Exec Window

Five new items have been added to Assign Special to help with control and monitoring of Net Sessions.

- Take Control and Release Control can be used to quickly change Master/Slave in a Net Session.
- Force Last Act is used when Last Active channel control is in operation. This forces all channels of the selected heads to be actively controlled by the console as if they had been touched by the user. This enables channels from the output to be quickly brought back to a particular console without changing playbacks or programmer.
- Num Consoles. This indicates the number of consoles that are in the Net Session of the console. It shows active when more than one other console is connected in the Net Session. It can be used to quickly determine that a console is missing.
- Console State. This shows the state of the specified console in the Net Session. Users can assign an item for any console on the network within the same Net Session including this console. It shows active if it is this console or when another console, when there is a connection to it. It will show inactive within five seconds of the connection to the console being lost.

IGMP Querier Settings

Changes have been made to the inbuilt IGMP Querier and the IGMP Querier setting in Setup, View Settings, Network.

On MagicQ consoles, by default the inbuilt IGMP Querier now sends IGMP Query messages with the Router Alert option in the IP header. Previously the IGMP Query from these consoles did not include the Router Alert option. It is possible to revert to Query messages without Router Alert by selecting the "No Router Alert" instead of "Normal" for the IGMP Query setting. This may be useful for some fixtures that do not respond if the Router Alert is included, in particular some Chauvet Maverick fixtures.

On MagicQ PC Windows and Macs, when enabled via the "Force Enabled (PC Only)" option, MagicQ always sends IGMP Queries with the Router Alert option.

When set to "Normal", the MagicQ IGMP Querier sends Query messages regardless of other IGMP Queriers on the network. This provides a brute force approach to ensuring there is always an active Querier on lighting networks, which often do not have network routers with active IGMP Queriers.

The "Normal, Detect" option can be used to modify the behaviour so that the MagicQ IGMP Querier detects other Queriers on the network, and refrains from sending IGMP Queries if there is another IGMP Querier on the network with a lower IP Address. This matches the IGMP V2 specification behaviour more widely used on standard (non lighting) networks.

DJ Deck Audio Channel Configuration

A Channel routing table has been added to MagicQ to allow you to control active decks using an alternate channel from the "Default". Originally DJ Decks were only able to be controlled using the matching channel, E.g. DJ Deck 1 could only be controlled using channel 1 on the DJ Mixer.

In MagicQ, in the MIDI/Timecode tab of the Setup Window there are four configuration slots for each active deck that can be set "Default", where the channel number will be the DJ Deck number. The channel can also be set between 1 to 6. If the Mixer that is being used does not have a channel that has been set for a DJ Deck, MagicQ will not receive data for this channel.

DJ mixer channel routing table to allow active deck be controlled by different channels from the decks default assigned channel.

DJ Layers are more clear when they are missing data and what data is missing when provided by external software, such as ShowKontrol and Pro DJ Link Bridge.

DJ Layers are more reliable when receiving metadata and external DJ deck information. Leading to DJ Layers being populated correctly.

DJ Layers no longer display previously loaded songs from external DJ decks.

Top Soft Buttons

The number of top soft buttons has been expanded to 16 on all consoles and on MagicQ PC/Mac. Previously only Stadium consoles had 16 top soft buttons, with the extra 4 buttons being mostly unused. All 16 top soft buttons will start to be used more fully in this and future software versions.

In Setup, View Settings, Windows the Layouts Always Active option has been renamed Soft Buttons Mode. The options are now:

- Normal
- Layouts Always Active
- 12 top

- 12 top, layouts

By selecting one of the 12 top options MagicQ reverts to 12 top soft buttons and the extra 4 soft button functions are available via ALT and top soft buttons 1 to 4. With only 12 top soft buttons some functions will not be easily discoverable without pressing ALT.

In the Patch Window, ADD VDIM And REMOVE VDIM are now on soft buttons 12 and 13 as well as being on SHIFT, to make them more discoverable.

Fixture Functions

Support for multiple functions in fixtures has been improved.

All the elements within a function can be selected from the keypad using double dot syntax:

<head no> . <function> . <element>

The element is the element number within the function starting at 1 regardless of the element number where that function starts in the functionality. The element can include + and THRU to select multiple elements. The function must be a single function number.

Note if Keypad Always Selects Heads = No then replace the ENTER with @ @ in the examples below.

. 1 . ENTER	Select all elements of function 1 for selected heads
10 . 1 . ENTER	Select all elements of function 1 for head 10
10 . 1 . 2 + 4 ENTER	Select elements 2 and 4 of function 1 for head 10
10 . 1 . 2 THRU 5 ENTER	Select elements 2 through 5 of function 1 for head 10

Intensities can be set in the same way:

. 1 . @ FULL	Set all elements of function 1 for selected heads at full
10 . 1 . @ FULL	Set all elements of function 1 for head 10 at full
10 . 1 . 2 + 4 @ FULL	Set elements 2 and 4 of function 1 for head 10 at full
10 . 1 . 2 THRU 5 @ FULL	Set elements 2 through 5 of function 1 for head 10 at full

In the Group Window there is a new SELECT FUNCTION soft button to easily select all the elements from a particular function.

When selecting Groups in the Group Window with elements then if more than one Group is selected the elements from each of the Groups will be applied to the individual heads using

Head Elements. This allows selection of fixtures with different elements and functions.

Setting Intensity FX

When using Group Cues, Intensity FX between two levels can now be set from the keypad and viewed and edited in the Programmer Window, View Levels. Previously this was only supported for individual Head Cues. #0031325

Examples of syntax supported on the keypad are:

GROUP 2 @ 10 THRU 20 Set Group 2 with an Intensity FX between 10% and 20%

5 @ 70 THRU 90 Set Head 5 with an Intensity FX between 70% and 90%

When setting intensity FX between two levels MagicQ respects the add mode of any existing FX. If no FX exists then a Dimmer Chase is added using the "Plus" add mode.

The Cue Window now supports viewing and setting of Intensity FX directly into the VIEW LEVELS view. This was previously only supported in the Programmer Window. Unlike in the Programmer Window, Cues must already contain an Intensity FX for the required Group or Channels.

A correction has been made when entering levels from the keypad. In recent version the top levels entered were incorrectly processed.

Palette FX

FX based on Intensity Palettes are now supported. #0027331, #0040412

The following inbuilt Intensity FX using Palettes have been added:

- 2 Intensity
- 2 Flicker
- 2 Flicker Sync

The old FX that used fixed Palette IDs are now automatically converted to the newer (since 2014) Palette FX where the Palettes are chosen when the FX is applied. In the Head Editor the Use Palettes and Use FX Palettes options have been combined into one option. Shows using the old Palette FX will be converted when they are loaded.

Tracker Palettes

It is now possible to update and edit XYZ Palettes. The positions of Heads can be updated in the Palette and new Heads can be added in. If Focus Pos or Focus Line is active then the XYZ positions in use for the Focus Hold / Focus Line for the selected Heads are used, otherwise MagicQ converts the pan and tilt values from the Programmer for the selected heads into XYZ values.

Palettes can be converted from Normal to XYZ Palettes and also from XYZ to Normal Palettes through the SET TRACKER soft button in the VIEW PALETTE window. There may be a small

percentage change when converting.

It is now possible to rezero a XYZ palette around x=0, z=0. Use the "REZERO XYZ PALETTE" soft button in the Palette View window. This resets the XYZ position of the Palette to 0/Y/0, adjusting the X and Z offsets for each Head accordingly to keep the same actual XYZ position of each Head. This makes it easier to understand the offsets in the Palette View as they are all based around 0/0/0. It does not make any difference to the Output.

XYZ Palettes can now be moved to a different place in the Pos Window without affecting the output.

Soft Palettes

Palettes in the Intensity, Position, Colour and Beam windows can now quickly be set and unset as Soft Palettes.

Soft Palettes are identical to normal Palettes and can be used just like any other Palette on MagicQ.

When copied into the Exec windows, since they are marked as Soft Palettes, they will automatically be set with Exec Button Type of Soft. The Execute window can then automatically change the content of the Soft Palette as in previous software.

Select some Heads and then press SET SOFT.

If the Palette exists already then MagicQ sets it as a Soft Palette.

If the Palette does not exists then MagicQ creates a Palette based on the current contents of the Programmer. If the Programmer is empty then MagicQ creates a Palette with the Locate values for the currently selected heads, appropriate to the particular Palette window - Intensity, Position, Colour or Beam.

MagicQ names the Palettes appropriate to the window - for example in the Colour Window it will name the first soft Palette "Soft C1" and the second one "Soft C2". MagicQ gives them a RGB icon.

Soft Palettes are marked with a "S" in the top right of the item.

Press SHIFT + UNSET SOFT to clear the Soft Palette attribute of the Palette. Note MagicQ will retain the name and icon.

When MagicQ loads older show files it will update the Palettes in the Int, Pos, Colour, Beam windows to show any already used as Soft Palette in the Execute grids.

Multi Touch Support

Multi touch support has been improved for the spreadsheet/boxes views.

Multi touch support can now be enabled and disabled in Setup, View Settings, Hardware. Note that it is necessary to restart after changing this option.

By default multi touch support is enabled for consoles and disabled for MagicQ PC (Windows, Linux, Mac). Previous versions of MagicQ did not support multi touch on MagicQ PC.

Spreadsheet and boxes views support two finger horizontal and vertical scrolling.

Pinch zooming is supported in the Output window, Plan View.

The Plot, Vis, Timeline, Colour Picker and Help windows continue to support multi touch.

Multi touch is also supported on MagicQ PC when using remote control to another MagicQ console.

Cue Stack Variables

MagicQ now supports Cue Stack activation counts, Cue Stack total activated time (through multiple activates) and user variables.

These can be useful for creating Cue Stacks with a limited total activation time for controlling smoke/CO2/fire effects and for creating game show logic.

Each Cue Stack has:

Total Activate Count	Number of activates of this Cue Stack
Total Active Timer	Total time Cue Stack has been active (including over multiple activates)
Var1	User variable range 0..4,294,967,295
Var2	User variable range 0..4,294,967,295

These values are stored when a show file is saved, so persist over shut downs and restarts. They can be viewed and edited in the Activate/Release tab in the Cue Stack window, VIEW OPTIONS.

The Total Activate Count, Total Active Timer, Var1 and Var2 can only be changed in the Cue Stack options by Super Users. They can be changed by Cue Stack macros and by automations regardless of the current User, enabling automated logic to be created.

Each Cue Stack can now be disabled and enabled from the Stack Store. Cue Stacks are enabled by default and require confirmation before being disabled. When disabled, Cue Stacks will not active, and are shown as disabled in the Cue Stack window, the Stack Store Window and when assigned to Playbacks. If an Active Cue Stack is disabled then the Cue Stack will be released.

In the Stack Store press SHIFT + ENABLE ALL to enable all Cue Stacks.

Cue Stacks can only be enabled and disabled in the Stack Store by Super Users.

Cue Stacks can be enabled and disabled by Cue Stack macros and by automations regardless of the current User.

The following Cue Stack macros are now supported:

VA 0 / <Variable> / <Value>	Set Cue Stack Variable to Value
VA 1 / <Variable>	Reset Cue Stack Variable to 0
VA 2 / <Variable>	Increment Cue Stack Variable
VA 3 / <Variable>	Decrement Cue Stack Variable
VA 10 / <Playback No> / <Variable> / <Value>	Set Cue Stack Variable on Playback to Value
VA 11 / <Playback No> / <Variable>	Reset Cue Stack Variable on Playback to 0
VA 12 / <Playback No> / <Variable>	Increment Cue Stack Variable on Playback
VA 13 / <Playback No> / <Variable>	Decrement Cue Stack Variable on Playback
VA 18 / <Playback No>	Enable Cue Stack on Playback
VA 19 / <Playback No>	Disable Cue Stack on Playback
VA 20 / <Cue Stack id> / <Variable> / <Value>	Set Cue Stack Variable to Value
VA 21 / <Cue Stack id> / <Variable>	Reset Cue Stack Variable to 0
VA 22 / <Cue Stack id> / <Variable>	Increment Cue Stack Variable
VA 23 / <Cue Stack id> / <Variable>	Decrement Cue Stack Variable
VA 28 / <Cue Stack id>	Enable Cue Stack
VA 29 / <Cue Stack id>	Disable Cue Stack

Where Variable is:

1	Var1
2	Var2
1001	Total Active Count
1002	Total Active Timer

When incrementing Variables the maximum value is 4,294,967,295. When decrementing Variables the minimum value is 0. Total Active Count and Total Active Timer can only be reset to 0. They can not be set to values, incremented or decremented.

Cue Stack variables can be used in Cue Stack macros in place of specific values by using the \$ symbol followed by the Variable number above. When the Cue Stack Macro is executed the current value of the Variable is substituted into the Cue Stack Macro.

For example, to activate a playback based on the Playback number held in Cue Stack Var1 use:

A \$1

To activate a range of playback numbers based on Cue Stack Var1 and Var2

A \$1 THRU \$2

The variable can also be used in Serial, Ethernet and MIDI messages by using the \$ symbol for a binary value or \$t for a text value. For example, if Var1 is 10 then the Cue Stack macro Y

\$t1,"A" will send "10A" on the Ethernet.

The variable can be used in the parameters of OSC messages - to send a play a video message with four parameters, Var1, 100, 200 and Total Active Count use:

K/play/video/\$1,100,200,\$1001

The following new automations functions are supported:

Stack set var	Cue Stack Id	Variable	Value
Stack reset var	Cue Stack Id	Variable	
Stack inc var	Cue Stack Id	Variable	
Stack dec var	Cue Stack Id	Variable	
Stack enable	Cue Stack Id		
Stack disable	Cue Stack Id		

Where Variable is Var1, Var2, Total Activate Count or Total Active Timer

The Stack enable / disable function will show the current enabled/disabled state of the Cue Stack in the Status field.

The new automation trigger type of Variable has been added. This enables mathematical calculations to be performed on variables to trigger events when Cue Stack variables change.

Variable	Cue Stack Id	Command	Comparison	Value

The Command can be:

Var1	Compares Var1 against Value
Var2	Compares Var2 against Value
Total Activate Count	Compares Total Activate Count against Value
Total Active Time	Compares Total Active Timer against Value
Activate Count, Var2	Compares Total Activate Count against Var2
Active Time, Var2	Compares Total Active Time against Var2
Var1, Var2	Compares Var1 against Var2

The Comparison can be:

Equal
Not Equal
Greater Than
Greater Than Equal
Less

Less Equal

Non Zero

Zero

When Comparison field is Non Zero or Zero the Value / 2nd Variable is ignored.

When comparing against Total Active Timer the Value is in seconds.

The automation will be triggered when the respective variable first meets the comparison. It will only be retriggered again once the comparison has again when the comparison has been not met. For example if the trigger is set when Var1 is greater than 10 then it will trigger when Var1 is 11. It will then not trigger again until Var1 has been less 10 or less, and then goes to 11 or above again.

Displaying Cue Stack Variables in the Execute Window

The status of Cue Stack Variables can be viewed in the Execute Window using the ASSIGN SPECIAL, Timecode + Clock + PB.

The new assign items are:

*Playback Tot Activate Count *Playback Tot Active Time *Playback Var1 *Playback Var2
*Playback Var2 minus Tot Activate Count *Playback Var2 minus Tot Active Time *Playback Var2 minus Var1 *Cue Stack Tot Activate Count *Cue Stack Tot Active Time *Cue Stack Var1
*Cue Stack Var2 *Cue Stack Var2 minus Tot Activate Count *Cue Stack Var2 minus Tot Active Time *Cue Stack Var2 minus Var1

For the Var2 minus options above the Exec button type can be set to a Pie Chart or a Level to give a graphical indicator of the % remaining from the chosen Variable to Var2.

Cue Stack Variable Example

For example, to create a Cue Stack which can only fire CO2 for a total time of 30 seconds:

Create the Cue Stack with the required programmed output as normal on PB1, noting the Cue Stack ID.

In Cue Stack, Options, Activate/Release set Var2 to 30.

In an Execute Window ASSIGN SPECIAL, Playback + Stack, select Playback Var2 minus Tot Active Time, and select PB1. Set the Button Type for that Exec Item to Pie Chart.

In Macro, VIEW AUTOM insert an automation with type of Variable, the Cue Stack on PB1. Set P2 to Active Time, Var2, and set to GREATER. Set the Function to Stack Disable and select the Cue Stack on PB1.

The Playback can now be used for a maximum of 30 seconds before it will be disabled by the automation. The Execute window will show the number of seconds remaining.

Once disabled, it can be reset by setting the Total Active Timer to 0 in the Cue Stack, VIEW

OPTIONS and re-enabling the Cue Stack in the Stack Store. This could also be automated onto a Cue Stack Macro or automation.

To change the amount of CO2 time allowed just change Var2 for the Cue Stack to another value.

Firmware

This release includes v1.09 firmware for Compact & Mini Connects. v1.09 firmware together with MagicQ v1.9.6.0 fixes an issue with the input levels and frequency bands on the S2L Audio input. #0038386, #0039156, #0041168

This release includes V1.54 front panel firmware for MQ80 consoles that together with MagicQ v1.9.6.0 improves the Audio S2L BPM detection.

This release includes V1.54 MIDI controller firmware for MQ500(M) consoles that together with MagicQ v1.9.6.0 improves the Audio S2L BPM detection.

This release includes V0.12 programmer panel firmware for MQ250M and Stadium Connect consoles that together with MagicQ v1.9.6.0 improves the Audio S2L BPM detection.

Other Changes

When adding single channel VDIMS to a Head they are now named as VDIMS instead of Dimmer.

Make live macro return motorised faders to their previous level after recording a live macro.

Add soft button to reset Intensity Masters in the Intensity Window, View Masters. Press RESET MASTER to reset the Master at the cursor selection to default value 100%. Press SHIFT + RESET ALL MSTR to reset all intensity masters and all group intensity masters.

When using Exec Max, MagicQ resizes the Windows when changing between Exec Pages if the Window sizes for different Exec Pages are set to different sizes.

When using the VIEW ITEM soft button in the Exec Window to view Macros and FX it now shows the data view of the contents of the Macro or FX.

Adding Move When Dark indication to the Timecode + Clock + PB options in the Exec Window, Assign Special. This shows active when a Move When Dark is active on any Playback and goes inactive when the Move When Dark is complete.

When getting values from Palettes if the channel is not in the Palette then return default value for that channel rather than 0. This ensures that when using Group Cues the channels are set to their default value rather than 0 if they are not in the Palette.

<!-- vale ChamSys.RepeatedWords = NO -->

When setting intensities from the keypad FULL FULL is treated as FULL ENTER. When auto enter is set to no, this enables 1 @ FULL FULL to be executed immediately without pressing ENTER.

<!-- vale ChamSys.RepeatedWords = YES -->

Holding the SELECT button and pressing an item in an Execute Window performs a VIEW ITEM on that item.

When using Stadium Connect the ENC button to shift encoders is now reset when changing window or clearing the programmer.

In the Cue Stack Window, VIEW TC it is now possible to remove a TC TRACK without removing it from the Macro Window. Press SHIFT + UNASSIGN TRACK. #0036462

Improve Import TC detection of Audacity files. Files delimited with tabs instead of commas are treated as Audacity.

Improved Import TC to accept CSV files delimited by semi colons rather than commas.

In the Plot Window, Focus Hold will now use the position where the first selected Head is pointing as its starting point.

Add console shortcuts ALT + CTRL + CURSOR RIGHT and ALT + CTRL + CURSOR LEFT to page fully left and fully right quickly.

It is now possible to output either all sACN universes or all Art-Net universes to the Control Network. In Setup, View Settings, Network set Net Host Options to either sACN on Control Net or Art-Net on Control Net.

DJ Decks can be auto detected on startup and when connection is lost to external DJ software. This can be changed at SETUP → MIDI / Timecode → Auto Detect DJ Decks.

A new PSN Function option has been added to Setup, View Settings, Network to enable setting of PSN related options including whether PSN Tracker data is received starting from PSN Id 0 or PSN Id 1. This supersedes the use of the OTP Function which was used for both OTP and PSN functions. The options are:

- Normal PSN 0
- Normal PSN 1
- Vis Object (tx) PSN 0
- Vis Object (tx) PSN 1

Reworked RDMNET in Net Manager to show both RDMNET Clients and Endpoints.

Added support for the THRU and + on the third parameter as well as on the first parameter of Cue Stack Macros. This enables activating and releasing multiple Execute Items using the E0 and F0 macros. #0026973, #0032218, #0040667

Improved editing of last text fields within the Head Editor.

Added support on Stadium consoles / Stadium Connect for backlit LEDs to go red to show supported CTRL functions when CTRL is pressed similar to when ALT is pressed.

Added new CTRL + SETUP shortcut for opening the Net Manager window. This operates in a similar way to CTRL + COL which opens the Col Picker window.

Added GeNetix V2.00 firmware files to installer.

Bug Fixes

Fix for Group Cues fanning from Palettes. This would not work from Palettes in Regions in the Execute Window.

Fix for Group Cues activating values in Programmer from Cues - Head Inverts were not applied correctly.

Fix for Group Cues updating fan of hard values - now the fan is brought into the programmer as per the active Cue.

Fix for converting Cues to Group Cues in the Cue Store. RGB fixtures that had hard colour values (i.e. not Palettes) were converted incorrectly. Cues that used Colour Palettes were unaffected.

Group Cues - Clear Selected now clears Group FX for the selected Groups. #0037725

Prog Window - not showing Group FX correctly if the Group contained Heads that did not have the FX attributes.

Fix for using pan and tilt invert on fixtures with Group Cues in operation. After recording a Palette and then using encoders to modify the Palette or to create another Palette based on that Palette the invert would be incorrectly applied. #0039378

Fix for updating Cues with Group Cues enabled using the Update only method. Previously an update to the Cue (without updating the Palette) would not work correctly.

Changing the content of a Group did not refresh the Group FX / Group Cue display in the Cue Window.

Fix for refreshing Cue and Prog windows after changing contents of a Group.

Merging of Cues with Group FX or Group Cues when Importing did not work correctly.

Fix for Speed Masters when controlled from a fader - when fader is moved to 0 the Speed Master was Halting but BPM rate was still showing a rate. Also, linked Speed Masters did not correctly halt. #0038205

If the Setup option Use First Free Cues, Stacks, Palettes is set to No, then after loading a show or starting a console MagicQ will start recording Cue after the last used Cue from the loaded show file. Similarly it will record Cue Stacks after the last used Cue Stack in the loaded show file. Previously it started from Cue 1 and Cue Stack 1.

Fix for Stadium console Cue fader modes. Heads with multiple intensity elements were not controlled. Also fixed issue with the fader response when the Head was the first Head in the Cue.

Fix for using the on screen keyboard when choosing heads to patch and filtering manufacturers. Previously when pressing ENTER on the keyboard it would select an incorrect manufacturer.

Fix for keyboard macros run with Immediate Timing that use soft buttons to open windows.

Fixed issue with inserting at the end of keyboard macros. #0036914

Corrected the inbuilt key macro Record Merge Cue Only. #0035398

Fix for Palette based position FX (such as 2 Pos FX) used with Centre In / Centre Out. MagicQ was applying an invert.

Update multi console Channel Control selected head after Including Heads with Include Selects Heads = Yes.

Fix for pin not working on the Cue Stack audio layer in the Timeline window. #0039325

Fix for "Run In Execute Window" when set to "Current Grid". After shut down and restart, MagicQ was not remembering the current grid correctly. #0039344

Fix for "Run In Execute Window" where after exiting Exec Max and loading a show the windows would be hidden.

MagicQ now rejects a patch command if the number of Heads to patch is more than the total channels of the console. Previously it just patched 1 Head.

Fix for reset when removing all heads from a particular head type in the Patch Window, View Heads. Only affected recent software versions.

Fix for upgrading Stadium Connect Playback firmware from Hardware tab in Setup, View System, View Status. Also fixes to correctly show the available firmware in the Hardware tab.

In Net Sessions, when a Slave took control and became the Master, Undo did not work on that new Master. Also when changing from Slave to no Net Sessions.

Fix for reset when using Intensity Wheel as a scroll wheel when no windows are open. #0039490

Fix for reset on import of MVR when channels are out of the range of the number of console universes supported on the console.

Fix for import of MVR fixture IDs to strip any # in the ID.

Fix for import of MVR from Vectorworks to use channel count if provided.

Fix for timecode Cue Stacks not executing the first step correctly. If timecode was not greater than 1st step when activated then the 1st step Macros and other items would not be executed.

Fix for reset caused when removing specific attributes from a Group Cue in the Cue Window.

Fix for reset when tapping time with Playbacks that Block FX. #0039730

Fix for display issues when Heads with VDIMs are patched using Generic VDIM personalities with more VDIM elements than the main fixtures have. #0038790

Fix for MQ500M Wing where sometimes there is misalignment of Playback legends to the faders.

Fix for MagicQ not working on Debian 12. #0039001

Fix for "Select user" window not showing if console is locked on startup. #0037895

Fix Output View, View Chart to show input data correctly when set to View Inputs rather than View Outputs.

Fix for activating 16 bit attributes in the programmer when using Patch offsets. The activated value would be slightly incorrect.

Fix for duplicate timelines showing initially in a new show. #0039734

Fix for ping to console IP address not working. #0039371

Fix for backup to USB saving also XHW when extra files mode is set to manual. #0039986

Fix for using Pro DJ Link Bridge where track data would be missing/incorrect, missing waveforms and BPM data being incorrect.

Fix for Select Dialogs with multiple option selection when used over Remote Control such as selecting attributes for the Make FX function. In previous versions the indication of selected boxes on the controlling system was incorrect making it difficult to use.

Fix for Playback legends going dim in some shows. Only occurs if 3 Cues are being shown in the Playback legends. Relates to the Cue text for the bottom Cue (i.e.current Cue + 2). If total text line including the Cue ID and the Cue name are greater than 19 characters then this issue will occur. #00040232

Fix for loading some old FX libraries that had an incorrect FX 0 in them.

Fix for 16 bit colour attribute display issue. #0040250

Fix for using Cue Stacks using Cue Only and release times for the Cue Stack. The release times for the Cue Only Cues were being ignored.

Fix for not being able to set the screen resolution of MQ250M external monitor. #0040156

Fix for waveform not drawing correctly on DJ Layers. #0037352

Fix for MIDI notes received over ChamNet - the MIDI channel received was incorrect. This caused Automations on specific MIDI channels to work incorrectly. Automations on all MIDI channels (Channel = 0) were handled correctly.

Fix for copy and pasting from MagicQ into other programs where the text field being copied was longer than 40 characters.

Fix for issue where when OTP protocol was enabled then changing any other network setting stopping output of sACN.

Fix for sACN sync outputting on incorrect multicast address (+1).

Fix for E0 Cue Stack macro not activating last item in an Exec Grid. #0031314, #0031808, #0039623

Fade times now work on both A and T Cue Stack macros regardless of whether Fader Activates Stack = Yes. Previously they would not work if Fader Activates Stack was set Yes. #0037311, #0040354

Fix for timed Intensity faders fades using Intensity Palettes on Group Grids using the Group Grid shortcuts. #0033629

MagicQ was not recognising the Auto Groups already existed if the combined name including Function name was more than 15 characters. #0038513

Support for inserting Duplicate Heads into 3D Grids. #0024622

Fix for "//" message not displayed for a readable amount of time. Display increased from 1s to 10s. #0039880

Fix for upgrading MQ500M V2 display controller - was incorrectly reporting needed CH355. For single display port controllers, these are not firmware upgradeable and this is no longer allowed.

Fix/Add case handler for starting the actual Wifi tests in Single step mode. Also the Wifi 5g test was removed from the MagicQ Rack and MagicQ DIN test runs. #0040158

Fix for merging in shows with Palette FX when the merge options are set to merge Heads but not Palettes. #0040361

10Scene Gateway - in Net Manager show with 0 ports, and correct shown options. #0027492

10Scene Zones - when going from Manual to Auto clear all the Manual specific data including passwords, Wall Plate ranges etc... #0026760

Fix for selecting Head Elements from a Grid is not set to Multi Element. Previously it used the older Element selection rather than the Head Element selection.

Fix for converting normal FX to Group FX - FX using VDIMs did not convert correctly.

Fix for setting DMX channels using the * keyboard syntax. In most windows this was not working correctly, not setting values at all, or setting % rather than 0.255 values.

Fix to force to VIEW PALETTE before processing Palette keypad commands. #0039424

Fix to ensure that Vis output gets enabled immediately after configuring it. Previously after setting Visualiser Type in Network Settings it may have been needed to force universes enabled or reset the software.

Fix to prevent reset when recreating heads index. #0040623

Fix for MQ50/70 supporting external touchscreen displays with Unicode characters in the name. #0039554

Fix for when a Denon DJ System is connected and Denon StagelinQ is turned on causing MagicQ to crash.

Fix to avoid tap masters with DJ BPM updating every beat unless the BPM has changed. Previously it was updating every beat and causing one shot FX not to fire.

Fix for sequential Cues in a Cue Stack with the same Group FX, but with direction set to Rnd. The FX would restart when stepping between the Cues. #0041152

Fix for duplicate heads with individual elements FX set. Pressing 'Undo' was causing head to then behave as duplicate elements. #0040951

Fixes for problems with multiple elements when using Group Cues / Group FX - sometimes FX or fans would only affect the first element. #0034710

Fix for selecting multiple Groups with different element selections causing attributes not to work as expected. #0039543

Fix for synchronisation of the inbuilt Group Masters between consoles in Net Sessions. Intensity Masters were synced ok.

Fix for issue where after changing the IP address of the console or other network settings, the console might not accept connections from the Master console.

Fix for accessing the MagicQ Web Server on Mac crashes MagicQ. #0040676

When in a Net session, Preset intensities were not synced to the other consoles. #0028908

When disabling Net Sessions on a Master console it now ensures all channel control is taken back from Slave consoles. #0024954

Fix for receiving multiple timecode sources into MagicQ. If the main timecode decode was set to Art-Net then no ChamNet timecode would be processed. If main source was set to ChamNet then ChamNet source 0 would be received as the main, and ChamNet 1 to 10 would be received correctly as the additional sources. Fixed now so that it will process timecode from ChamNet sources 1 to 10 regardless of the main timecode setting.

Fix for displaying Col tags on the Playback legends when using Bank 2 or higher. #0037572

Fix to show Col Tags for dimmers in the Group, View Heads window. Note that if a Gel is set for the dimmer then the gel is shown in preference to the Col Tag. #0027288, #0041183

Fix for staring in Exec window with empty grid. #0035978

Fix for using PB1..10 in Automs when in Core Mode triggered by Scheduled event and other internal events. Previously no PBs were supported from Autom events in Core Mode. A work around was to trigger Cue Stacks instead of Playbacks. #0032843

Fix for Last Active channel control when using Heads across multiple universes.

Fix problem where Cues would not execute correctly if you activate a Cue Stack with a single Cue in it, then record a 2nd Cue to the Cue Stack whilst the first Cue is still active. Affected v1.9.5.1 and above. #0040200, #0041051

Version 1.9.5.x

Version 1.9.5.6

Added support for MagicQ Rack + DIN products.

Bug Fixes

Fix for not being able to set the screen resolution of MQ250M external monitor. #0040156

Fix for issue where when OTP protocol was enabled then changing any other network setting stopping output of sACN.

Fix for sACN sync outputting on incorrect multicast address (+1).

Fix for DMX output for Compact and Mini Connect consoles on Ubuntu Linux OS. #0040315

Version 1.9.5.5

Bug Fixes

Fixed an issue where reopening the Timeline window causes a reset with a large number of graphical items when zoomed out. #0039157

Fixed an issue with sACN with some (non ChamSys) nodes that rejected recent support for sACN sync. Affected 1.9.5.4 and above only with sACN Type set to Normal or Sync.

Firmware Changes

SnakeSys firmware version changed from v021A to v0220 for B4, R4 and T2 devices.

Added GeNetix firmware V1.04 for GN5 and GN10 support.

Version 1.9.5.4

New Features

Support for GeNetix Nodes

Support for GeNetix nodes has been added in this version. This includes GeNetix GW20, GW2I, GN2, GN5 and GN10.

GeNetix nodes can be fully configured from VIEW CHAMNET in Device Manager, including configuring of device and port parameters and the storing and retrieving of Scenes.

GeNetix GN2, GN5 and GN10 can be connected to MagicQ either via USB or over network. USB connection takes priority over network connection. GeNetix GW20 and GW2I are network only.

GeNetix GN2 unlocks MagicQ into Reduced mode when connected via USB or network. GeNetix GN5 and GN10 unlock MagicQ fully when connected via USB. When connected through network the GN5 and GN10 unlock MagicQ into Reduced mode.

GeNetix nodes can be upgraded from Device Manager when connected via network.

Network Settings

The Net Manager window has been improved with sub menus for ChamNet including Devices, Ports, Options and Scenes. The Options sub menu enables the device options of the GeNetix and SnakeSys to be viewed and set. The Scenes sub menu enables activating and deactivating Scenes by pressing enter on the required Scene. Scenes can be recorded and removed using the usual MagicQ Record and Remove buttons. Scenes on multiple GeNetix devices can be activated/deactivated/recorded and removed using cursor selection, or on all devices by cursor selecting the whole column.

The CONFIG DEVICE soft button has been renamed QUICK SETUP to match the new GeNetix node menus.

A new IGMP Querier setting has been added in Setup, View Settings, Network to disable or force enable the IGMP Querier within MagicQ. This is useful where there is an external router with IGMP Querier enabled - for example where there is a Luminex GigaCore with IGMP Querier enabled. Note that if the Querier is disabled on a network without another Querier enabled then sACN, ChamNet and other multicast protocols may not pass through the network correctly.

Added Art-Net sync option to the Art-Net type in Setup, View Settings, View Network. The additional options V4 Sync and V4 Sync Unicast Only are now available. Art-Net sync enables synchronisation of multiple DMX lines across multiple different Art-Net to DMX nodes.

Added sACN sync option to a new sACN type setting in Setup, View Settings, View Network. MagicQ uses the first enabled universe outputting sACN as the sync universe.

Added a NETWORK SETTINGS button to the Net Manager to shortcut to the Network tab in Setup to set the console IP address settings.

New Visualiser Type and Visualiser Offset settings have been added to Setup, View Settings, Network. This is used to determine the protocol used for unicasting the console output data to a Visualiser direct from the console. This is useful if you wish to use a different protocol or different universes for your Visualiser from those being used to output to the lighting rig.

Other Changes

When copying Groups to Playbacks, MagicQ will now create a Group Cue if Group Cues are enabled. #0034362

The Make Hard shortcuts are now supported for Group Cues.

Added an "Adjust TC" button to the Cue Stack Window, View TC. This enables all of the timecode values in a Cue Stack including all of the associated TC tracks to be adjusted, for

example to add or subtract hours to match the incoming timecode signal for a particular song. If the adjustment would cause timecode values to go negative MagicQ warns about this. If the user continues then any values that would be negative are set to 0:0:0.

Added an "Adjust TC" function on SHIFT + Encoder Y similar to nudge small changes to all the timecode values in a Cue Stack.

Changed the Timeline Centre Scroll option to not turn off when changing options. #0038030

When importing Timecode and other information from CSV files we now support "" fields - this enables importing of text with , in it.

When loading shows from the demos folder MagicQ now always changes the name to use the main show folder. This ensures autosaves and subsequent saves go into the main show folder and do not affect the ChamSys provided demo show files.

Added support for changing Banks from the Playback Window, View Live.

SnakeSys firmware update v021A for B4, R4 and T2 devices and firmware update v0216 for R8 devices for MagicQ "Reduced Mode" support. This firmware upgrade is required for SnakeSys devices to unlock MagicQ versions 1.9.5.3 and above.

In the Execute Window when setting a region it is possible to enter a region number before pressing SET REGION to set the Execute items to a specific region number.

Added Colour Mix fader control that changes the output of emitters while maintaining the same colour for LED fixtures with four or more emitters and the brightness fader is not set to 100%.

Add CIE x range and CIE y range to personality files.

Bug Fixes

Fix for windows not opening as last saved in recent versions - particularly fixed windows.

When expanding Palettes to all Heads if the Head has the Cyan/Red attribute then the Col Wheel 1 and Col Wheel 2 are not expanded. #0033777

Fix for cursor selecting multiple columns to avoid it dropping the selection if dragged below the column area.

Fix for DMX outputs on Mini Connect and Compact Connect when outputting Direct DMX on universes other than the two universes (first universe for Mini Connect). #0038618

Fix for manual Pause Button which halted the fade to the previous step rather than executing the complete fade.

Fix for importing shows with Group Cues into existing shows with the same groups. #0036385

Fix for display of encoder values when using Group Cues. If the first head in the Group did not have the attribute then the attribute value was not shown. Now checks all heads in the

selected Group. #0035551

Fix for problem when recording a palettes from Group Cues when not all the Groups with data in the programmer were active - all the Group Cues would get linked to the Palette even though they were not recorded into the Palette. #0037722

Fixed to update the highlight / lowlight data if Palette is changed that is used by the highlight / lowlight data. #0037648

Fixed problem with Personality pan and tilt inverts (Edit Head, View General, Params) when using Group Cues. When using a Palette as a base position and using the encoders the encoders worked in the wrong direction #0038431

Fix for issue with TC loop not working in Timeline. #0038062

Fix for problem with Generic Movement heads controlling Vis objects from Trackers. The Vis object rotate would not work. A work around was to set the Vis object name to the name of the Tracker object - then no Generic Movement was needed and PSN rotate data controls the rotate of the Vis object directly.

Fix for loading of palettes in Reduced Mode Show format where the Palettes have more than 65,356 channels stored in them. The palettes were stored in the show file correctly, but would not be loaded correctly - the whole palette would end up as 0 values. The original palette information would be lost and would not be saved in any subsequent saves in either show format. The only work around was to reduce the number of channels stored in the Palette (e.g. by removing information for duplicate elements)

Fix for loading of FX with parts in Reduced Mode Show format. In the Cue Window the FX would show the parts correctly but the FX offsets for individual channels would not reflect the parts, and hence the output was not correct. Modifying any parameter in the FX would cause the FX offsets to be recalculated correctly. The FX parts would get saved back to show files correctly so the show file integrity was ok.

When restoring of playback state after a soft reset using the Setup, View Settings, Playback, Activate Playbacks on start then Cues would restart with the fade times of the Cue rather than being executed immediately.

Fix for releasing of multiple playbacks with fade times. If more than one playback was released in close succession then LTP channels could snap. Dependent on the different release times and order of release compared to order of activation. Playbacks set as "All channels controlled LTP" would sometimes fade intensity out to 0 (before snapping to correct value) even if other playbacks still had that intensity at a level.

Fix for parking and unparking channels when using Net Sessions - changes were not being updated to the Slave consoles.

Fix for parking of intensity values - values were output slightly lower than parked - e.g. 99.5% instead of 100%. #0012307, #0030654, #0037632

Fix for indication in status window after parking. #0038646

Add an error message if Import Grid fails due to no grid csv file found.

Fix for using Colour Picker when Group Cues in operation. ##0034948

Fix for Replace Palette on FX using Col 1, Pos 1, Beam 1. Replace Palette on all other Palettes worked ok. Work around is to temporarily move Palette from Col 1 to e.g. Col 100 and then do the Replace Palette.

Fix for Track Sheet view in Timeline window not showing tracking values correctly for Group Cue data when only a small number of Groups/Heads were in the Cue, or only a few Groups/Heads were selected.

Fix for expanding heads within Palettes. If the only heads were patched above channels 65356 then the expand would not work.

Fix for updating of Exec Grids from Slave consoles in Net Sessions when using more than one Slave in the Net Session. The Exec Grids on the additional Slaves got cleared.

Fix for changing users on Master consoles that was causing Slave consoles to resync.

Fix for time code Cue Stacks on Slave Consoles in Net Sessions. Previously Slaves only responded to timecode when Playback Sync Mode was set to Inhibit PB Sync. Timecode is now also supported when Slave is set to Inhibit, Sync On Swap.

Fix for generating timecode from Stadium products out of the LTC out and MIDI ports. Previously, setting a time to start generating from would result in the wrong time being output. Starting timecode generation from 0:0:0 was not affected. #0026003, #0037149

Fix for issue showing timecode out in status window when Timecode Generate was set to LTC + NET or MIDI + NET. #0036424

Fix for issue with remote controlling and Output Grid with more than 128 columns wide. #0037152

Fix for linked speed masters in recent versions. If the first linked Speed Master was not SP1 then the linking did not work. #0037893, #0038374

Fix for application closing cleanly on macOS Sonoma. #0039061, #003819, #0037646

Fix for Timeline window lagging issue when zoomed in with longer audio files. #0038749

Fix for Patch "limits" to make them work on 16bit values and to support both a minimum value as well as a maximum value.

Fix for entering fade times in Cue Stack for steps in the Cue Stack that do not have a Cue assigned - could cause a reset.

Fix for MagicQ crashing when sending Colour Picker data to the MagicQ Remote app.

Fixed an issue with colour differences between Gel output colours when used from Colour Picker versus the Colour Mix window

Fixed an issue with some show files taking a long time to open on first load

Fix for glitching of Group FX when changing attributes in the programmer.

Included v1.06 firmware for Compact & Mini Connects. v1.06 fixes an issue with the input levels on the S2L Audio input. #0039156

Fix for Copy Group in Group Cue mode onto a Playback on macOS. #0039284

Version 1.9.5.3

New Features

Output Grid Repatching

It is possible to repatch Heads from within the Output window, making it easier to modify a show to a festival or house rig.

Open the Output Window in View Plan and View Grid. Choose Output Type of Patch.

The REPATCH soft button can be used to repatch Heads.

Click on a cell to select a Head. Then press REPATCH and enter the new DMX address.

Multiple cells can be selected before pressing REPATCH, using SHIFT, CTRL or by dragging over cells.

When Head Test is on (Soft button C) then repatching a Head will cause the test to follow the changed DMX, making it easy to prove that the new address is correct.

Encoder Sensitivity

ALT + encoder now performs a medium fine change on the attribute in the programmer. SHIFT + encoder continues to make a fine change on the attribute. The medium fine gives a more sensitive change - i.e. less turns of the encoder are required.

There is a new Encoder sensitivity option in Setup, View Settings, Keypad & Encoders.

When set to "Normal" encoders operate as in previous software.

When set to "Slow" the encoders are slower than normal - i.e. they are less sensitive - a larger encoder change is required to make the same attribute change.

When set to "Slow" (Medium Fine) the encoders operate as normal, but when SHIFT is pressed they operate at medium fine instead of fine. This option is provided for users who are used to using SHIFT for fine, but who want the fine to be a bit more sensitive.

When set to "Remote Slow" the encoders operate as normal, except when controlled from MagicQ Remote Control on a remote PC such as a MS Surface. This enables greater sensitivity when using the remote control. Note that this only affects MagicQ Remote Control, it does not affect the MagicQ Remote app on iOS/Android.

The default is "Normal".

Note that this option does not affect attributes set as Slow Encoder in the personality such as gobo wheels and stepped control parameters - they continue to operate as before.

Net Manager

Added Art-Net ports view showing each port of Art-Net nodes on the network enabling easy setting of individual port configuration and names. The Art-Net view in Setup, View Status has been removed.

<!-- vale BritishSpelling.Spelling = NO --> Split sACN view into VIEW CIDs (discovery of sACN universes on the network) and VIEW ENDPOINTS (RDMNet Endpoints). <!-- vale BritishSpelling.Spelling = YES -->

Firmware Upgrade

Improve the filtering of the firmware folder when manually choosing firmware so that only firmware files relevant to the particular panel / interface are shown.

Enable Latest Firmware soft button in both the USB interfaces and the Hardware tabs in Setup, View System, View Status.

Show MQ50, MQ70, MQ80, Mini Connect and Compact Connect in the Hardware tab in Setup, View System, View Status. Previously only interfaces for Stadium consoles were shown in the Hardware tab.

Improve the description in File Manager for files in the firmware folder to show which panel / interface the file is for and to clearly indicate the firmware version number.

When Mini Connect and Compact Connect are on older firmware with known issues, prompt the user to upgrade and if confirmed, then carry out the upgrade automatically.

Modified the firmware version status fields on Stadium products to show the firmware type number e.g. [310-022]. #0037750

Added latest firmware files for MagicQ console front panels - CH346_V1.52, 310-022_V0.19, 310-023_V0.13 and 310-025_V0.10.

Gels & Colours

Added support for saving the active Gel and Source type in the show file.

Added a sqrt dimmer curve that can compensate for the E910FC gamma curve.

Added support for FWP 1000W and FTM 2000W Source types for when selecting Gels.

Other Changes

Added extra Cue Stack macro commands for incrementing and decrementing Speed Master BPM. Also improved accuracy of Cue Stack macro to set absolute BPM using Cue Stack Macro.

H 10 , <Speed Master> , 16, <BPM increment> H 10 , <Speed Master> , 17, <BPM decrement>

Added shortcuts for copying and pasting on consoles

- hold CTRL and press COPY to copy
- hold CTRL and press UPDATE to paste

Added support for displaying Current Cue ID, Next Cue ID and remaining Timecode in Exec Windows using Assign Special, Timecode+Clock+PB.

Added Import Default Palettes option to Import Palettes. #0038156

Added ChamSys Remote Ethernet Protocol options to echo back the command received.

Don't modify chase delay settings when modifying crossfade on Chase set with fixed user delays unless we reach 0% or 100% crossfade.

When a MagicDMX interface is fitted this is now shown in the application title bar.

It is now possible to modify the timecode offset on a Cue Stack using an encoder. In the Cue Stack window hold SHIFT and turn encoder D. #0031558

Improved decoding of MIDI notes and MIDI CC in the Log View in the Help Window.

When loading show from File Manager show Command Log if load fails to load correctly. Previously MagicQ showed the Command Log when shows failed to load when loading from the LOAD SHOW in Setup window, but not from the File Manager.

Whilst setting a value in the Cue Stack Window, the Window will not automatically display the current Cue. Previously it was possible to set the incorrect field if the Cue Stack jumped to a new Cue whilst the keyboard/select dialog was active.

Bug Fixes

Fix for executing of part cues using Cue Stack wait times. The complete fade would be executed in the wait time rather than allowing overlapping fades. Only affected 1.9.5.x versions. #0038091

Fix for manual placement of elements of Duplicated Heads in non Multi Element Grids. In previous versions if the Heads were repatched then the grids elements 2 and higher would be reset to element 1. #0037843

Fix for recording a macro to open the Timeline window. #0037741

Fix for heads file update in MagicQ PC in Windows OS when the software was installed to the Program Files folder. #0016420

Fix for moving files in the File Manager. #0037110

Fix for redrawing the execute windows 2 and 3 when on the Internal Playback screen for MQ500M panel and console. 0037847

Fix for Gel selection for Multi-Emitter and 16 bit fixtures.

Fix for Pixel Map col mix mode Priority > 0. When applying RGB it now takes Priority on each of the RGB channels if any of the RGB channels is greater than 0. Previously Red, Green, and Blue were treated independently.

Fix for Cue Stack as a Speed Master in the Execute Window getting released when changing page with main NEXT PAGE / PREV PAGE buttons. #0038028

When Tracker RX protocol is set to Internal, enable tracking if a Generic Tracker or Generic Movement is active.

Ensure MQ500M with greater than 64 universes in use recovers gracefully after a software reset.

Hide VDIM heads in Patch when the Hide VDIMs option is set for complex Heads that have some inbuilt Intensities and some VDIMs.

Fixed refreshing of Cue Window when FX Palettes were modified in the FX Window. #0038157

Fix for releasing to Cues using fade times after the Cues have been updated. If a Cue with fade times was active but completed fading on a Playback and it was updated then subsequent releases to that Cue would use a fade time, even though the Cue had already completed fading.

Fix for remote control of Stadium consoles from PCs using Full Panel mode. In windows with tabs such as Setup, View Settings and Patch, View Heads the scaling was incorrect and mouse clicking on the remote would click the wrong cell. Both the remote and target must be upgraded to this version to resolve the issue.

Fix for Group Cues setting attributes to 0 when they are not already in the programmer. #0037304

When multiple groups are selected with some of them having elements, then fix setting intensity using soft buttons on to include the heads without the elements. #0038202

Fixed reset when opening newer style windows (e.g. Plot Window) for the first time in a session from the Window Size window. #0038255

Fix for occasional reset when first doing RDM discovery in Net Manager window. #0038188

Fix for Mini Connect and Compact Connect when toggling playbacks and pausing. #0038056

Fix for DMX Output on Stadium Connect on Linux OS. #0037861

Fix for FX set as absolute not working. Affected versions 1.9.5.0 to 1.9.5.2. Only affected if Playbacks can add/subtract was set to No. Work around was to set Playbacks can add/subtract to Yes. #0038266

Avoid processing reset and shutdown automations when processing automs on start up.

Previously these could cause restart loops.

Fix in Timeline for waveform drawing when the audio start timecode is greater than zero. #0037832

When using the Display Current Cue option and displaying a Cue in a long Cue Stack, then choosing a different Cue Stack with less Cues than fit in the whole window ensure all Cues are displayed from the first Cue.

Fix for import of Palettes with merge option selected from show files saved in reduced format. In previous versions the merge would not work correctly and could cause a reset.

When loading palettes after having done a LOAD SHOW + CONSOLE, the LOAD PALETTES will also load console settings. A work around is to restart the console after the LOAD SHOW + CONSOLE and before doing LOAD PALETTES.

When the Setup setting Select Multiple Groups was set to Multiple in One Go or Multiple Always, then in Patch, pressing ENTER on the first column to test a head would deselect the Head if the Head was already selected. Corrected so that the selection follows when the Head test is on, and deselected when off.

Fix for pasting multiple cells from one MagicQ window to another - the last cell(s) were not copied.

Fix for applying Intensity palettes with time when Cue Stacks have the channels already active. In previous versions the value would snap to 0 before fading. #0038395

In Net Sessions when making an Update, Patch Offset on one console, all consoles in the system could react very slowly for several minutes.

In Net Sessions when making multiple changes in the Slave, Patch window such as changing Head names or inverts, then other consoles on the system could react very slowly for several minutes.

In Net Sessions when creating an Exec Grid or an Output Grid on a Slave console, then after creating the Grid the first change to the Grid would be rejected with a Sync Fail message. The following changes would work ok.

Fix for reset that occurs when assigning special items to Exec Grid and then cancelling out of the select dialog box. #0038522

Fix for tracking of FX through Cue Stacks - if a Cue was executed where a FX was only partially blocked by base levels - then if the FX was added in again on a new Cue the FX sometimes did not restart. This only occurred if the first channel in the FX had not been blocked and was still running as FX. This typically occurred when using Palette FX where some colour attributes were included in the FX (e.g. Colour Macro) but were not blocked as base values in the Cue.

Fix for reset caused when changing speed of movies on the Pixel Mapper when the movie resolution was greater than the grid resolution. Affected betas and stables released in 2023. #0038570

Fix for a sequence of Cues in a Cue Stack with the same simple Pixel Map FX but different speeds - the speed change was not being recognised. #0036032

Fix for tracking back of Simple Pixel Map FX. #0036523

Fix for flickering in Output and other windows where horizontal scroll bar was repeatedly shown / hidden due to column auto sizing. #0038541

Fix for Cue Stack macros that override fade times. In recent versions the Cues snapped regardless of the time in the Cue Stack macro. #0037511

Fix for Cue Stack control of audio gain through Dgain Cue Stack macro. Previously it only affected audio played per step, not audio assigned to the whole Cue Stack in the Cue Stack options.

Fix for Group Cues when using highlight mode "Dim non selected". Heads would get dimmed even if they had no intensity in the programmer. #0038591

Fix for MQ250M intermittently lagging on startup.

Fix for reducing noise from the display backlight on MQ50/MQ70 consoles.

Fix for default gels for patched heads. #0037857

Fixed issue with HSI fixtures not finding the default emitter data in Colour Picker. #0035701

Fix for windows not opening as last saved in recent versions - particularly fixed windows.

Fixed issue with Mini Connect and Compact Connect when direct DMX ports are assigned a universe higher than 2. #0038618

Version 1.9.5.2

New Features

Cue Stack Audio Gain

Added support for setting audio gain on other Cue Stacks via a Cue Stack macro. The Cue Stack Macro D command now supports the following commands:

gain <gain level 0 to 100>

gain <playback> , <gain level 0 to 100>

<playback> is 1 to 202. If <playback> is 0 then the gain is changed on the current playback.

Soft LTP

The implementation of Soft LTP has been improved when cross fading HTP channels with FX. Previously Soft LTP was only available when cross fading HTP channels with base levels.

Soft LTP enables cross fading of intensities between Cue Stacks set as All Channels Controlled LTP. On other Cue Stacks it is not needed - the Cue Stacks will mix HTP channels as HTP.

To set Soft LTP set the following Cue Stack Settings:

Advanced, All Chans Controlled LTP = Yes Faders, Fader Controls HTP = No Faders, Fader Controls LTP = Yes

Other Changes

It is now possible to replace a Group in the Exec Window without first removing the Group. MagicQ will prompt to confirm the replacement. Groups within Regions will maintain their existing Region.

Speed Masters now affect the full Pixel Mapper, overriding the speed set in the Speed Channel in the Pixel Map (Bitmap) heads. MagicQ uses the Playback controlling the FX Type channel to determine which Cue Stack the Pixel Map FX is running from and hence which Speed Master to use.

Bug Fixes

Fix for releasing Intensity channels with times when Cue Stacks set to All Channels Controlled LTP - they were snapping in recent versions. #0037677

Fix for reset when scrolling Execute Windows - occurs if Exec Window is set to One, Two or Three Fixed Rows. #0037544

Fix for the order of emitters for defaulted emitters, sometimes white and amber got the wrong way round in colour picker. #0037378

Fix for reset which occurred when removing channels from a Cue which had both Group FX and channel FX, and only when all channels were removed from the FX. #0037596

Fix issue introduced in v1.9.4.2 onwards that could affect MQ80 consoles shutting down. #0037296

Fix for importing CSV heads file if the DMX column does not contain the universe information. #0037706

Fix resets caused when Live Copy on a Cue Stack was set up the first time. In some cases the Live Copy would also not work as expected till it had been restarted. #0037784.

Fix for reset when maximum zooming the Scope View in Outputs, View Chans, View DMX. #0037824

Fix for individual fade times not working correctly when reloading using reduced size show file format. The fade times were correctly saved and loaded in the show file, but changes in recent betas meant they did not fade correctly if the general fade time for the Cue was shorter than the individual times. #0037814

Fix for gel selection for multi-emitter and 16 bit fixtures. #0037520

Version 1.9.5.1

New Features

Solo Mode

Added new Solo Mode for theatre programming. Pressing CTRL + HIGHLIGHT enters solo mode. In Solo Mode all heads that are not selected are set at 0% intensity. The selected heads are unchanged.

FX Palettes

Added FX Palettes option in Setup, View Settings, Cue Storage to determine behaviour of FX palettes.

- When set to "Normal" or "Changes unlink FX palettes" the FX Palettes link into the Cues and any updates to the FX Palette cause the Cues to be updated.
- When set to "Disabled" there are no links between the FX Palettes and the Cues.
- When set to "Changes unlink FX palettes" any updates to the FX in the Prog Window or Cue Window cause the link back to the FX Palette to be broken.

Num Boxes Wide

Added Num Boxes Wide option in Setup, View Settings, Windows to force the number of boxes wide for all box windows such as Group, Position, Colour, Beam, FX, Page, Cue Store, Stack Store, Macro. This can be used to ensure that the layout of items in windows remains consistent between different console types - particularly useful for the Group window.

It does not affect spreadsheet views.

Note that the per monitor, number of boxes wide in Setup, view System, View Monitors takes priority over this setting, when set to anything other than "Default".

Other Changes

Added new option in the Tools menu on MagicQ PC for Training Large Font. This overrides the Text Size setting in Setup, View Settings, Windows to force Vert Large Font - useful for training. This is stored as a console setting not as a show setting, so loading new shows will not affect this setting.

The Group Window, Head View now shows the number of Cues a Head is used in for the cursor head.

Add Used and Unused filter to Group Window, View Heads.

Convert Cue Store and Stack Store filtering to dialogue box selection instead of encoder +/-.

Windows set to be Fixed in Setup, View Monitors are ignored if the Monitor is disabled.

Bug Fixes

Fix for major bug with moving Cue IDs in Cue Stack. If there is a backward move then any Cue Stack Macros and Comments get removed. Affected 1.9.5.0 only. #0037607

Fix for display of page holdover. Affected v1.9.5.0 only. Page holdover worked as expected but the display in the playback legend was incorrect.

Fix for occasional reset when using Live Copy on MagicQ consoles. Affected v1.9.5.0 only. #0037532, #0037545

Fix for software update in MagicQ PC in Windows OS when the software was installed to the Program Files folder. #0037477

Display of Prog Store in ALT + 4x3 buttons on MQ250M.

View Automs, PB actions on wing playbacks now show Playback ID as PBx instead of Wx-x when using Stadium consoles. This brings consistency with other indications of Playback IDs.

Version 1.9.5.0

New Features

Speed Masters

It is now possible to control Speed Masters from Cue Stack Macros.

Use the H10 Cue Stack macro to control the Speed Master.

H10,<Speed Master ID>,<Command>,<Parameter>

Command	Parameter	Description
1	BPM	Set the BPM
2		Activate
3		Deactivate
4		Run
5		Halt
6	Divisor	Set Divisor (2 to 32.0 for no divisor)
7	Multiplier	Set Multiplier (2 to 32.0 for no multiplier)
8		Step
9		Source is DJ Beat
10		Source is Audio Beat
11		Source is DJ BPM

12		Source is Audio BPM
13		Source is Tap
14		Resync
15		Resync beat

The Speed Master, Resync and Resync Beat options now affect Chases as well as FX.

Speed Masters set to Audio Beat or DJ Beat now ignore the beat if they are halted.

Theatre Features

The Cue Stack window now has a new Theatre view mode to add to the existing view modes selectable from Soft button A. This view mode is automatically selected when starting a new show in Theatre mode or when changing programming mode to one of the Theatre modes.

In Theatre View there are extra columns for Position, Colour and Beam fades which show the maximum fade time for Position, Colour and Beam within the Cue, and enabling setting of the general Position, Colour and Beam delay and fade times.

In Cue Stack view it is now possible to replace a Cue with a different QID by entering the new QID in the Cue Column. Note that entering a number in this field will set the Cue ID, entering text will change the name of the Cue.

In the Patch Window, View Chans there is now a summary at the top of the usage of the Universe. Where there are gaps in the patch the number of free channels is displayed. Clicking on the gap will scroll the Patch Window to the first free channel in that gap. Heads can then be easily patched at that ion using Patch It.

Preset intensity levels can now be set directly in the Patch Window, View Chans. This is the same as setting them in Intensity Window, View Presets.

The Output and Input vals can now be viewed in Patch Window, View Chans.

In Outputs, View Chans, View Int a new option VIEW HEAD COLS shows the RGB/CMY colour of the Head as well as the intensity level. For clarity, the soft button VIEW COLOURS that colours the intensity text according to the tracking / changing values has been renamed VIEW TRK COLS.

Added the ability to record to multiple new Cue IDs in a Cue Stack using the + and THRU syntax. All Cues will be linked to the same Cue (QID) in the Cue Store.

Added the ability to record to a specified Cue and name at the same time using the / as a separator. The Cue name must have at least one alpha character (A..Z or a..z) in it to be accepted as a Cue name.

FX Window and FX Palettes

The FX Window has been enhanced to have a VIEW DATA view where the overall parameters of the FX can be viewed and edited.

The FX in the FX window can now be used as FX palettes whereby updating the FX in the FX window will update instances where the FX has been used in Cues. The overall FX speed, size, crossfade, width, direction, spread, parts and segments, add mode, initial offset and rnd type can be changed and will be updated to the Cues. Note that changes to individual channel parameters within the FX are not updated, only the overall parameters.

The top text in the window shows which Cue the FX is used in, or if used in multiple Cues the number of times it is used. Filtering by FX in the Cue Store and Stack Store provides further information on which Cues and Cue Stacks are using the FX.

The FX can also be edited by including the FX from the FX Window, edit in the programmer and then update. Note that when updating, any changes to the type of FX, or individual channels will not be updated to the Cues - only overall parameters will be updated.

If users do not edit the FX in the FX Window and do not include and update FX in the FX Window then MagicQ will operate as in previous versions - the FX in Cues will never be updated from the FX.

Cues that are linked to FX in the FX Window are shown in the Cue Window with FX X preceding the name where X is the FX number in the FX Window. For example, a Cue that is linked to a circle FX in FX 2 in the FX Window will show as FX 2 Circle.

Moving FX items in the FX Window will update the Cues to maintain the link to the moved FX item.

Removing a FX from the FX Window will remove any links to that FX from all Cues - this is similar to when removing Int, Pos, Col, Beam palettes items, which also remove links from all Cues.

Note that FX will only be linked to Cues that have been recorded in this version of software or above. Cues created in older versions of software will not have a link to the FX Window.

Use SHIFT + EXTRACT FX soft button in the FX Window to extract FX from the Cues in an older show. The FX are extracted from the Cues and created in the FX Window, with the Cues linking to the FX. Where identical FX have been used in multiple Cues only one FX will be created in the FX Window.

Cues can also be linked to FX already in the FX Window using the CHECK FX LINKS and CHECK ALL LINKS soft buttons. The CHECK FX LINKS soft button checks for identical FX to the cursor item FX that in all Cues, creating a link if the FX match. The CHECK ALL LINKS checks for all FX. No new FX are created in the FX window - it only creates links where FX are identical between the Cues and the FX Window.

The REPLACE FX soft button can be used to replace a FX with another FX in specific Cues, or all Cues on the system. This works in the same way as REPLACE GROUP in the Group Window and REPLACE PALETTE in the Pos, Col and Beam windows.

When recording a FX to the FX Window, if no name is specified then the FX will take the name of the FX type.

Head Editor

The Views in the Head Editor window have been reorganised to improve usability and to enable expansion of features. VIEW MACRO has been replaced by VIEW OTHER, which brings up tabs with Macros, Elements, Element Data, Emitters and Functions.

Greater support has been added for fixtures with multiple functions - e.g. a centre LED spot and a separate ring of LEDs, or a strobe with both colour plates and strobe bar

The Functions tab enables parameters for the different functions of the fixture to be specified.

The Function Name is used when generating function auto groups - previously the auto groups were just named FN1, FN2 etc...

The Function Mix type is used to specify if a particular function is CMY, CIE XY or HSI. By default it is set to Emitters - i.e. LED emitters. It should only be set to something other than Emitters if the mix mode of the particular function is different to that specified for the whole fixture in the View General, Options tab.

When set to "Emitters" MagicQ uses the Emitter data from the Emitter tab for colour mixing purposes. By default all the Emitters in the Emitters tab are applied to each function.

For each Function it is possible to specify a sub set of Emitters - this is useful where different Functions have different Emitters with different colours. Set the number of emitters for the function, and then select the specific emitters in the following columns.

Note that the number of emitters in the Functions tab should normally be set to "0 (All)", unless there are different emitters for each function.

For fixtures with only one function the Functions tab should be left blank.

In the Head Editor there is now an indication in View General, when the personality in the show file is older than library version.

Layouts / Window Sizing

The Window sizing dialog has been improved with an extra Layout mode function.

When clicking on the window symbol at the top right of the title bar of a window it will set the position and size for that window as in previous software versions.

The window size dialog now shows unopened windows at the bottom.

MagicQ will switch the window size dialog into Layout mode when any window is dragged and dropped within the window size dialog

Pressing ALT and CLOSE will open the window size dialog in Layout mode.

Double clicking on an unused window will open that window at full size on the first monitor and will hide the window size dialog.

The SEL Button

Added support for using SEL to cursor select items in windows without activating them. Added for Execute, Group, Int, Pos, Col, Bean, Pages, Cue Store, Stack Store windows.

This is particularly useful in Execute to cursor select an item to VIEW ITEM without activating it. Similarly for viewing contents of Groups, Palettes and Macros.

Also added support for VIEW ITEM in Execute Window for Macros, FX and Groups which were not previously supported.

PC/Mac Unlock Features

ChamSys has simplified the feature unlocking rules to create three simple categories of unlock, depending on which hardware is connected to the PC or Mac, into DEMO MODE, CORE MODE and UNLOCKED MODE.

DEMO MODE

- DEMO MODE shown in title bar
- MagicQ programming and playback of shows
- 64 universes Art-Net/sACN in and out
- MagicDMX
- RDM

Demo mode is in operation when no ChamSys devices are connected to MagicQ, and when only MagicDMX (Basic & Full) or 10Scene Gateway are connected.

CORE MODE

- CORE MODE shown in title bar
- All demo mode features
- Startup in full screen / saved window positioning
- Auto starting Playbacks
- Execute Window full screen
- Scheduled Events and Automations
- iOS / Android Remote app
- Web Server editing
- 10Scene Gateway and 10Scene remote app

Core mode is in operation when Dual DMX, Audio Interface, SnakeSys B4, T2, R4, R8 and the replacement Dual DMX are connected.

UNLOCKED MODE

- All demo and core mode features

- Multi Programming including Net Sessions
- Playback Synchronisation
- Remote Control from other MagicQ systems
- Audio control and playback synchronisation with Winamp *
- Audio input from PC/Mac sound card
- Timecode receive from Art-Net
- Timecode (MIDI/LTC) from 3rd Party USB/Virtual interfaces.
- Triggering events / Cues / Timecode from DJ systems
- MIDI notes, CC, Show control from 3rd Party USB/Virtual interfaces
- ChamSys Remote Control Protocol (serial, or network)
- Open Sound Control (OSC)
- External Tracker send/receive (PSN, OTP, MQ Track)
- Mouse control of pan/tilt
- Encoder control from MIDI CC / OSC

Unlocked mode is in operation when Mini Connect, Compact Connect, Stadium Connect and Rack Mount Dongle are connected.

It is also in operation with legacy products - PC Wing, PC Wing Compact, Maxi Wing, Extra Wing, Extra Wing Compact, Playback Wing, Execute Wing, Stadium Wing, MIDI/SMPTE.

SnakeSys DMX Node Unlocking

From v1.9.5.0 onwards GeNetix and SnakeSys nodes connected to MagicQ PC Systems over the network will only unlock MagicQ systems if there are no more than two MagicQ systems on the network (PC/Mac or console).

This enables a user to have a master and slave PC for their show unlocked, but prevents installations where a single GeNetix or SnakeSys device unlocks many MagicQ PC systems.

In previous versions SnakeSys devices would unlock all MagicQ PC Systems connected to the network.

DMX Interfaces

Support for all legacy 3rd party DMX interfaces has been removed on MagicQ PC. Pepperoni, DMX4ALL, DASHARD, USBDMX, Velleman and Enttec devices are no longer supported. Lumen Radio CRMX is still supported on MagicQ consoles.

All MagicDMX Full devices (With USB-C Connector) manufactured from May 2023 now support RDM as well as DMX input giving an enhanced single universe DMX solution.

Previously manufactured MagicDMX Full and MagicDMX Basic devices continue to be supported. Older MagicDMX Full interfaces do not support RDM.

Col Tags

The Playback col tags has been enhanced to support colouring by Patched channel. This enables easy identification of different Heads on faders. The Playback will take its colour tag from the first channel in the first Cue of the Cue Stack. If there are no channels with base levels in the Cue it will take it from the FX.

There is also an option to use both Cue Stack col tag and channel col. The Cue Stack col tag when set, takes priority over the channel col.

In Setup, View Settings, Window, the Playback Col Tag setting now has the extra options

- Channels
- Cue Stack, Channels, Cue Stack,
- Channels (Dim Unused)
- Cue Stacks, Channels (Dim unused)

Emergency Hot Takeover

MagicQ includes an Emergency Hot Takeover feature that forces all universes to output the data from itself rather than from received data from other consoles. This mode is designed for installations where 3rd party consoles may be connected to the network, or where there is a stand alone MagicQ system as the primary house control system for controlling the house lighting / emergency lighting.

When MagicQ enters Emergency Hot Takeover, all universes set to Hot Takeover are immediately enabled and any looping through of received Hot Takeover data is stopped.

When MagicQ leaves Emergency Hot Takeover, normal Hot Takeover will operate - the Hot Takeover Mode determining which universes are controlled by which consoles.

Emergency Hot Takeover can be triggered from the Remote Input port.

It can also be triggered from Automations (hence can be triggered from 10Scene input ports, MIDI, OSC, incoming DMX etc...)

Cue Stack Macro H 112, H 911 and H 999 can be used to set Emergency Hot Takeover on and off.

ChamSys Remote Protocol Command 112 H, 911 H and 999 H can be used to set Emergency Hot Takeover on and off.

It can also be manually triggered from Setup, View DMX I/O with SHIFT + the top soft buttons EMERGENCY ON and EMERGENCY OFF.

The Hot Takeover options in Setup, DMX I/O have now been enhanced to support an additional Hot Takeover, Loop as well as the previous Hot Takeover. Hot Takeover without the Loop, remains the same as before, automatically disabling the universe when incoming network DMX is received, and enabling it again when there is no incoming network DMX.

The Hot Takeover, Loop operates in a similar way, disabling the universe - but will loop

through the received DMX from input to output. This is useful when using the Emergency Hot Takeover - it enables universes to be looped through the MagicQ system and over ridden in an emergency regardless of the state of any other consoles on the network. When using loop through the Input and Output Universes should be set to different ranges in the Art-Net / SACL universe ranges.

To set a MagicQ system for Emergency Hot Takeover:

In Setup, View Settings, Multi Console

- Set Net Session Mode = None
- Set Hot Takeover Mode = Pref Slave or Split Universes
- Set Hot Takeover Fade Type = Automatic

In Setup, View DMX I/O

- Set Output Type and Output Uni to output to the required DMX nodes
- Set Input Type and Input Uni to a different universe range
- Set universes Takeover to "Yes, Loop"

Arrange that any other consoles on the network output to the different universe range.

An additional Autom Type "Emergency" has been which triggers when Emergency Hot Takeover is entered and left. This enables triggering of Playbacks/Cues etc... dependent on the Emergency state.

Live Copy Master

This is a new feature that enables quick set up of a live copy from one set of Heads to another set of Heads. This can be used where there is not time to clone and morph a lighting rig, or where a Head fails and the programming needs to be replaced by another Head.

The Live Copy can be activated and released on a Cue Stack enabling it to be turned on and off when needed. For HTP channels the playback fader controls the level that is live copied from the source Heads - when the fader is at full then the copied Heads match the level in the source Heads.

Live Copy converts channels in a similar way to morphing - taking into account pan and tilt angles, RGB inverts and trying to match ranges types between the source and destination Heads.

There is no need to program all attributes of a Head into a Live Copy Master - some attributes can come from the Live Copy Master whilst others come from normal playbacks or from the programmer.

Live Copy is supported between Heads with and without Duplicated Elements.

Note that Live Copy is a simple copy between heads using the information in the personalities. It does not take into account palette information. Group Cues, and

Cloning/Morphing Heads provides a more controlled method of adding extra Heads to a rig where palettes can be updated to give specific data to the new Heads.

To set up a Live Copy Master:

- Record an empty Cue on a Playback, then in Cue Stack Settings, Function set
- Group ID to the Group of Heads to copy to.
- Group Attributes to required attributes (defaults to All)
- Set Live Copy Master = Yes
- Set Live Copy Group to the Group of Heads to copy from
- Activate the playback

Alternatively:

- Record a Cue with the attributes of the Heads to copy to.
- Set Live Copy Master = Yes
- Set Live Copy Group to the Group of Heads to copy from
- Activate the playback

Other Changes

Allow different personality functions to have different colour attributes and still support VDIMs.

MagicQ now handles previews from Megapixel Helios with bigger sizes. The preview from Helios depends on the incoming video source resolution.

When Speed Masters are linked, the fader operation and the run/halt state is now linked. The activate/deactivate and divisor remain independent in all cases.

The Cue Stack Macros 'A' and 'T' can now take an extra parameter to override the fade time in the Cue of the Stack being activated.

When recording to Execute window without anything in the programmer, MagicQ creates an intensity master in the same way as when recording direct to playbacks.

Added shortcut for saving the show. Press SHIFT + CTRL + RECORD to save the show. If auto increment show file is being used then the show file will be saved to the new incremented name. There is also an inbuilt macro SAVE SHOW which performs a SHIFT + CTRL + REC.

The Palette View window now supports scrolling on Encoder F.

The Palette View window now supports filtering to selected heads only - soft button B.

The Cue Window, View Levels and View Times now support filtering to selected heads only - soft button B.

Log files can now be directly opened from the File Manager by clicking on the file.

The Programming mode in the Setup window now indicates the last programming mode chosen, even if it has been customised. If it has been customised then it is additionally marked as customised.

The number of FX supported in a Cue has been raised from 15 to 30. Note that shows programmed with more than 15 can be loaded into older versions of MagicQ software and will play back - but including/editing/snapshot of Cues is the old software version will cause the FX to be cut back down to 15 FX. It is recommended to not use more than 15 FX in a Cue if you expect to need to downgrade to older software.

MagicQ now does not support undo when selecting soft palettes as it was causing significant slow downs on bigger shows. Updating the cues and multi console sync still goes ahead, but undo will not bring back the previous soft palette. #0036765

MagicQ PC now indicates if there is more than one network port on the PC within the IP address range selected IP address for the main lighting network. This should help identify when users incorrectly set up both their laptop network port and the Connect network port to IP addresses in the same range.

When Art-Net type is set to V4 or V4 Unicast, or any universes are set to Hot Takeover = "Yes, Loop" MagicQ will report all Art-Net input universes using V4 Art Poll reply. In other cases MagicQ will continue to report using Art-Net V1 Art Poll reply.

Added support to CREP for triggering loading of Grids from csv file. Uses the 93 , <Grid Id> H command.

When choosing heads, if filtering to the patched heads, status is provided for each of the patched heads. A (U) indicates the head has been user modified. A (N) indicates there is a newer version in the library.

Added reporting of number of Automs to Setup, View Status, Show Data.

Added indication in Output Window when Intensity channels are under control of Int Master or Group Master from the inbuilt Masters.

Replacing palettes, replacing groups, cloning groups and removing groups are now possible using the Cue Stack window in addition to direct on playbacks and in the Cue Store and Stack Store. #0037098

Palettes can now be replaced in all Cues by pressing ENTER after selecting the source and destination palette - in a similar way to replacing groups.

Replace Palette is now supported for Intensity Palettes in the Intensity Window.

The number of Head Types that can be used in a show has been increased from 100 to 200.

On Stadium consoles with Playback Encoders, when toggling the Encoder Playbacks it now uses the level of the encoder similar to using the level of the fader for fader playbacks.

The Speed Master column in the FX view in the Prog and Cue Windows has been modified so the option "Ignore" has been renamed "Cue Stack" in order to resolve confusion with the

Speed Master setting for the entire Cue Stack. The operation has not been changed, just the naming. When set to a Speed Master the per FX Setting is used. When set to "Cue Stack" the Cue Stack setting is used.

The Default Cue Stack options have been tied up to hide options without defaults.

MagicQ now prevents setting of a sACN priority higher than 200 (the limit in the E1.31 sACN specification).

Bug Fixes

The Head Compare in the Personality Editor has now been fixed - it was broken in recent versions when used with the "unexpanded" head library.

Fix for adding Intensity FX to fixtures with that have a master intensity, but user has added VDIMs for multiple elements. #0036363

Fix for automatically adding VDIMs when patching for fixtures that have multiple intensity channels in them, but for a different function (e.g. COI Strike M which has inbuilt intensity for each of the strobe elements, but no inbuilt intensity per element for the plates). #0036363

Fix for adding Intensity as a Group FX to fixtures with that have a master intensity, but user has added VDIMs for multiple elements.

Fix for Speed Master on first starting a console / loading a show - the Speed Master state did not take effect until any Speed Master was changed in some way - e.g. activates/fader changed.

Fix for Global Masters and Speed Masers in Net Sessions - any changes on one console would be synced to the show on the other console, but would not always take effect on the other console.

Fix for jumps in a tracking timecode Cue Stack when activating it, where Cue Stack Macros on steps would not get activated if the timecode caused an immediate jump to a step after the first step.

Fix for window layouts using the Left 1 to Left 4 sizes. Where no right side windows were used the window is sized to the whole width - but when the window was reopened after other Layouts had been used the window go only half width.

Fix for net sessions when patching heads on Slave console. The patched heads were getting added to the current selection on the Master console.

Fix for net sessions and playback sync - Slave console now ignores timecode and remote inputs - it does not trigger any Cues - instead Cues are triggered on Master and playback sync sent over the network. The Slave will still show the incoming timecode values so that it can be seen to be present.

Fix for releasing with time multiple Playbacks set to All Channels Controlled LTP. Intensity channels might snap off depending on the order the Playbacks were activated in. #0036252

Fix for fading of LTP channels when releasing multiple Cue Stacks at once. #0036252

Fix for fading out Absolute FX to a normal Zero size FX. Previously it could cause the channel to go erroneously jump to the limit.

Fix for Cue Stacks with sequential Cues with exactly the same FX but different directions - the FX would not change from step to step unless other FX parameters were different between steps.

Fix for FX rate divisors applied to Pixel Map FX - they previously had no effect. #0035246

The rate divisor field in the Cue Windows and Prog Windows was not showing the correct current option when double clicking on it to change option.

Work around for occasional reset when releasing playbacks with FX #0036549

Group Cues with Group FX using standard non element Groups were not expanding FX correctly for Duplicated heads if there were base levels in the Cues (the base levels were incorrectly taking priority over the FX). #0035993

Fixed problem with playing FX on selected head elements whereby the FX would only play on some of the elements. #0036766

Fix for using Pixelmap FX with soft palettes where the 2nd palette was not applying until the Cue was restarted. #0032121, #0036262

Fix for using soft palettes with Cues with non linear fade curves. #0025081, #0034682

Fix for fading in absolute FX with a fade in time set using a fader set to Fader controls FX speed - the heads would jump to limits when the fader was moved. #0036417

Fix for using soft palettes and sequence items in the same Exec Grid region. #0026949

Fixes to column headings in Palette View and other attribute spreadsheet windows to use attribute names from the selected head in preference to generic attributes.

Fixes for importing a newer format Capture CSV file for head and visualiser information. #0035316

The NEXT and PREV soft buttons in the Cue Window were not refreshed correctly when changing selected playbacks.

Fix for choosing personalities with mode names greater than 15 characters long.

Fix for selecting Group Cue Convert options in the Cue Store. In recent versions it was not possible to select the convert single head option.

Fix for some LED's lighting up red on MagicQ PC when using the Compact Connect. #0036648

Fix for reading personality ranges and palettes from file where channel number within personality was greater than 256.

Fix when adding VDIMs to Heads with 16 bit master Intensity channels whereby the lo 16 bit of the Intensity was not being ignored. Now is Ignored like the hi 16 bit and outputs DMX 255.

Fix for using global rate master to speed up execution of a Cue which is the last in the Cue Stack. Previously changing the global rate could cause split fades to execute incorrectly. Only affected Cue Stacks set with Halt at Last Step or which had Timecode in them.

Fix for showing correct progress executing a Cue in the Cue Stack window and in playback legends if global rate was other than 100%. Individual playback rate was indicated correctly, just not the global rate.

Fix for single attribute rows in Programmer and Cue windows. In View FX, View Adv the summary row for each attribute in the FX would not display or set correctly, except for the first attribute. #0031045

In recent versions pressing SET and selecting an item in the FX window opened the numeric keypad rather than the full keyboard. #0036009

Fix for automated triggering of the views causing issues when the Execute window max is active. #0035978

Improve outputting of Grids direct to Output window as pixels. #0035735

Fix for expanding palettes where palettes could get expanded if the Cue contained 16bit lo values in it but no 16bit hi values. #0035957

Fixed problem in Exec window with display of macros including sizing greater than 1 by 1. #0034931

The check of Cue Stack macros for removing a Cue Stack was incorrect in some cases. If the THRU operator was used in an E/F macro, then followed by a single E/F macro, then followed by another E/F macro then the range of Cue Stacks checked would be incorrect. #0034945

Fixed problem with virtual keyboard where if text entered was longer than 40 characters then on some consoles such as MQ250M the text entry box was partially hidden by the CLOSE button. #0034013

Fix for releasing playbacks from a Slave console in net sessions where the release time is overridden from the keypad. #0027758

Fix for initial install of MagicQ to set correct number of universes and to set non-expanded personalities.

Fix for Speed and Size Masters with Group Master attribute selection when controlling Pixel Map FX with Palettes.

Fix for input universes set as Console - the Universe was incorrectly using the Output Universe, not the Input Universe.

Fix for auto creating Group Grids - it would make grids greater than the maximum Grid width.

Fix for auto creating Group Grids for fixtures with custom elements where the first element was not top left - the Grid would not be organised as expected.

Fix for auto creating Group Grids for groups with VDIMS.

In Net Sessions with Playback Sync, Cue Stack macros on the Slave are ignored. This ensures releasing playbacks with times and other playback activations occur correctly. #0030973, #0031927

Where personalities have a master dimmer and element dimmers now ignore the main dimmer, regardless of whether element dimmers are in the personality or are added as vdims. #0036964

Fix for when using Auto Cursor Down on Enter set to Yes - when pressing ENTER caused a confirm box to be shown the wrong item was updated. Fixed so if the ENTER causes a confirm, select, or keyboard to be opened then the cursor is not moved down. #0036634.

Fix issues with importing a WYSIWYG CSV file that contains missing and duplicate DMX address information. #0031961, 0031484

Fix a reset which occurred when rendering the Time Line window. #0036092

Including and updating a Palette from the Intensity Window did not work. #0027528

Fix for morphing and copying head programming whereby sometimes range information could get inverted - e.g. zoom could go narrow instead of wide.

Fix for preventing morphing and cloning of users with groups excluded. #0033039

Fix for soft palettes / recording of Palettes taking a long time and causing a lag in shows with lots of Group Cues #0036765

Fix for problem with Chases with 0% crossfade under control of Speed Masters - sometimes the step would not execute correctly. #0037130

Fixes for MWD when using Intensity FX and also when using 16 bit Intensity channels. #0037271

Fix for column headings on remote control from v1.9.3.0 and above. #0036885

Including a Cue with Group Cues did not honour the INC @ S syntax - it always included at 100%. #0035944

Fix for hiding windows from external monitors when using MagicQ PC Single Monitor MQ500M panel mode. #0036754

Fix for Group Int Masters not getting reloaded correctly after members of the group were all removed and replaced with new Heads. #0035367

When cursoring down in box views that are sized to the window (Exec, Output Plan) never scroll the window.

Fix for window resize flick, when using fixed row and column windows such as Exec and Output Grid. Scroll bars were sometimes incorrectly added.

Version 1.9.4.x

Version 1.9.4.7

Bug Fixes

Fix for moving files in the File Manager. #0037110

Ensure MQ500M with greater than 64 universes in use recovers gracefully after a software reset.

Fix for DMX Output on Stadium Connect on Linux OS. #0037861

Fixes for MWD when using Intensity FX and also when using 16 bit Intensity channels. #0037271

Fix for MQ250M intermittently lagging on startup.

Fix for reducing noise from the display backlight on MQ50/MQ70 consoles.

Version 1.9.4.6

Bug Fixes

Fix issue introduced in v1.9.4.2 onwards that could affect MQ80 consoles shutting down. #0037296

Version 1.9.4.5

Bug Fixes

Remove v1.50 firmware file that has corruption issue.

Version 1.9.4.4

Bug Fixes

Fix issue with TC loop not running, introduced in v1.9.4.3.

Include v1.50 firmware for MQ250M and MQ500M console, which changes backlight timing on startup.

Fix issue introduced in v1.9.4.2 onwards that could affect MQ80 consoles shutting down when control net was left enabled and no USB-Ethernet adapter fitted.

Version 1.9.4.3

Bug Fixes

Fix fader level values changing when faders haven't physically moved for the Compact Connect.

Fix for Macro's introduced in v1.9.4.0

Included v1.04 firmware for Compact & Mini Connects. v1.04 fixes fader noise on Compact Connects.

Timeline

Fix for 36676, 36708 both related to moving items with encoders.

Fix Waveform rendering issues introduced in v1.9.4.0

Fix Timeline Markers menu state issues introduced in v1.9.4.0

Add buttons to allow cues to have their TC reordered.

Added a way to display cues that aren't ordered.

Version 1.9.4.2

New Features

Releasing with Complex Times

Added Cue Stack option to release Cue Stack using last step times. This enables releasing using complex fan times and different fade / delay times on different attributes and heads.

The last step times will apply when the whole Cue Stack is released and also when individual channels are released from the Cue Stack (e.g. when Tracking is set without L or H).

The channels must be programmed in the last step for times to take effect. The values in the last step are ignored - only the times are used. If channels are not in the last step then the overall Cue Stack release time will be used.

When this option is set it is not required to set the overall Cue Stack release time.

Output Grids

There is now a View Type with Head Nos + Names + Intensity. This is supported in the views with and without symbols.

Exec Grid items can now be copied to the Output Grids. This enables Palettes, Cues, Cue Stacks and Assign Special items to be shown and selected in the Output Grids.

Text can now be stored directly on the Output Grids. Press SET and store alphanumeric text. Note that if the entered text is purely a number, or a number including "." or "-" then the text will be treated as a head/element number and used to insert heads in the grid. For convenience, the text strings are the same as are used in the Pixel Mapper.

Items on Grids can now be copied between the different Output Windows.

When dragging items in the Output Grid over other items the drag is blocked. Previously the other items would get removed from the Grid. #0033376

The zoom and scroll of the Output Grid is now stored into Layouts. #0027123, #0024863

There is a separate vertical and horizontal zoom on Encoder E. Normally it will zoom both horizontal and vertical together. Hold ALT to zoom horizontal only. #0034540

Soft button E can now be used to zoom into the current cursor position and to reset back out to 100%. Previously it always reset to 100%.

The background image can now be rotated through 90, 180 and 270 degrees. Set the Grid Options.

The background image can now be colour inverted. Set the Grid Options.

It is now possible to copy programmer data between heads or copy programmer data between groups in the Output, View Plan. Note that as before, when in View Grid, copying modifies the Grid items rather than copying head programming.

There is now a Grid Option to enable selecting of whole lines of Heads by clicking on the empty item next to the Head. This behaviour was previously always enabled - now it is disabled by default and can be enabled per Grid as required. #0032668

Output Grid to External Monitors

Output grids can now be output to external monitors as pure pixels for driving LED walls directly via HDMI/Display Port directly rather than via network protocols such as Art-Net and SACN. This provides an alternative to using MagicHD for lower resolution installations.

In the Output Window, View Grid set the VIEW TYPE to Pixel. The Output window will then show as pure pixels - 1 pixel per Grid cell.

Zooming is supported to increase the number of pixels covered by each Output Grid cell. Soft button F can be used to zoom the Grid to fit to the window size.

When the Output Window is placed on an external monitor it will show without title bar and borders - i.e. pure pixels output from the Pixel Mapper.

When using this feature it is recommended to use Output Windows 2 or 3 and to fix them to the external monitors, by setting them as the Fixed Window for a monitor in Setup, View System, View Monitors.

Net Manager and RDM

The RDM View in the Net Manager now has a column to show a selected PID. This enables simultaneous viewing and setting of the selected PID in multiple fixtures. Use soft button X to set the required PID. Pressing the soft button will go to the next PID supported by the fixture. Pressing SHIFT and the soft button will go to the previous PID supported by the head. Use SET and the soft button to set a specific PID value.

All manufacturer PIDs can be viewed and set. Standard PIDs can only be viewed and set if they are simple PIDS with a single parameter.

In VIEW PIDS it is now possible to copy a PID from one fixture to all other fixtures of the same type - press the COPY PID soft button. Press SHIFT and COPY ALL PIDs to copy all PIDs to fixtures of the same type. Note that only PIDs that are writeable will be copied.

In Net Manager, View PIDS, the soft button "LOG RDM" has been renamed to "EXPORT RDM" to avoid confusion with MagicQ logging. The exported file is saved to the show folder with the name rdm_<manufacturer>_<short name>_<ESTA ID>_<UUID>.csv.

Speed Masters

It is now possible to link adjacent Speed Masters. Set the "Linked" field in Playbacks, View Speed Masters to link a Speed Master to the previous Speed Master. When linked, the Speed Master takes its base timing from the previous Speed Master. The source will always be the same as the previous Speed Master - for example, setting the primary Speed Master to DJ Beat will also set the linked Speed Masters to DJ Beat. When linked each Speed Master can have a different rate divisor and has separate Activate and Halt - it is only the base timing that is linked.

The Speed Master source can now be selected in Playbacks, View Speed Masters. Previously it was only possible to select source via an Execute Item. Now when selecting a new source, the other sources are automatically deactivated.

The Rate Divisor of the Speed Master can now be set to multiply by values greater than 2. This is useful for some FX when using larger numbers of fixtures.

There is a new Speed Master Exec Item "Resync Beat". This resyncs to the beat rather than resyncing to the start of the FX. This enables resyncing where the FX is off beat.

The DJ BPM option now takes its BPM speed directly from the DJ system - previously it would recalculate the BPM based on the incoming beat grid.

Other Changes

Added support for fanning based on the row in the Group Grid. In the FAN toolbar there is now a Group Grid option. When selected, the fanning is performed using the Heads in each row separately. This enables a Group Grid to be quickly set up with multiple trusses, each with their own row in the Grid and the fanning to occur by truss. This is an alternative to fanning by separate Groups.

Added Cue Stack option for GO to step Cue Stack without activating.

Reverse Gobo rotation speed is now supported for Group Cues.

Allow VDIMs on separate personality functions even if another function has intensities.

Added support for import of a TC Track from a CSV file. In the Cue Stack Window, press VIEW TC and then IMPORT TC TIMINGS. Select Make TC Track. If the Cue Stack already exists it will be added to the current Track otherwise a new Cue Stack is created and the times added to TC Track 1.

Added extra options to the Speed Masters in the Execute Windows to enable Audio BPM and DJ BPM. When Audio BPM is activated the Speed Master takes its BPM from the Audio input. When DJ BPM is activated the Speed Master takes its BPM from the DJ input. In both cases the Tapped BPM and any fader level for the Speed Master is ignored. The Speed Master rate divisor is applied to the BPM.

Changes for MQ80s manufactured after March 2023. Previous software releases will not work on these consoles.

Changes for MQ50s and MQ70s manufactured after March 2023. Previous software releases will not install on these consoles.

Added new Setup option to enable and to disable generation of default palettes. In Setup, View Settings, Cue Storage set the Auto Create Default Palettes setting. The options are None, IC, IP, IPC and IPCB. The default is IPCB. Previously default palettes were only created when Group Cues was in operation. Now the creation of default palettes is independent from Group Cues. When loading older shows this option will be set to IPCB if the previous show had Group Cues set, otherwise it will be set to None. #0035758

Added support for MIDI SysEx Autom - was removed in recent betas as was not working.

Bug Fixes

Fix for loading FX library only in Import Show. Previously it would not load the FX library unless IMPORT PATCH was also set.

Set a minimum Exec Grid Max width and height so window always visible.

Fix for UNDO / auto save after unlinking palettes

Fix for applying inbuilt colour FX from Exec Window when using Group Cues. Selecting a new Col FX would not remove the old Col FX. #0035164

Disable auto cursor down for Setup, View Settings and Cue Stack, View Options views. Previously it was causing unexpected change of options and resets.

Fix for Speed Master on Cue Stack: CTRL + FLASH was resyncing the wrong Speed Master.

Fix for entering of Speed Master number directly from keypad rather than from the Select dialog box. #0035234

Fix for copying between two different Output Grids when the Grids have different width.

#0031394, #0028684

Fix for Head Numbers not being automatically shown in Output, View Plan, View Grid. #0026932

Fix for display of Head No + Intensity in Output Grid when zoomed out. #0026674.

Fix for zooming in on Output Grid with a background - the horizontal position of the Heads would jump around a bit.

Fix for when RDM auto patching devices where the first discovered device DMX address overlapped with another device. #0035348

Fix for when RDM auto patching devices that were already patched. #0035347

Fix for removing Groups using the new Remove Group feature introduced in 1.9.4.1. #0035237

Fix for copying or moving from Cue Store or Stack Store when filtering was active. #0025385

Fix for importing a Capture CSV file variation with the Position and Rotation directions at the end in the header. #0035316

Fix for importing a Depence CSV file variation using "DMX Channel" as a header. #0035316

Fix for reset when changing pages (affected 1.9.4.1 only)

Fix for Update edit method - cancelling the update still performed the update. #0035464

Fix for running multiple PixelMap FX in a Cue Stack where when restarting a Pixel FX it would briefly show the previous state for that FX before correctly restarting the FX from the beginning.

Fix for DMX outputs from Stadium Connect when explicitly setting DMX Outputs to MQ Wing. The universes were not output correctly. Worked ok outputting universes 1 to 4 when no universes were set. Only affected Stadium Connect. #0035075

The Speed Master setting in the Cue Stack is now saved to the Cue Stack favourites. #0035336

Fix using keypad 0 or 1 to choose action when merging/recording to Cue Stacks with the Always Show Record Options set to Yes. #0032005

Fix issues when selecting gels from the Colour Picker. The wrong colour would get set for heads using the ESTA CIE XY ranges.

Fix for applying FX to multi elements on elements that don't include the main element (was adding to the main element as well).

Fix for applying FX to multi elements on elements that didn't have a FX on them already - would remove the FX from other (non selected) elements.

Fix for disabling cursor key repeat during macro recording and playback. #0034960

Fix for normal FX on multi elements with Synced Elements and using Centre In / Centre Out. #0034629, #0032647

Fix FX Size display in the FX window. Also added support for using SET to set a specific size on soft button D and also fixed encoder ranges on Encoder Y crossfade. #0000089

Fix for UNDO when removing FX from Programmer. #0012024, #0034539

Fix for consecutive one shot FX in a Cue Stack #0033897, #0035753

Fix for Cue Stacks with same FX but different speeds in sequential Cues to make it smoothly change speed rather than restart the FX. #0029034

Improved sub-menu tab touch detection. #0035783

Fixes for column sizing when auto sizing is turned off. #0035160

Fix for vertical scrolling which would jump to end and back when reaching end of window.

Fix when morphing, that MagicQ ignores the original dimmer channel in the personality if there were vdims applied. #0034966

Fix for reset when using Release uses last step times option #0035583

Fix for correcting pan/tilt display in Pos and Prog window when using Group Cues with Heads which have a pan/tilt invert in the personality. #0035812

Fix for horizontal application scaling for MagicQ PC beyond 1920 pixels with some of the panel display options. #0035763

Multi console playback sync - ensure GO on a Cue Stack with only 1 Cue gets sent from Slave to Master.

Fix for only allowing one instance of the MagicQ application to run. #0000152

Fix for using Find so that if find text is not found, pressing CTRL and cursor arrows will reopen the Find dialog box. This particularly affects consoles where CTRL F is not available without a keyboard.

Fix for record merging / record update on Banks > 1 when using MQ500M + MQ500M Wing. The merge was attempted on an incorrect playback and would not work as expected.

Speed Masters now affect all FX running on a Playback regardless of whether they are in the current Cue. Also fixed for Fader controls speed and size, encoder controls speed and size and for rate masters which showed the same problem. #0036131

Fixed reset when running simple Pixel effects on Grids with size of 1 wide or 1 high. #0035981

Fixed for reset when removing Intensity FX from programmer using selective clear or by removing the FX channels individually. Occurred with Prog Window open in View Levels.

Fix for copying from 2nd and 3rd Group Windows to Playbacks or Execute Window.

Fixed the park display when Output window is showing range values.

Fixed setting of some FX parameters for all FX when more than one FX in a Cue in the Cue Window and Prog Window. #0036132

Fixes for replacing heads in a show file from the latest library personality file. This was broken in recent versions for Chauvet fixtures since the renaming of Chauvet fixtures into Chauvet Pro and Chauvet DJ. There were also some issues with other fixtures when heads were not expanded (the default in recent versions.)

Fix for when using PSN to track moving Vis objects - MagicQ would write records all the time to the undo file causing the file to get very big and eventually lock the system up. Now, when Vis items are moved or rotated by incoming PSN data this is not stored to the undo function. Item changes triggered by PSN will continue to be synchronised to other consoles when in Net Sessions mode. This only affected Vis Items moved by PSN or OTP protocols - it does not affect using incoming PSN tracker data for non Vis purposes such as automations.

Fixed a reset where changing the node name in the PRO DJ LINK BRIDGE would reset MagicQ.

Fixed a issue with the Audio positioning in the Timeline window where the audio start offset wasn't being applied.

Fix for USB comms on MagicQ Consoles, which could cause the small display on MQ250M consoles to flicker.

Fix for Compact/mini Connect keyboard failing after a while.

Timeline Bug Fixes

Fixed Timeline scroll encoder so you can now set values.

Fixed Timeline issues when updating timecode of items with encoder.

Fixed reset when deleting marker set layers.

Timeline A-D Encoders will always show values of the item with the lowest TC from the currently selected items.

Fixed issue with renumbering Cue IDs in the Timeline.

Fixed issue with inconsistent name of layer names in the Timeline.

Fixed issue with audio markers sets being displayed in other cue stacks in Timeline.

Fixed issue with copied Cues not having valid Cue IDs in Timeline.

Fixed issue with record Cues in Timeline having a Cue ID of 99.999

Fixed a reset in the Timeline window if lock is pressed with a Cue selected.

Fixed a issue with the Audio positioning in the Timeline window where the audio start offset wasn't being applied.

Fixing Cue numbering issue #35797

Fixed Beat markers so they now follow the audio offset #35868

Fixed an issue with wiggling occurring when a number of items were being moved with encoder A. #34579

Recording TC tracks while the playback is active will now play newly recorded items without restarting the cue stack.

Fixed positioning issues while copying and moving cues, TC steps and markers with offsets.

The extended copy now accounts for the full width of the selection if no offset is used.

Fixed an issue with previously selected items jumping to the position of a newly selected item

Fixed issue with previously selected items moving when using encoder A.

Fixed a issue with TC steps moving when the duration was being changed with encoder C.

Positioning of all items is now based off of the frame rate type.

Version 1.9.4.1

New Features

Cue Stack Favourites

Cue Stack Favourites provide a way to quickly apply favourite settings to different types of Cue Stacks.

Cue Stack Favourites include:

- Button, Fader, Encoder options
- Activate / Release options
- Cue Stack function
- Advanced function (but not timecode or DJ)
- Intensity, Pos, Col, Beam, FX Fade in times for single step Cue Stacks
- Chase Timing/Cue Timing/Timecode (multi step Cue Stacks only)
- Cue Stack Release time
- Colour tag
- Icon

In the Cue Stack window there is a new view with 100 favourites. Press VIEW OPTIONS (or click 3 times on the S button) and then press VIEW FAVOURITES.

The settings of the current Cue Stack can be recorded onto a selected Favourite. The Favourite can then be applied to any Cue Stack.

Favourites can be named, moved, copied and removed in a similar way to all other MagicQ items.

Note that when applying to a Cue Stack with multiple steps fade times are not applied. Release times are applied in all cases.

Icons are only applied if the Favourite has an Icon in it - otherwise the icon on the current Cue Stack is retained.

Cue Stack Favourites are stored in the show file. They are also stored in the settings file when using **SAVE SETTINGS** and **IMPORT SETTINGS**.

Group Cues

It is now possible to clone and remove Groups from programmed Cues. Previous versions only supported replacing of Groups in programmed Cues. Cloning Groups in Cues enables expanding a show to use more Groups than originally programmed. Removing Groups in Cues enables Groups to be taken back out of the programming.

The advantage of cloning / removing Groups in Cues rather than simply adding removing from the Groups is that split times and FX will be run separately for each Group rather than as a single Group.

Groups can be cloned or removed from individual Cues on a Cue Stack, from entire Cue Stacks, or from all Cues. The Stack Store and Cue Store filtering can be used to apply the changes to a specified set of Cues.

In the Group window press **SHIFT + CLONE GROUP** to clone a Group in Cues. Then select the Group to clone from, then the Group to clone to, then the item to clone in. Press **ENTER** to clone in all Cues - MagicQ prompts with a confirm box.

In the Group window press **SHIFT + REMOVE GROUP** to remove a Group in Cues. Then select the Group to remove from, then the item to remove from. Press **ENTER** to remove from all Cues - MagicQ prompts with a confirm box.

Cloning and removing of Cues is only supported when Group Cues is enabled.

Tap to Time

Tap To Time for FX has now been improved with an option to take into account the number of steps in the FX and the number of parts selected rather than tapping per FX step. There is a new Timing field on the right side of **VIEW FX** in the Prog and Cue windows which can be set to Per Head or Per Step.

There is a new Timing option in the FX tab in the Cue Stack window, View Options, View Defaults. In new and old shows this is set to Per Step by default. Changing it to Per Head will affect any new FX created.

There is a new soft button in the Cue Store window to convert all FX in Cues between Per Cycle and Per Head timing. This can also be used with the filtering to select a sub set of the Cues to change.

The Global Tap to Time button functions in previous software versions have been renamed "Tap to Time active" to reflect their actual function.

Added new setting Setup, View Settings, Playback, Tap fn to specify the function of the physical Tap button. Previously it always performed Tap to Time active. Now it can be set to Tap to Time Selected, Tap to Time active or Tap to Time for any of the Speed Masters SP1 to SP15.

Added Tap to Time active, Tap to Time SP1, Tap to Time SP2 and Tap to Time SP3 options to DBO button options - Setup, View Settings, Playbacks, DBO.

Added Tap to Time active, Tap to Time SP1, Tap to Time SP2 and Tap to Time SP3 options to the Crossfade button function options - Setup, View Settings, Playbacks, Crossfade button function.

Added Tap to Time SP1, Tap to Time SP2, Tap to Time SP3 to the remote trigger action option in Setup, View Settings, Ports. Also added Step SP1, Step SP2, Step SP3 to enable the remote trigger input to step the FX and chases on the received beat.

There is now an additional shortcut ALT + FLASH in Setup, View Settings, Playback, Tap to Time used to Tap to Time directly the timing of the current Cue from the Cue Stack on the Playback. #0033631

In order to avoid accidental shut down of the console the keyboard shortcut to power off the console has been changed from CTRL + DBO to SHIFT + CTRL + DBO. The old unused SHIFT + DBO reset graphics is no longer supported.

FX Defaults

The following default for FX can be set in Cue Stack, View Options, View Defaults, FX.

- Speed
- Per Head / Per Step timing
- Parts
- Segments
- Direction
- Group Spread

The Speed was previously supported but was only used when creating new waveform FX in the FX Editor. It was not used when applying FX. Now, when non zero this over rides the default speed from the FX file. When set to zero the default from the FX file will be used.

The defaults for FX size, width, crossfade, spread, rnd, one shot are always taken from the FX File as they are specific to the FX.

FX Rate Divisors

Within FX the Speed Type has been enhanced so that now as well as Run, Stop and Double there are now the options Div 2, Div 3, Div 4, Div 5, Div 6, Div 7, Div 8.

This enables FX to built up with different attributes at multiples of one rate but still synced.

The Speed Type can be set in the Programmer or Cue window.

The divisors / doubler is applied after all other rate controls regardless of whether the FX is using its own timing or is being controlled by a Speed Master.

Speed Masters

MagicQ now supports 100 Speed Masters which can be used to Tap to Time speed and apply the speeds to chosen Cue Stacks. Some users may wish to use just one global Speed Master whilst others may wish to use a Speed Master per song page.

Each Speed Master can be set to either control all attribute types, or can be selected individually for Intensity, Position, Colour and Beam.

When a new show is started all Speed Masters are reset to a disabled state.

All Cue Stacks by default are controlled by Speed Master 1 (SP1). In the Cue Stack, Advanced options, the Speed Master option can be set to choose any of the 100 Speed Masters, or to Ignore - in which case the Cue Stack ignores all Speed Masters.

Each FX in a Cue Stack can also be assigned to a different Speed Master - in this case it takes precedence over the Speed Master for the entire Cue Stack. If the FX is set to "Ignore" then the Speed Master setting for the entire Cue Stack is used.

Cue Stacks are affected regardless of whether they are executed from a Playback, from an Execute Window or from the Stack Store.

By default FX that are in the Programmer are not affected by any enabled Speed Masters - this ensures that during programming default speeds can be programmed into Cues. For playback (busking) the Programmer can be controlled by a Speed Master - in Setup, View Settings, Prog set the Programmer Speed Master to the required Speed Master. Set it to Ignore to make it ignore all Speed Masters.

When enabled, the Speed Master will control the speed of chases in the Cue Stack and all the FX in the Cue Stack, including any Pixel Map FX. The programmed chase time and programmed FX time are ignored. When a Speed Master is deactivated all chases and FX under control of that Speed Master revert to their programmed speeds.

When Tap to Time is used to set the speed of a Speed Master, all controlled chases and FX will be phase synced to the Taps as well as setting the speed. This means that after a Tap to Time on a Speed Master all chases and FX will be in sync.

A "No Tap Sync" can be set for each Speed Master, so that Tap to Time on that Speed Master will only set the tempo, it will not phase sync the FX and chases.

"Fader 200%" can be set for each Speed Master, so when the fader is at half the temp is the tapped tempo and when at fill it is 200% of the tapped tempo.

Speed Masters can be accessed as options through the following features:

- The physical TAP button
- The DBO button
- The Master crossfade GO button
- From the remote trigger input
- From automations
- Through Cue Stacks set with the Cue Stack, Function option "Cue Stack is a Speed Master"
- Through a new Speed Master motorised bank Fader Mode on the Stadium consoles
- Through the Execute Windows using ASSIGN SPECIAL
- Through the Playbacks, VIEW SPD MASTER view

The current status of the Speed Masters can be viewed in the Playback Window, VIEW SPD MASTERS view. In this view it is also possible to activate/deactivate the Speed Master, to set the Speed Master running or halted and to set the Speed Master BPM and Rate Divisor.

Speed Masters are set to Per Head Timing by default. They can be set between Per Step and Per Head timing in the Playback Window. If either the FX or the Speed Master is set to Per Head timing then Per Head timing is used.

Using Speed Masters it is now possible to resync FX back to the start of the FX. Press CTRL and any of the TAP shortcut buttons above.

Cue Stack is a Speed Master

In the Cue Stack window, View Options in the Function tab a Cue Stack can be set to be a Speed Master. This has a similar effect to the other Master options in this tab - they completely override the normal operation of the Cue Stack.

The FLASH button is used to Tap to Time.

The GO button activates the Speed Master and sets it running so it takes speed control of all Cue Stacks set to use that Speed Master.

The PAUSE button halts the Speed Master. The PAUSE button can then be used to manually bump the chases and FX controlled by the Speed Master.

RELEASE disables the Speed Master so it no longer controls any Cue Stacks. SHIFT + FLASH also disables the Speed Master.

SHIFT + FLASH disables the Speed Master.

SHIFT + GO doubles the rate divisor.

SHIFT + PAUSE halves the rate divisor.

CTRL + FLASH resyncs all the FX controlled by the Speed Master.

Lowering the fader slows the speed from the tapped speed down to halted. Raising the fader to full returns to the last tapped speed.

Normally only one Cue Stack per Speed Master is required, but it is permitted to have more than one Cue Stack set to the same Speed Master - for example on different Pages - they will just duplicate each other.

When changing pages the Speed Master will never hold over - if you need the Speed Master on multiple pages then either make it a Default Playback or program a Cue Stack on each page.

If the Cue Stack option Activate on Page Change is set then the Speed Master will enable when changing to that page. If the Cue Stack option Release on Page Change is set then the Speed master will disable when changing from that page.

Note to avoid confusion, the original "Cue Stack is a Speed Master" has been renamed "Cue Stack is a FX Speed Master" - it continues to apply a percentage rate to the programmed FX speed of a number or group of channels. Similarly, the original "Cue Stack is a Size Master" has been renamed "Cue Stack is a FX Size Master".

Speed Master Fader Mode

On Stadium motorised consoles there is now an extra Speed Master fader mode. Select the fader mode in the normal way using SHIFT + NEXT PAGE, and then select Speed Masters.

The FLASH button is used to Tap to Time.

The GO button enables the Speed Master and sets it running so it takes speed control of all Cue Stacks set to use that Speed Master. If the Speed Master is already enabled then pressing GO returns to the previous time set by Tap to Time.

The PAUSE button halts the Speed Master. The PAUSE button can then be used to manually bump the chases and FX controlled by the Speed Master.

SHIFT + FLASH disables the Speed Master so it no longer controls any Cue Stacks.

SHIFT + GO doubles the rate divisor.

SHIFT + PAUSE halves the rate divisor.

CTRL + FLASH resyncs all the FX controlled by the Speed Master.

Lowering the fader slows the speed from the tapped speed down to halted. Raising the fader to full returns to the last tapped speed.

Add Speed Master to an Execute Grid

Speed Masters can be assigned to Exec Grids in the Exec Window using the ASSIGN SPECIAL soft button. This enables the specific Speed Master to be controlled and updated.

Select the Speed Master option and then choose from the function to assign:

Tap	Tap to Time button. Also shows the current BPM
Enable	Enables/Disables the Speed Master
Halt	Halts the Speed Master/Restarts the Speed Master
Resync	Restarts any FX controlled by the Speed Master
Inc	Increases the rate divisor
Dec	Decreases the rate divisor
Div	Sets rate divisor back to 1. Also shows the current rate divisor.
Step	Steps on to the next step in the FX
DJ Beat	Steps on to the next step on beat from DJ system
Audio Beat	Steps on to the next step on beat from Audio input
All	Adds all the above functions

Then choose the Speed Master to use (SP1 to SP100).

Normally only one set of Execute buttons per Speed Master is required, but it is permitted to have more than set of buttons per Speed Master - for example on different Exec Grids - they will just duplicate each other.

The Speed Master controls the chase rate and FX speed of all active Cue Stacks that have selected this Speed Master in the Cue Stack Options. Cue Stacks are affected regardless of whether they are executed from a Playback, from an Execute Window or from the Stack Store.

Note the Speed Master does not directly affect the inbuilt FX in the Execute Window, for control of these FX in Regions, assign a Use Speed Master item as specified below.

Execute Grid Use Speed Master

The inbuilt FX in the Execute Window are applied into the Programmer. Since the default for the Programmer Speed Master is "Ignore", the speed for these FX will normally be directly controlled by the Rate Params items in the Exec Window - i.e. the TAP button, and the PARTS, SNAP, FADE.

When using the TAP for the inbuilt FX in the Execute Window it now shows the BPM, and it will apply Per Head timing rather than per Step timing.

It is possible to over ride this speed using a Speed Master. In the Exec Window press ASSIGN SPECIAL and select "Rate Params". Then select "Use Speed Master" and choose the Speed

Master to use. This will then show in the Execute Window as "Use SPx" where x is the Speed Master SP1 to SP100.

When the "Use SPx" is active the inbuilt FX in the Execute Window will use the respective Speed Master for timing if it is active. If the Speed Master is not active, then timing will remain as per the above Rate Params in the Execute Grid.

It is possible (and often very useful) to have more than one Regions using the same Speed Master for Speed control.

It is also possible to have more than one "Use SPx" in a Region so that different rates can be quickly selected - the first active one will be used.

If the Programmer option, Programmer Speed Master is set to a Speed Master instead of "Ignore", then when active the respective Speed Master will control the above inbuilt FX. The "Use SPx" will take priority over the Programmer Speed Master.

Speed Masters on Automations

There are two new Autom function types in the Macro window, View Autom that enable Speed Masters to be controlled from incoming events such as MIDI notes, remote inputs, DMX, etc...

Speed Master Tap is used to Tap to Time the specified Speed Master based on the triggered Autom.

Speed Master Step is used to one step the specified Speed Master based on the triggered Autom.

Speed Masters SP1 to SP100 can be specified.

Note that as per the normal operation of Speed Masters above, Cue Stacks will only be affected when the Speed Master is enabled.

There is now a new Autom trigger type for MIDI Clock to enable triggering from the MIDI clock. The divisor can be specified to trigger on half note, full note or higher.

Ignore FX Size and FX Speed Masters

When a Cue Stack has the Cue Stack option, Advanced, Masters affect Levels set to "No" the Cue Stack now ignores FX Speed and FX Size Masters and also the new Speed Masters.

When a Cue Stack has the Cue Stack option, Advanced, Rate Divisor set to "Ignore" the Cue Stack now ignores FX Speed Masters and Speed Masters. This option does not affect FX Size Masters.

Intensity Wheel

There is a new shortcut for the Intensity wheel. ALT + scrolling the intensity wheel will scroll the current window. Note that if the Intensity wheel is set to "Intensity Require ALT key" then it will do Intensity as normal. #0033189

The "Rate" option has been renamed "Sel PB Speed" to better identify the function.

There are three new options for the Intensity wheel:

- Playback Rate
- Global Rate
- Audio Volume

When the intensity wheel is used to scroll Windows, the direction has now been inverted so that scrolling the wheel down scrolls down the window. #0033912

The legend for the Intensity encoder has been improved. #0029658

Other Changes

When Bank 2..6 are selected, the Page Window and the Page keypad syntax (e.g. Page 20 ENTER) now operate on the current bank rather than Bank 1 (the main bank).

Added Bank selection to the Page window (previously you could just SET BANK 1) and indication in the title bar when it is not Bank 1.

In the Execute Window, the View Item soft button is now supported in the VIEW EXECUTE view as well as the VIEW DESIGN view.

Perform Move When Dark when releasing channels from other playbacks / programmers to Cue Stacks that have Move When Dark set.

Added Unused Cues filter to Cue Store and Unused Cue Stacks filter to Stack Store.

Cue Stacks with the Make Fader Jumps to Cue Step option set will now indicate the current step even when not activated. This is particularly useful on Encoder playbacks.

Changes to the GDTF import makes it better at importing the attributes numbers correctly.

Group Cues - add support for Make FX from Cue Stack which was not previously supported.

Added "Only sub selected heads" option to Setup, View Settings, Prog, Recording to Palettes setting. #0025342

There is a new channel activation option "IPC B Split" for the Chan Activates setting in Setup, View Settings, Programmer. This activates Intensity, Position and Colour as per the IPC option, then Beam is split.

- Gobo 1 + Gobo 1 Rotate
- Gobo 2 + Gobo 2 Rotate
- Gobo 3 + Gobo 3 Rotate
- Prism + Prism Rotate
- Focus + Zoom
- All 8 frame attributes

Removed Features

A number of legacy features have been removed from this version to facilitate improvements for our current console range.

This version is not available for the long time discontinued consoles - MQ100, MQ200, MQ300, MQ40, MQ40N, MQ60 and original MQ70. Version 1.9.3.7 is the latest released version supporting these consoles.

The old Net Wing mode has been fully removed.

The Setup, Keyboard & Encoders, Swap Palette and Cursor option has been removed (only applied to MQ100s and Maxi Wings).

The Setup, Ports, Serial Touch monitor option has been removed along with the serial touch monitor support from the Serial remote protocol option.

Support for the RS232 serial port has now been reduced - the MQ500M is the only current product to have a serial port. Serial touch monitors are no longer supported. MagicWand, ChamSys Remote Protocol and serial Automs are still supported.

Timeline spectrogram view for the audio has been removed.

Bug Fixes

Direct setting of intensities in Playbacks was incorrect in recent versions - it did not correctly convert from % to DMX values. #0028975

Fixed problem when using Intensity Masters whereby when making the intensity active in the programmer (e.g. by turning Intensity encoder) the value jumped to the value reduced by the intensity master not the original value from the Cue. #0034029

Move When Dark would incorrectly perform the Move When Dark if the Cue contained no intensity levels if there was a Intensity FX starting in that Cue from 0% - i.e. the Intensity was 0% when the Cue started but the Cue execution brought in an Intensity FX. #0031721, #0033637, #0030594

Fixed occasional reset when viewing Cue/Prog Window with Group FX with more attributes than actually used by the Heads. #0034454

Fixed when using Cue Stack macros on Cue Stacks in the Stack Store so that if the Cue Stack is releasing using Release executes last step it will use 100% for any Cue Stacks being activated using E macro. #0034594

Fix for merging in shows where invalid Cue Stacks were being assigned to empty Playbacks (Cue Stack ID and indicated No Steps).

Fixed problem when using empty Cues referenced by Exec Grid regions where the Group controlling the Region had VDIMs. #0034668

Fix for auto cursor down which was stopping cursor multi select operations working

correctly.

Cue Stack, View TC did not show the active TC step correctly if there was a timecode offset. Only affected 1.9.4.0.

Fix for start up of consoles when using Automs with Scheduled events. The scheduled Automs were being executed on start up to get the correct state according to the time of day, but if Cue Stack Macros were used in the Automs then the Cue Stack Macros could be executed out of order, ending in the incorrect initial playback state. #0030627

Fix for Live Macro sometimes causing a reset if there were no steps entered. #0034483

Fix case where TC Tracks were referencing empty playbacks where the playback erroneously changed page and started flashing. #0034772

Fix reporting of Media Server type in Setup, View Media where MagicHD Quick and CITP Live feed were swapped around in recent versions. Also affected Head Editor, Server Type.

Fix for soft palettes updating Palette based FX in Cues. Previously the Cues would sometimes not get updated till the FX was restarted.

Fix for reset when selecting VIEW VR in Media Window with a Pixel Map media server selected. Only affected v1.9.4.0. #0034803

Fix for shift and control keys getting stuck in visualiser window #0029689

Fix for Replacing the first (current) Cue in a Cue Stack that on an inactive Playback. Previously the old Cue would still be present when activating the Playback, and then subsequent time it was refreshed. Now it will be refreshed immediately.

Refresh of Layout buttons and console brightness when changing users. Previously if different users were using different Layout pages it would not be refreshed correctly.

Fix for buttons and LEDs when using an Extra Wing Compact with a MQ250M or MQ500M.

Fix for buttons on top half of old Execute Wing when used with MQ500M.

Fix for recording new Cues on an external timecode Cue Stack when the Cue Stack has a timecode offset. The Cues timecode was offset incorrectly.

Fix for problem exiting Live Macro mode on some consoles / wings. #0033889, #0033427

Fix for using SET on an empty item in the Layout Window.

Fix for problem when knocking out attributes from Group Cues. If "Unused chans return to defaults" was set, then the channels would not return to their defaults.

Fix for showing values from dependent ranges. If there is no range set for a dependent channel it will look for a range with the dependent channel set with a range min value of 0. This solves issues with Pixelmapper not showing range names. #0031391

Zero Size FX yes/no option is now supported for Pixel Map FX. #0033864, #0032008

Reset Vis Pos now resets to a slightly lower position to ensure it is shown fully on screen.
#0026553

Version 1.9.4.0

From MagicQ v1.9.4.0 onwards MagicQ MQ40, MQ40N, MQ60, MQ100 Pro2014, MQ200 Pro2014, MQ300 Pro2014 consoles are no longer supported. Head files and Head Library files can still be loaded onto these consoles.

New Features

Timeline

Added preview of the first CUE to the steps layer with a track.

Added audio metadata into the timeline.

Added button to hide/unhide all the beat markers.

Added a button allowing the beat markers to be locked and prevent accidental selection/adjustments.

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Audio waveforms are no longer rendered using 30 second images, the song/track is analysed and its data is stored in "show/audio/_bin". If you have any issues loading a waveform please delete the respective folder/directory created within this folder. Then load it again and make sure to wait until you see "Status: Loaded".

<!-- vale BritishSpelling.Spelling = YES --> ===== Megapixel VR Helios Support

Support has been added for the Megapixel VR Helios LED processor. Within MagicQ the Megapixel VR Helios is treated like a media server with control of multi layers (referred to as MP Groups) each with intensity, position and colour control.

Whereas media servers generally take multiple layers of video with different position and size and combine them into one media output, the Megapixel VR Helios takes one media source and distributes it onto multiple LED outputs at different positions. However, from a control perspective it is similar control of multiple items that have Intensity, Position and Colour and have live previews.

Unlike other media servers the Megapixel VR Helios is not controlled over DMX - instead MagicQ connects directly to it over the network using the public REST API provided in the Helios enabling greater control and flexibility. MagicQ converts its internally calculated DMX values to suitable values for sending over the REST API.

The Megapixel VR Helios is patched in the Patch Window by selecting CHOOSE DIM/MEDIA, selecting "media server" and then selecting "Megapixel". This will automatically patch 30 Megapixel Group 20ch heads each named MP GrpX where X is 1 to 30. It will also create a Media Server in Setup, View System, View Media set to type of Megapixel VR and referencing

the patched Megapixel heads. Each head in MagicQ is automatically defaulted to control a Megapixel Group (1 to 30) - although this can be overridden when programming.

The Megapixel Group 20ch personality has the following attributes:

Chan	Function
1	Server No (Defaults to Server 1 - i.e. the first in Setup, View System, View Media)
2	Group No - Megapixel Group number - automatically defaulted to 1..30 for the 30 patched Heads
3+4	Intensity
5+6	Red
7+8	Green
9+10	Blue
11+12	X position across canvas
13+14	X position across canvas
15	Test pattern. 0 for none, 1-5 for patterns
16	Still store - 0 for none, 1-255 for images from still store
17-20	Reserved

Note that there is no correlation between the normal MagicQ groups and the MP Groups on the Megapixel VR Helios. When the Megapixel VR Helios is patched fresh into an empty show on MagicQ then the MP Groups will be patched as Heads with Head numbers 1 to 30 in MagicQ. There will only be one MagicQ Group generated - which has all 30 MP Group heads in it. We recommend that the Megapixel VR Helios is configured with one Megapixel Group for each LED panel controlled starting at Megapixel Group 1.

In order to connect to the Megapixel VR Helios set the IP address of the media server in Setup, View System, View Media to the IP address that the Megapixel VR Helios is using (displayed on its front panel display) and then set Live Preview to Enabled.

The Media window now has a View VR view which can be selected by toggling through the views on the top left soft button. In VIEW VR the whole window is used to show a large preview from the media server. Note the Megapixel VR Helios limits the preview refresh rate to every half a second. Unlike the View Servers View in the Media window, the Preview will continue to be refreshed even when the Megapixel VR Server is not selected in MagicQ - thus enabling the Preview to be constantly viewed regardless of selected heads.

The MP Groups are drawn on top of the preview. Pressing within a MP Group selects it within MagicQ. Selecting a MP Group selects that MP Group (Head in MagicQ) enabling it to be controlled. The MP Group can be dragged around the preview to a new position.

10Scene

The 10Scene Wall Plates now support pressing and holding of 10Scene buttons to set the level of the scene. After the 10Scene button has been held for a second, then whilst the 10Scene button remains held the level will decrease until the button is released until the level reaches 1%. Subsequent press and hold for more than 1 second will increase the level until the level reaches 100% of the programmed state. Each subsequent press and hold alternates between increase and decrease.

Normal pressing and releasing of buttons is not affected. The 10Scene button will always activate to 100% of the programmed Scene when the button is first pressed, and when reactivating after the 10Scene has been previously released.

10Scene trigger on MQ250M/Stadium Connect/Compact Connect now also executes normal remote port function as per older MagicQ consoles / PC Wings with a DIN type remote port connector.

Other Changes

When removing Pixelmapper and Media servers layers from the Patch window, MagicQ will also now remove any associated Media Server data from the Media Sever list in Setup, View System, View Media.

Display actual sunrise/sunset times in Scheduled events.

Add option to convert only selected heads from Head Cues to Group Cues when converting from the Cue Store.

The 2CMY, 3CMY, 4CMY FX have been moved to the Old FX folder to avoid confusion with 2Col, 3Col and 4Col.

Make Cue Stack button backlight red when ALT pressed to indicate LAYOUTS window.

In the Patch Window the Head tabs are now sorted alphabetically to make it easier to find Head types.

Show negative timecode values in Cue Stack window in Caption and on TC Sim soft button when there is a TC offset set for the Cue Stack.

The Network Switch setting "Normal" has been renamed to "Enable IGMP Snooping". We recommend all systems to run with this set to "Disable IGMP Snooping".

When upgrading to this version from older versions the Network Switch setting (for MQ500/MQ70/MQ50) is set to Disable IGMP Snooping.

Add Setup option in Setup, View Settings, Keypad & Encoders to auto cursor down on enter.

In the Head Editor when setting attributes to Intensity, Pan, Tilt and Zoom set the default, locate, highlight and lowlight values if they are not already set.

Add option when converting to Group Cues to use Groups with a single Head in them.

Bug Fixes

Fixed issue with scheduled events which could cause them to trigger at unexpected times.

Copy Cues unlinked. Now if you copy unlinked it will make completely unlinked Cues (except for ones that are linked within the same Cue Stack). #0028846

Modified in 1.9.4.0 if you copy a Cue Stack within a single Exec Grid it will respect the unlinked copy option. #0032895, #0030739

There was a problem whereby the ENTIRE state could not be overridden when the Cue Storage setting was set to "Unlinked, no state". #0014232

Fixed issues causing resets on shutdown when using DJ protocols.

Fix for removing times from Group Cues from the Cue Stack window. Times could be removed in the Cue or Prog windows but not directly from the Cue Stack window.

Fix for fanning levels and times on Groups with element selection when using Group Cues.

When importing Show Structure, MagicQ would incorrectly load Group Cues and Group FX.

Fixes for copying Cues to selected heads. 1) The FX spread was not refreshed correctly. 2) Copying between heads with VDIMs was not supported. #0033636

Group Cues - when using Palettes in Cues then only use attributes from different heads for Int, Pan, Tilt, Cyan, Yellow, Magenta, White, Amber, Zoom and Iris.

The Network Switch setting "Normal" did not work correctly in recent versions. A workaround was to set "Disable IGMP snooping" or "Original".

Fixed problem with setting Automs that referenced Execute items with Macros. #0033927

Fixed problem in Execute Windows with Solo Buttons where items set to the left of the selected item have a width greater than 1. Does not affect Execute items set to Solo in Regions. #0034227

Fixed reset when setting delay or fade on Cue Stack step with no Cue. #0034378

When using Windows with fixed numbers of rows, avoid box height changing on subsequent clicks / Layouts. #0033800, #0034252

Fix for 10Scene IDs when connected to 10Scene port on MQ250M/Stadium Connect/Compact Connect - the IDs were incorrectly byte swapped.

Fix for 10Scene remote trigger on MQ250 port on MQ250M/Stadium Connect/Compact Connect with Automations - previously they were triggering as Unit 240 not Unit 0 (inbuilt).

Fix for reset occurring after re-patching the selected heads and pressing Layout 1. #0033961, #0033773

Fix Stadium Connect to report it has encoders when responding to console queries - enables

unlocking of MagicHD #0034301

Fixed problem with refresh of Execute 2 and Execute 3 windows - occurred if Execute 1 window was not set to the same grid as Execute 2 and 3. Affected versions from July 22 onwards only including 1.9.3.x. #0034520

Timeline

Fixed reset when deleting a Flash with REM and selecting it. #0033406 #0033425

Reduced memory usage when loading multiple long audio tracks, allows for tracks over 1 hour being loaded. #0029738

Improved audio waveform rendering quality in Timeline window.

Prevented entry of blank text into section and unique markers.

Adjusted the buttons in the Cue Stack Audio layer to accommodate the new information.

If larger audio files are being processed, feedback back is provided by using staged "..." after the word "Loading".

Holding shift and left clicking and dragging on the ruler will allow you to drag around the cursor.

Fixes for user names containing a full stop and preventing audio files loading in Timeline.

Fixed offsets on timecoded TC tracks meaning they didn't appear in the timeline.

Version 1.9.3.x

Version 1.9.3.8

Bug Fixes

Fader controls FX Speed and Size were not working for Pixel Map layers other than the first Layer of the first Pixel Mapper. #0031785

Fix for DMX outputs from Stadium Connect when explicitly setting DMX Outputs to MQ Wing. The universes were not output correctly. Worked ok outputting universes 1 to 4 when no universes were set. Only affected Stadium Connect. #0035075

Changes for MQ80s manufactured after Mar 2023. Previous software releases will not work on these consoles.

Changes for MQ50s and MQ70s manufactured after Mar 2023. Previous software releases will not install on these consoles.

Version 1.9.3.7

Bug Fixes

Hide unexpected status boxes when using Users and locked mode.

Prevention of metadata entry's being saved/read with multiple aliases and invalid UUIDs, resulting in delayed multiconsole responses.

Version 1.9.3.6

Bug Fixes

Fix possible reset when opening Outputs → View Chans → View DMX → View Move for the first time.

Version 1.9.3.5

New Features

MagicQ MQ50 Compact Console has been expanded to support 8 Universes.

Added support for MagicQ Compact Connect and Mini Connect

Version 1.9.3.4

New Features

Cue Fader Modes

Two new fader modes have been added for Stadium consoles with motorised faders - Cue Fader mode and Selected Heads Cue Fader mode. These fader modes operate in a similar way to the Intensities mode and the Sel Intensities mode - you can page through the different heads - but they operate on the Cue data rather than programmer data.

In Cue Fader mode the intensities of the heads in the current Cue (from the current playback, or selected from the Cue Window) are placed on the motorised faders. Moving the faders immediately edits those intensities within the Cue.

In Selected Heads Cue Fader mode the currently selected heads are shown. Any that are used in the currently selected Cue are shown active. Heads that are not in the currently selected Cue are non active. Moving a fader of a non active Head automatically adds that Head into the Cue at the level of the fader.

Pressing the GO button adds the intensity of that Head to the Cue at its current output level.

Pressing the Pause button in either mode removes the intensity for that Head from the Cue.

As with all changes to MagicQ show data, UNDO can be used to restore the Cue to its previous channel values if channels are accidentally added/changed/removed.

There is a shortcut to enter the Cue Fader mode - press and hold CUE and press the S button of the Playback. This makes that Playback the currently selected and also opens the CUE window showing the data.

Pressing PAUSE in the manual crossfade section returns to the normal Playback Fader mode, enabling quick return to playback.

The Cue Fader mode can also be entered/exited via the new UNFOLD CUE soft button in the Cue Window. The PREV CUE and NEXT CUE can be used to bump through Cues in a Cue Stack.

The Fader Mode toolbar has been remodelled to add the extra options. Now there is a dedicated Selected Heads button on the right hand side for selecting the Selected Heads modes.

Execute Window

There is now the option to add RELEASE using ASSIGN SPECIAL in the Execute Window. This will release all Cues and Cues Stacks in that Exec Grid. If Regions are in use then it will release all Cues and Cues Stacks within the region. If there are timing buttons within the region then any active time will be used for the release.

The Setup option Run in Execute has now been expanded to enable specifying of use of Exec Grid 2 to 10 instead of just using the current Grid.

The Setup option Playback Go/Pause use Execute Grid has now been expanded to enable selection of Grid 1, 2 and 3.

The Timecode + Clock option in Assign Special has been renamed Timecode + Clock + PB.

It is now possible to show the current page and next page in the Execute Window. Select ASSIGN SPECIAL, Timecode + TC + PB, and CUR PAGE or NEXT PAGE. #0019576

Prog Store

The MagicQ Programmer has been enhanced to support a Prog Store for live operation (busking). This is a store of 12 Programmer states that can be quickly stored and recalled with single button presses. The levels, times and FX in the Programmer are all stored.

Hidden from the user, MagicQ uses the Cue Store to store the Prog States as Cues - starting from the last Cue in the Cue Store, and naming them as Prog Store1 to Prog Store10. The Prog Store is saved into the show file, so the Prog Store survives a rest or power down.

The Prog Store can be accessed through SPECIAL buttons in the Exec Window. In the Exec Window, press ASSIGN SPECIAL and select PROG STORE. For each Prog Store item there are three possible actions - Record, Include and Activate. Each action is available for each of the 10 Prog Stores.

Pressing a REC PS button (e.g. REC PS1) records the current programmer state to that Prog Store. The button is shown active when programmed.

Pressing an INC PS button (e.g. INC PS1) includes the specified Prog Store back into the Programmer. The Programmer is automatically cleared before including - this is so the Programmer will contain only the contents of the specified Prog Store. Pressing a Inc PS button on a Prog Store that has not been recorded has no effect.

Pressing a REC PS button on an already recorded Prog Store overwrites the existing Prog Store. To modify an existing Prog Store, press the INC PS button, modify it, then press the REC PS button.

Pressing a REC PS button when the programmer is empty (cleared) causes the specified Prog Store to be removed.

Pressing an ACT PS button activates and releases that Prog Store as a Cue. If this Prog Store was the one active in the Programmer than the Programmer is cleared so that the Prog Store is now running as a Cue without the Programmer. The Prog Store can be activated and releases as a Cue any time until the Prog Store item is removed (by recording it again with the Programmer empty).

When pressing an ACT PS button, if there are any overlapping Prog Stores active then they are released. Overlapping means that the two Prog Stores control one or more of the same channels.

Pressing an INC PS button for a Prog Store that is active as a Cue also release the Cue so that control of that Prog Store will now be entirely from the Programmer. MagicQ will also release any other overlapping Prog Stores that are currently active.

A new Prog Store mode has been added to the 4x3 Execute Buttons on Stadium consoles - this enables easy access to the Prog Store function without needing to assign the Special buttons in

the Exec window. The Prog Store mode shows 4 Prog Store items at a time each with a REC, INC and ACT button. Paging can be used to access all 12 Prog Stores.

Plot Grids

The algorithm for creating Grids from the Plot View has been improved to place multi elements in the grid and to keep relative positions with other elements.

Grids can now place every element into the grid, even if they are in the same location in the Plot View.

Other Changes

The Grand Master legend is now shown when Grand Master is set to functions other than Grand Master.

When using the Cue Stack 1, Cue Stack 2 or Cue Stack 3 on the Grand Master, Sub Master, or Crossfade Master the Cue name will be shown.

When merging Palettes from other show files MagicQ now matches the names and icons even if they are not in the same Palette IDs. Previously it would only merge a Palette if it was in the same ID in the current show and the imported show.

Added an extra Highlight option in High/Low no Beam - this ignores any Beam information in the Head file or Highlight/Lowlight Cue so that the Beam attributes such as Zoom come from the last used / programmer.

Renamed the Highlight options to reflect that High/Low is the default option for all Programming modes.

When copying linked, MagicQ now indicates linked in the status bar text. The Cue Window title now shows when a Cue is linked to other Cues.

On Stadium consoles when selecting Bank 2 or higher of Playbacks the Page displays show the bank number and any unused Playbacks are shown as Bank 2 to make it more obvious that these higher banks are used. This should avoid confusion when accidentally selecting these banks. It is also possible to return to Bank 1 from the Page window using the SET BANK 1 soft button.

The confirm box has been removed for setting the name on Palettes. Now that we support UNDO it is easy to revert any accidental naming.

In MagicQ PC when changing between standard panel modes and Stadium panel modes the window layout is now retained - previously all windows were closed.

The MQ500 Single Monitor panel mode has been upgraded to be a MQ500M Single Monitor panel mode.

The MQ250M panel mode has been enhanced to show the button backlight colours of the MQ250M.

Bug Fixes

Solo button in Execute Grid not working when changing size of button when using adjacent Solo buttons. Solo button in a Region worked ok. #0028836

Fix for next Scheduled event in Execute Window - it showed incorrectly if event was not on that day - corrected so it now only shows events from the same day, or ones that have no date specified. #0030810

Fix for stand alone MagicVis - fixture physical position and rotation was not updated correctly if net session ID on the console was non zero.

Fix for reset when changing pages between Cues with release times and FX. This only affected some shows with very specific settings.

Fix for Windows set to fixed number of rows on MQ500M and other consoles where the number of rows actually shown was incorrect. #0032009, #0031135

Fix for removing last Cue in Cue Stack that is set to not return to Step 1 on release, and then reactivating using FLASH button - it cold reset. #0032669

Fix for ALL + S of Playback to select the Heads in the Cue - was not working correctly. #0030701, #0032467

Fix for Execute Window View Max on Windows sometimes drawing content before switching to full screen mode and before the menu bar has been removed. #0032423

Fix for artefacts sometimes being left when the size of an Execute Window box is adjusted using the encoders. #0026001

Fix for coming out of highlight mode that left some lights not functioning till a clear. #0021017

The personality lowlight and lowlight Cue were not applied to 1 channel heads. #0027057

Fix for wrong indication of selected attribute in Head Editor, View Ranges and View Palettes #0028027

Fix for releasing of Exec Region FX also releasing other FX of same name in other regions. #0033036

Fix for VDIMs on Dup Elements could cause a reset on loading shows using larger number of universes affected 1.9.3.3 only.

Fix for setting multiple values in Palette View window - sometimes the wrong channel was set.

When running MagicQ in Stadium panel views such as Stadium Connect, the Exec, View Max was not shown full screen. #0033161

Fix for display of Page numbers on MQ250M when using Banks 2..X in MQ500M Banking compatibility mode. Previously in this case, the page buttons would work but the page indication did not update.

Fix for button playbacks 1.4 on MQ500M Wing that would not automatically go to 100% when Cue Stack set to toggle.

When loading show files MagicQ now performs extra checks on Cues to verify there are no duplicated channels in the Cue. Previously in some error situations Cues could end up with duplicated channels which would cause problems when readdressing / repatching.

When readdressing multiple heads to first free address (e.g +1-1) only the first head was using first free, the rest were following on. Changed so it finds a free address for each head separately.

Fixed PC Wing shortcuts POS+S, COL+S, BEAM+S to select the respective Palettes 1 to 10. These shortcuts no longer worked since Palette selection was removed from the top soft buttons in these windows. #0032651

Fix for reset in recent betas when removing Heads from a show with FX.

Fix for pressing 4x3 Macro buttons as Executes when command line had command syntax on it. In recent versions the 4x3 Macro button would not work when last key press was Group, Pos, Colour, Beam etc...

Fix for problem with Cues with the same Group FX in a Cue Stack, where the 2nd time the Group FX was activated it would not run. Occurred when only some attributes off the 1st instance of the Group FX were stopped whilst other attributes continued with the FX. Most likely to be seen with custom user FX that use many attributes.

Fix for Choose Head from USB Stick, ADV VIEW which did not work in 1.9.3.3. #0033342

Fix for importing 3D objects into visualiser in the patch window, up and forward axis can be chosen and work correctly. Also millimetres and centimetres added as unit options as well.

Fix for selecting two or more Group FX from the FX window. #0033317

Enabled RELEASE from the Execute Window to be used in Exec Window PRELOAD.

Modified so that Group FX will always run on all elements of Heads set to IND unless elements are specified in the Group. Previously if Group FX was set to DUP ELEMENTS then the FX would only run on the first element of Heads set to IND. #0033456

Fix for problem with Cue Stack option Flash always Swaps when used on Bank 2 or higher on Stadium consoles. The swap would not take effect until after Banks had been changed.

Fix for crash when deleting a Flash from the Timeline window. #0033621

Version 1.9.3.3

Now when auto patching from RDM or a 3rd party Visualiser if there is nothing previously patched, then the option to insert into the Visualiser (i.e. create Heads in the Vis) is automatically turned on.

New Features

Expanding Library Head Files

From v1.9.3.3 MagicQ by default no longer expands the personality library head files from the heads.all file into the Heads folder; instead it reads library Heads direct from the heads.all file. This simplifies the installation avoiding the need for time consuming head expansion.

Only Heads created or edited by users are stored in the Heads folder.

Expanding of library head files is controlled by the option Setup, View Settings, Mode, Personality File Format. The options are Original and Unexpanded.

When set to Original, MagicQ expands all the personalities from the heads.all file into the Heads folder, whenever the heads.all file is changed or software is upgraded.

When set to Unexpanded, MagicQ does not expand the heads.all file into the Heads folder. Library Heads are accessed directly from heads.all. MagicQ will remove any library Heads from the Heads folder if they were previously expanded there.

Timeline

In the Timeline when only a section marker is selected the colour tag window can be open by pressing encoder B, allowing you to change the colour to a preset one.

Each row now contains a new button that means you can enable snapping for items within it. Meaning when dragging items within that row or from another row it is possible to snap to the beginning or end of an item. Snapping is possible for the beginning of a cue, fade and the end of a fade/cue. It's possible to snap to the beginning or the end of timecoded track step, and all markers.

Buttons have been moved around to be more consistent and the padlock and folding icons have been improved.

All the separating lines around the buttons have been removed for a cleaner look.

Bar numbers have been added for major beat markers.

Fixed enabling and disabling a TC track so it will start playing after being enabled from wherever the timecode/playhead is. #0031549

Fixed an issue with pinning where it would automatically scroll up when dragging and item.

Fixed an issue where dragging a selection further than the left edge of the timeline changed items spacings. The whole selection now will stop moving when the first item hits the edge.

Fixed items shuffling if dragging and positioning individual items while zoomed in; where it was adjusting to timecode.

RDM

Modified the columns in Net Manager, View RDM to make them easier to read - the personality number and total number of personalities are now to the right after the Model ID.

Added a Patch column to show when fixtures are patched into the show. Displays a ! if the patched Head in the MagicQ show does not match the fixture address.

In Net Manager, View RDM, when readdressing fixtures or changing their modes, MagicQ will automatically repatch/morph the Head in the show if that Head was originally patched using PATCH RDM HEAD or using RDM auto Patch.

Clicking on the Patch column in View RDM jumps to the associated Head in the Patch window.

In the Patch window, View Heads, the binary DIP switch column has now been removed and replaced with a RDM UID column. This shows a UID when the head has been patched from the Net Manager (manually using PATCH RDM HEAD or using RDM auto Patch).

Clicking on the UID in the Patch view jumps to the Net Manager, RDM View to show the associated RDM data.

Track Sheet

The Track sheet now supports FX as well as base levels. Use Soft button C to set Base + FX (Default), Base Only or FX Only.

The Track sheet can show the Delay and Fade times for each Cue - Use Soft button D Show Times. Delay and Fade times can be set as in the Cue Stack window.

The Attrib Type, Attrib Mask, Attrib Display and the options SELECTED ONLY and HIDE UNUSED are now stored into and recalled from Layouts enabling the required view to be easily recalled.

Level values in the Track sheet can now be added. Previously they could only be edited. #0022122

Level values and FX in the Track sheet can now be removed. When set to Base + FX then both Base and FX will be removed. If set to Base Only then only base will be removed. If set to FX Only then only FX will be removed.

The Track sheet has been improved to keep the first column (Cue) fixed. #0019130, #0021544

The cursor is now shown when on empty boxes in the Track Sheet. #0026704

BLOCK CUE and UNBLOCK CUE have been moved to the spare soft buttons rather than on SHIFT soft buttons.

Palettes are now identified with the square dot as in the Programmer and Output windows.

When the Track Sheet is printed using Print Window or exported using Export To CSV it now includes all rows in the Track Sheet (i.e. all Cues in the Cue Stack) and will export up to 512 columns wide.

The Track Sheet is now available on MagicQ's internal web server.

Tracker Zones

Tracker Zones can be used to trigger automations when a tracker or Vis Object enters a defined area. Tracker Zones will work with any position and rotation.

Tracker Zones can be inserted in the Patch window. In Patch, VIEW VIS, Attach Objects tab press INSERT and choose Tracker Zone.

The Tracker Zone's Model can be set to Cube, Cylinder, or Sphere.

Length, width and height can be set to anything for a cube. Width and height can be set for a cylinder. Width can be set for a Sphere.

Param 1 sets the Tracker Zone's fade distance.

The Tracked Zone is highlighted in MagicVis.

With a tracker zone defined, it can be used to trigger automations. In the Macro Window, VIEW AUTOM press INSERT AUTOM. Set the Type to Tracker or Vis Object, and P3 to the tracker object's name.

Other Changes

Support for setting an Icon on a Cue in the Cue Stack. Press SHIFT + SET and press on the Cue field in the Cue Stack. Note the Cue field not the Cue Text field. #0030252

Added Timeline view to internal web server #0009060

In the Cue Window, level values can now be added as well as modified.

In the Execute Window, when creating on MagicQ PC it defaults the Exec Grid Max window width / height to the main monitor width / height

When adding simple pixel map FX show head attrib names not the generic attribute names.

Users set to Type of Programmer are now able to make modifications to Cues and change settings. They can do everything the same as a Super User except changing the Users. #0032885

VDIMs can now be applied to Green, Blue, White, Amber and UVLIME channels even if the Red/Cyan is not supported by the fixture - e.g. for fixtures with White only.

Bug Fixes

Fixes for Denon network connectivity and stability, fixed a crash with using all decks and raising faders.

Fix for Tracker automations that were not always firing. #0031835

Fix for VirtualDJ where occasionally the beat steps stopped after changing song. #0031280

Add support for snapshotting Intensity palettes #0032430

Fix for reset when Group Scenes referenced Palettes that had been removed. #0032406

Fix for reset when changing Cue Stack master fn attribute type. #0032504

Fixed reset when pressing RECREATE INDEX in ChamSys File Manager when in a sub folder (Manufacturer) #0032535

When using Group Masters if removing all Heads from the Group and then replacing them with new Heads the Group Master would have no effect. #0032521

Moving a Group did not update User Grids that contained the Group. #0032165

When filter (Soft But A) set on CUE STORE or CUE STACK STORE the top Soft buttons did not work correctly. #0032016

Added PB Encoder legending of Masters in Stadium Connect panel mode. #0029610

Fix for RDM sensor display that was not working for negative values. #0029818

Snapshot did not take Int palette only raw intensity values #0032430

Automation macros using tracker 2 did not work correctly #0031835

Fixes for renaming Layouts when in Net Session mode - the renaming did not sync. #0027241

The new Layouts Window was not updated when recording / renaming / moving Layouts from the physical Layout buttons / Layout soft buttons.

Fix for using the Crossfader as a Test Rate Master - the rate was not correctly applying to items activate in the Execute window.

Fix for Flash always swap playbacks which did not work correctly immediately after changing Banks. #0032640

Flash always swaps + flash toggles doesn't swap the playback. #0030756

When changing heads in a Group don't clear the name of the Cues in any Group Masters that are using that Group. #0030128

When using Fader Jumps to Cue Step with Fader Controls HTP then at 100% the output could go to 0%. #0018730

Fixes for motorised faders on unused playbacks. Fader / encoder colours were also incorrect when Playback was active and holding over from another page. #0027773

When TC Timecode Activates/Releases is set to Act/Rel TC Playbacks at Full and Fader Move = Auto Fader Moves, now move the motorised faders when activating / releasing. #0028646

Fix for mouse controls pan/tilt which was very jumpy in recent versions. Support for mouse controls pan/tilt on Stadium Connect. #0008787, #0021833

Dragging encoders and releasing a mouse over another encoder will change both values. #0023257

Fix for Direction when using Multi elements synced to enable centre in/centre in/rnd. Affects both normal FX and Group FX. #0032647

Fix for replace of Palettes / Groups in Cue Store / Stack Store when selecting multiple items. #0032450

After using BLIND with a fade time, the fade in time for the FX could not be removed from the fade time in the programme. #0032698

Fix for Plot window, rotating items on an axis not parallel to the plot view's perspective did not update the shape of the object.

Fix for Plot Window, static fixtures rotation angle did not always point in the correct direction

Fix for adding VDIMs to Multi Element heads. If MagicQ can not find a specific VDIM personality for the number of elements sometimes it would not be able to patch the VDIM (e.g. only 39 VDIM elements needed, but no space for 100 Element VDIM personality. This can be resolved by creating a VDIM personality with the correct number of elements.

Fix for Group Cues calculation of total delay and fade time, that could cause follow Cues to be delayed longer than the actual cue delay/fade time. #0031564

Fix for VDIMs when copying programmer data between heads. #0013972

Fix for VDIMs where channels controlled by VDIMs would only output DMX of 254 not 255. #0026944, #0032798

Fix for applying fans to intensity when VDIMs involved. #0026756

MagicQ will now not send VDIMs when sending Patch to Capture. #0030235, #0030534

Fix for use of MagicVis Vis Source options (Blind Prog, Playback, Next GO, Prog Only). In recent versions when stand alone MagicVis was connected to a console (not MagicQ PC) then these Vis Source options would not work correctly. #0032790

Fix for sub selecting heads using a Palette at greater than 0% intensity - hold NEXT HEAD and select palette. This was a long standing function but it was not working correctly.

Fix in colour picker. Control of CIE XY fixtures works correctly. Some fixtures could not be controlled from the colour picker and the Visualiser did not show colours previously.

Fix in colour picker. Control of HSI fixtures. Previously selecting a colour outside the RGB colour space would set the saturation value to a random value.

Fix in colour picker. Opening colour picker with multi element fixture selected now initialises the colour to the correct colour value and brightness.

Fixed for when Activate chans/heads = Heads it will clear all channels of a head when using the faders/buttons. #0026041

Change of language did not update the language of the CTRL buttons. #0006103

Fixed issue where if filtering was in use in the Cue Stack Store or Cue Store then Cue Stacks and Cues from the Execute Window would not operate correctly. Only affected 1.9.3.0 to 1.9.3.2.

Fix for adding FX to head selected elements - i.e. elements selected in the Outputs, Plan View. #0033001

Fix for reset when press Layout 1 after repatching Heads. Affected recent betas. #0032807, #0032669, #0032925

Version 1.9.3.2

New Features

Timeline Editor

Section marker can now be dragged by pressing the diamond at the end.

Section markers can be selected by pressing the coloured region, and then it can be renamed using SET and deleted using REM by pressing the same region.

Section markers colour can now be edited, if you select an individual section marker you can now alter the red blue and green values of the marker.

Each marker set layer can now be locked to prevent accidental changes.

Added the ability to quickly move the cursor, simply hold shift and press any point in the ruler at the top of the Timeline editor to have it shift to the position you pressed.

Added a method to keep the text readable by either choosing black or white text. It affects both text in the section markers and where the file name of the audio file is displayed.

Prevented loss of selected items in the Timeline editor if pressing buttons within the left column.

Removed the shrinking of the height for TC track layers when hiding the steps.

Fix for #0031183 so now the window position while timecode is playing won't jump to the playhead while an item is selected or being dragged.

Net Sessions

The number of consoles in a Net Session has been increased to a maximum of 10.

Patch Improvements

The Patch Window now supports an option for auto adding VDIMs when Patching Heads that have RGB channels but no dimmers for the RGB channels. Set Auto VDIMs on soft button E. When this option is set MagicQ will add VDIMs when patching even if the personality does

not specify VDIMs. When set on, the operation is the same as QuickQ which always patches VDIMs. This setting also applies for morphing Heads.

When morphing from a Head with multiple elements to a Head with single elements MagicQ now prompts whether to split the head or not.

After morphing MagicQ now removes VDIMs from the Patch for the old Heads if they are not used by the new Heads.

Morphing of Heads with VDIMs has now been improved so that Intensity should morph correctly between both single element and multi element heads with or without VDIMs.

Morphing has been improved for Iris between Heads with different Iris range types.

Reduced Show File Size

MagicQ now officially supports the "High Res FX & Reduced Size" show format. This has been previously been marked as "Reduced Size - testing only". This format significantly reduces show files speeding up loading and saving of shows and syncing of show data in Net Sessions.

Shows saved in this format can be loaded in any console running v1.7.2.0 or above - i.e. any versions released after 27 April 2016. In previous versions an _R extension was added to the file name to indicate the reduced format - this is no longer added as any console running software from the last 6 years will support the format.

Group Grid Fade Time Short Cuts

The following new fade time short cuts are supported when applying Palettes for normal Cues and when using Group Cues:

*..	Fade left to right across Group Grid
*//	Fade right to left across Group Grid
*++	Fade out to in on Group Grid
*__	Fade in to out on Group Grid
*+-	Fade centre out to in on Group Grid
*-+	Fade centre in to out on Group Grid
*...	Fade top to bottom across Group Grid
*///	Fade bottom to top across Group Grid
*+	Fade top out to in on Group Grid
*__-	Fade top in to out on Group Grid

For example to fade Colour palette 2 left to right across the Group Grid over 3 seconds enter

COL 2 / 3 * +

As with the existing shortcuts the fade time can be controlled by entering <total time> / <fade time> before the short cut, e.g. perform an inter centre fade to Colour 2 with each pixel fading

for 3 seconds with total 10 second fade enter:

COL 2 / 10 / 3 * + -

When using Group Cues these timing short cuts are stored in the Cues so changing the Group (and Group Grid) will automatically update the Cues.

Other Changes

When loading a show file if it fails to load correctly then MagicQ now opens the Command Log (Help Window) to show the log of failures.

Deselect heads button added to MagicVis. #0011734

Colour picker: colours outside the gamut now take shortest path to gamut instead of straight line to white point (makes gel selection in colour picker more accurate).

Plot view minumum zoom changed from 50% to 20%, this makes focus line more usable. #0018125

Changed colour of truss and lights in paperwork to make text more visible. #0019421

Deselect added to plot view in magic vis and focus added to the plot menu. #0024336

Move attached option added to plot in MagicQ and is linked to the same option in the patch view vis option. #0025806

Bug Fixes

Fix for Cue keypad syntax added in 1.9.3.0 to copy to specified ID (previously copying to the correct place in the Cue Stack but auto numbering the ID). Also not including if selecting multiple Cues to include using the Include Cue keypad syntax.

Fix for reset when Importing Grid into existing Grid. #0031687

Fix for adding VDIMs to multi element heads set as Independent. The heads would act as Dup until MagicQ was restarted. This could be worked around by manually setting the Heads to Dup and then back to Ind in the Patch.

Fix for Intensity Group FX on multi head elements with VDIMs when using include elements - it previously would only put the FX on the first VDIM in the Head. #0022826

Fix for Pixelmap FX on Palettes on fixtures with multiple RGB elements but applying palette to single elements in that head (e.g. Pos palettes on MagicBlade)

Fix for the MOVE WHEN DARK on the first or second Cue of Cue Stack. It would not work the first time the Cue Stack was executed. This could be worked around by putting an explicit MARK CUE as the first cue of the Cue Stack. #0032292

Fix for manual bumping of Group FX using the Pause button. This previously worked for normal FX but not for Group based FX. #0032297

Fixed offset copying issue within the Timeline editor's extended copy function.

Fixed an issue in the Timeline editor; where the regeneration of BPM markers failed if the a previous generation of BPM markers was stopped.

Fixed a reset that occurred when an item was selected and then any layout was opened.

When using Group Cues, RGB encoders will now work in the same direction for both RGB and CMY fixtures. #0031902

Improved stability for the TCNet protocol when using the PRO DJ LINK BRIDGE app, mixer data should now be visible as well. #0030856

Fixed an issue in the plot view; where the angle of light battens would sometimes be incorrect. #0032204

Fixed plot view selection order filter, it would sometimes show odd numbers only. #0016196 #0013398

The function to see if a tracker was intersecting with a rectangle object only used the width and height of the rectangle and its x y position, it now also uses the y rotation value as well.

Patching new fixtures would make a grid of fixtures that are not symmetrical about the centre of the stage in the plot/vis, this has now been fixed. #0014882

Fixed the luminosity values that are loaded into the colour picker from the gels library as they were previously very dim. This makes the colour picker gel selection work better. related to comments in. #0016356

Fix for visualiser gel colours; if RGB is specified in the gel csv use that instead of calculating from XY values. Lee106 now shows as red in vis instead of magenta. #0014011

Plot view floor filter issue, sometimes fixtures that were on the ground would be in flown plot and not shown in the floor plan. #0016319

Plot view fix; focus hold and focus line used to not work with scanners. #0023459

Fixed zoom issue in plot view, reset zoom when changing between groups in plot view to focus on the new group. #0013781

remove show 3D vis button in patch window for consoles, this is a bug that opened up a Magic Vis window that was then unable to be closed.

Fixed a colour picker reset when trying to create a fan between two colour palettes. #0031693

Disabled mouse events in plot view if the console is locked. #0025830

Fix for plot view, some fixtures would not focus hold or focus line correctly. #0026098

Version 1.9.3.1

v1.9.3.1 has a fix for major problem in v1.9.3.0 that caused Cues to get corrupted when changing DMX of Heads.

If you have used v1.9.3.0 and changed DMX of Heads in that version then you will need to fix the Cues as they may not get updated correctly if you try to merge into them, and other Cue problems may occur.

Install this version. Ensure you have a copy of your show file saved. Then open the Cue Store window and press the Fix Cues button on SHIFT + Soft button X. This will correct all Cues in the show that may have been corrupted. This may take several minutes on larger show files.

Version 1.9.3.0

New Features

Standard FX

It is now possible to change the Random type and the One Shot option within each applied FX in the Prog, View FX and Cue, View FX windows. This avoids the need to create separate FX files (.wve) for random and one shot FX.

The Random FX has been improved on FX that use a Width such as Dim Chase, Ramp, 2 Col. This enables more of a random strobe type effect. To get the best result use width < 30% or greater than 70%. Using parts (e.g. parts = 3) will ensure the randomness kicks in quicker when first activated.

The One Shot FX have been improved - they now apply from first selected head to last. Previously the one shot sometimes started in the middle of the selection.

In the Prog, View FX, Advanced View it is now possible to add extra Groups to a Group FX using Copy. Press Copy twice, or COPY followed by ENTER on one of the existing Groups in the FX. As before, Groups can be removed from a FX using Remove.

PixMap FX Palettes

The PixMap FX in the standard FX generator have now been enhanced with new apply type options. In addition to the existing RGB and individual attribute, it is now possible to select Pos Palette, Col Palette and Beam Palette.

When a Palette apply type is used then the pixelmap FX pattern is applied using the palettes rather than using hard values.

For example, if you choose a Vert Line FX then applied to Intensity then line would be applied to the Intensity. If, instead you chose Colour Palette and then select Palettes Red and Green then the FX would apply the Red and Green palettes - the first Palette Red would be used for all cases where the FX level is 0, whilst the Palette Green would be applied where the level was 100% - i.e. the vertical line. Pixels where the FX is fading in between 0% and 100% would

interpolate between the Red and Green palette.

Any attributes can be put into the palettes, so a Position Palette could include Position and Zoom - enabling an effect with one Palette up and tight zoom and another Palette down with wide zoom.

The Palettes can be changed in the Prog, FX and Cue FX window as for normal FX Palettes.

Previously MagicQ had one inbuilt PixelFX that used Palettes - Pix2Col. This performed a vertical line or horizontal line on 2 Palettes depending on the size of the Group Grid. This is still supported - but a wider range of effects can be used using this new Palette selection - for example, a PixCircle can be applied to two palettes.

There is one additional apply type - Pos Palette with auto intensity. This brings the intensity at full when the values from the Palettes increases and takes it to zero when the values from the Palettes decreases. This is an easy way to create single direction movements such as waterfall FX.

Cross fading has been improved on the PixMap FX so it now crossfades across multiple pixels. Previously on the vert line, horiz line, square, circle, line, half line it only crossfaded across a single pixel.

One shot is now supported on PixMap FX. The FX is retriggered if the Intensity goes to zero and then leaves zero, or if the FX type is changed.

The initial offset is now supported on PixMap FX. This enables multiple PixMap FX to be run with different offsets - e.g. an offset between position and colour, or an offset between position and zoom.

PixMap Grids

The PixMap FX in the standard FX generator can now be applied to any Grid, not just to the Grid for the selected Group.

This enables PixMap FX to be applied to multiple Groups. It also avoids the need to create multiple different Group Grids - a single User grid can be configured for the whole lighting rig and then Pixel FX can be run over the required groups within that Grid.

The Grid can be changed live in the Prog, View FX and Cue, View FX windows.

Calibration of Position and Rotation of Heads

MagicQ now includes the ability to automatically adjust both the physical position and rotation of Heads within the MagicQ 3D space as used by the Plot View and MagicVis. On arriving in a new venue, users can update four Calibrate position palettes of a rectangle on the stage, and then MagicQ will re-calculate the position and rotation of each of the heads using those Palettes.

To initialise calibration go to Patch, View Vis, Attach Objects, select the Heads you want to use calibration on and then press the INIT CALIBRATE soft button.

This creates a Cube object (item) called "Cal Markers" size 10x5m on the stage (unless it is already created) and creates 4 Calibration palettes in the Pos window named "Cal DSR", "Call DSL", "Call USL", "Call USR" using those selected heads. DSR stands for down stage right which is front left as you look towards the stage. USL stands for up stage left which is rear right as you look towards the stage.

Change the size of the "Cal Markers" object if required to match the space marked on your physical stage.

The Calibrate palettes in the Pos Window have intensity, narrow zoom and narrow iris as well as pan/tilt to help to make the focus more accurate.

Update the palettes to focus on the corners off the Cal Markers on your physical stage in the normal MagicQ way. If you need to modify the focus/zoom then remember to SHIFT RECORD these attributes into the Calibrate Pos palettes.

Once you have the Markers Object and the Calibrate Palettes updated then you can press the CALIBRATE HEADS soft button (it replaces the INIT CALIBRATE button once initialised). MagicQ takes the pan and tilt values from the Calibrate palettes and recalculates the physical positions of the Heads within the MagicVis space.

If heads are selected when you INIT CALIBRATE then only those heads are put into the Calibrate Palettes - this allows you to keep the palettes simple if you are only planning using a few of your moving heads for tracking. If no heads are selected then it creates the palettes for all heads in the patch.

Similarly when you do CALIBRATE HEADS - if heads are selected then only those heads are calibrated - otherwise it attempts to calibrate all heads.

Trackers

The number of supported Trackers has been increased from 20 to 100.

When receiving OTP and PSN it is now possible for MagicQ to decode rotation data and use it to control MagicVis attach objects.

When the Tracker rx option is set to OTP and the OTP Function field is set to Vis Object (rx) or Tracker + Vis (rx), then received tracker data with a name that matches the name of an Attach Object will cause the Attach Object to be set to the position and rotation received via OTP.

When the Tracker rx option is set to PSN, then received tracker data with a name that matches the name of an Attach Object will cause the Attach Object to be set to the position and rotation received via PSN.

MagicQ can now send PSN - set the Tracker tx option to PSN. If the OTP Function field is set to Vis Object (tx) or Tracker + Vis (tx) then MagicQ sends the positions and rotations of MagicVis Attach Objects over PSN. If the OTP Function field is set to any other values then MagicQ sends the Tracker position and rotation for any valid Trackers.

Group Cues

In Group Cues we always apply the Head file invert to the encoder movement. This ensures consistency if the Heads in the Group are changed. When operating as individual Heads (non Group Cues) MagicQ has never applied these inverts.

From this version, if Group Cues is enabled, then this affects the encoder movement direction of both Group Cues and Normal Cues. This ensures consistency within the show when making Cues that have both Group Cues normal Cues in them. #0030918

Parking individual attributes of Heads is now supported when using Group Cues. #0031090

MagicQ now supports replacing a Group in a Cue or a Cue Stack in a similar way to replacing a Palette in a Cue or Cue Stack. In the Group Window press SHIFT + REPLACE GROUP, select the Group to replace followed by the Group to replace with. Then press the S button of the Cue Stack to replace the Group in. Similar to REPLACE PALETTE, Cue IDs or ranges of Cue IDs can be specified.

In addition to using REPLACE GROUPS and REPLACE PALETTES on Playbacks, these operations can now be carried out on Cue Stacks and Cues via the Cue Stack and Cue windows. This enables replace operations to be carried out on multiple Cue Stacks / Cues.

By cursor selecting all items it is now possible to REPLACE GROUPS or REPLACE PALETTES in all Cue Stacks and Cues. Soft button E can be used to quickly cursor select/deselect all Cue Stacks in the Stack Store and all Cues in the Cue Store.

Filtering has now been added to the Stack Store to show a subset of the Cue Stacks and to the Cue Store to show a subset of Cues. Using filtering it is possible to REPLACE PALETTE and REPLACE GROUP easily on a subset of Cue Stacks and Cues, such as the current page, or on Cues contain specific Heads.

The options are:

All	All Cue Stacks/Cues on the console (as before)
Sel Heads	All Cue Stacks and Cues that contain any of the selected heads
Sel Group	All Cue Stacks and Cues that contain the selected Group
Palette	All Cue Stacks and Cues that contain the last selected / viewed Palette
Bank	All Cue Stacks and Cues that are assigned to Playbacks on the current Bank and Page
Page	All Cue Stacks and Cues that are assigned to Playbacks on the current Page
Cur PB	The Cue Stack from the current Playback, and all the Cues from the current Playback

Use Soft button A to select the filter. Press VIEW ALL (soft button C) to return to showing all Cue Stacks/Cues.

Default Palettes

Palettes of all types (Intensity, Position, Colour, Beam) can now have default values. Default Palette values are not specific to a particular head and can exist in a Palette even when there are no channels from Heads in the Palette. This is particularly useful for Group Cues where Heads may be removed from a show and new Heads added.

The Palette defaults are shown on the top row of the Palette View window. Default Palette values can be created using the DEFAULT PALETTE soft button in the Palette View window. MagicQ uses the existing channel data in the palette to create the values for the default attributes. Where attributes have range with range types - e.g. narrow iris, then the attribute will be stored as a range type rather than a hard channel value. This enables the default to be correctly applied to new Heads added to the Palette.

Colour Palettes have additional information - they store a CIE X/Y value for the colour from the palette. Creating a Default Palette for a Colour Palette automatically creates a CIE X/Y value for the Palette. MagicQ uses the existing channel data to calculate the CIE value.

Press SHIFT + DEFAULT ALL PALETTE to add default values to all Palettes.

Press REMOVE on the Default Palette row to remove the Default Palette. To remove the Default Palette (including CIE X/Y values) from all Palettes press SHIFT + REMOVE DEF ALL PALETTES.

When Group Cues is enabled the Default Palettes are automatically created whenever a Palette is recorded. This ensures that the Palette information is maintained even if all Heads are removed from the show.

If required, the CIE value can be set on a Colour Palette without creating a Default Palette - press the SET CIE soft button to set a CIE value for the Palette. Press SHIFT + UNSET CIE to remove the CIE value.

The Palette default value is automatically used in Palette FX and Group Cues where there is no explicit channel data stored for selected heads in the Palette. This avoids the need for having explicit Palette data for all heads which reduces the show file size.

The Palette Default values are not currently used by Cues using individual Head data Palettes - this requires explicit channel data in the Palette.

To expand a Palette to contain specific Head data for all patched Heads press the EXPAND HEADS soft button. This adds attributes for all patched heads to the Palette using the default values. If no default values exists then it automatically creates default values first using the existing channel values in the Palette. Channels that already have explicit values in the Palette are not affected by EXPAND HEADS. If you wish to fully recreate a Palette from the Default Values then first remove the channel data (but not the Default Palette).

MagicQ has a setting to automatically expand Palettes in Setup, View Settings, Cue Storage.

This has been renamed to "Expand Heads in Palette". Previously this only expanded Heads of the same type. Now there are additional options to expand to all Heads.

Note that in the Palette View window the NEXT PALETTE and PREV PALETTE soft buttons have been moved to Soft Button A to make room for the new Default Palette and Expand Head soft buttons.

Palette Actions

The top soft buttons in the Pos, Colour and Beam windows have been modified to add new menu items. The old Palette shortcuts on the top soft buttons have now been removed to free up space - Palette shortcuts can now be activated through Execute Window / Execute Buttons.

Set UNLINK PALETTE, EXPAND PALETTE and REPLACE PALETTE now do not require SHIFT so they are more easily accessible. Use SHIFT for UNLINK ALL PALETTE and EXPAND ALL PALETTE to unlink/expand all Palettes of that type.

These functions have also been added to the Intensity Palette window where they were not previously available.

Timeline

Added the ability to pin both the "Cue Stack Audio" layer along with all the new marker set layers (see the subsection below).

Layouts now store the Cue Stack, scroll lock, scroll position, zoom level, cursor position and whether the Cue Stack is locked. Switching layouts containing different chosen/locked Cue Stacks is possible.

Locking the console now affects Timeline window.

Added extended function to copy within the timeline window. Now when you press copy you will see a encoders C and D give you options on how many times you would like to copy your selection and an offset between each copy respectively. For accuracy using The cursor can be used to mark the beginning of where you would like the copy to begin.

New to the Timeline - Marker Sets

Marker set layers are new rows in the timeline that allow users to label/mark points or sections within a cue stack. To start using the marker sets press the "VIEW MARKERS" button, and new options will appear to the right; allowing you to add marker sets and markers.

Pressing "ADD SET TO STACK" will create a new set that is linked to the cue stack, alternatively if you want to link it to a particular audio file you can use the "ADD SET TO AUDIO" option instead. Once added each layer name is prefixed with "CueStk" or "Audio" to show what each set is linked to.

All added marker set layers are positioned underneath the waveform in the "Cue Stack Audio" layer and will also be affected by the new pinning feature.

A marker set layer can be selected by pressing the box containing the layer's name Once

selected you can do any of the following:

- Enable you to press two new buttons that will allow you to add section or unique markers. You can use the cursor to select the position you want then when you press either "ADD SECTION" or "ADD UNIQUE" that marker will appear at the cursor. If you don't use the cursor each unique marker will be added at 0 seconds; and each added section will be added at +4 second intervals.
- A selected marker layer can be removed/deleted with REM. Either double tapping REM or alternatively press REM then press on the box with the layer's name will also remove/delete the layer.
- SET also works with a selected marker layer and in a similar way to REM. If no marker layer is selected then press SET before or after text entry then press on the box with the layer's name and it will be renamed.

Section, unique and beat markers can be selected, moved, copied, named, and removed just like cues and steps in the TC tracks. Note: Unique markers are draggable and can be positioned with encoder A when selected, however section markers can only be positioned with the timecode encoder.

If you would like to generate beat markers for a song first attach the audio file to the cue stack then press the "VIEW MARKERS" button. Encoder A will update allowing you to adjust a BPM range would like a grid generated for. Once adjusted then press "Generate" and let the beat detection algorithm analyse the audio file and generate the grid of markers. Each subsequent press of "Generate" will replace the existing grid. If the cue stack as "Audio bumps GO/FX" enabled each beat marker will trigger the next cue on all active playbacks.

Multi console support for marker sets is added as well, allowing marker sets to be worked on and synchronised across multiple consoles.

Supports importing marker sets from another show into the loaded show.

Net Manager - RDM

Device Label has been added to VIEW RDM to show the labels of individual devices, and to enable them to be set. Previously it was only possible to set the Label in View PIDS.

When selecting device curves or device modulation frequencies the select box now shows the name of the curves/modulation frequencies where available. #0030965

In VIEW PIDS soft button A now can be used to step through devices.

In VIEW PIDS it is now possible to set more of the standard PIDs. Note that many of the standard PIDs can be accessed through the VIEW RDM - these are then not available for viewing or setting in the VIEW PIDS. Note that standard PIDs that have multiple fields or that use an index to select multiple items are not available for viewing or setting in VIEW PIDS.

Help Window - Command and Logs

The Help Window now contains two new views - VIEW COMMANDS and VIEW LOGS. Press

CTRL and HELP to open the Help Window directly in the VIEW COMMANDS / VIEW LOGS views.

VIEW COMMANDS shows the user commands and responses. Commands include those entered via the console buttons, the keypad and also those entered via the touch screens.

VIEW LOGS shows all the functions that are logged on the console into the log files including button presses, fader movements, encoder usage, touch screen presses and events generated internally or from external inputs. It also shows general system logs and errors.

Both views automatically update as the commands are entered and logs records are generated. The windows can be locked so they do not update using the LOCK soft button. The SEARCH, SEARCH FWD, and SHIFT + SEARCH BKWD soft buttons can be used to search for events.

In VIEW LOGS it is possible to filter the log records shown by log class. Press the FILTER CLASS soft button.

The Event class includes MIDI, MIDI SYSEX, MIDI OSC, ChamSys Remote Ethernet Protocol (CREP), Scheduled events and Automations.

Log records of the Event class are only generated when Extended Logging is set to Extended & Events. Events of this class can occur very frequently which could create very large log files. On systems with a lot of automated events we recommend only enabling Extended & Events during programming and when fault finding.

Set the Extended logging via the LOGGING TYPE soft button, or from the Setup Window, View Settings, Hardware tab.

On system start the commands and logs are the current commands and logs. Using soft button A the previous log files can be viewed to look at commands and logs from previous sessions - i.e. from before the current console start / reset. The title bar shows the file name of the current log file being viewed.

Press soft button B at any time to return to the current commands and logs.

On MagicQ PC it is possible to examine log files from other consoles. From the top toolbar under Tools, select Log Viewer. This opens a standard system file selection dialog box to enable selection of a log file from any folder on the PC/Mac. MagicQ opens the Help Window in the VIEWLOGS view showing that file. Use Next/Prev on soft button A to examine other files from within that same folder.

On system installs where the system is expected to run for many days, months or years the Help Window should be closed when not in use to prevent system degradation over time as the log files increase size.

Layout Window

The number of Layouts has been expanded from 48 to 144. Each page of 12 Layouts can be accessed by pressing CTRL and selecting a Layout Page from the normal Layout buttons.

A new Layout Window has been added which can be used to quickly change Layouts, for example to see different Groups of fixtures within the Groups Window.

Press ALT + CUE STACK to open the Layout Window.

Layouts can be recorded to the Layout Window, named, moved and removed. When recording, the monitor mask can be chosen.

If the Layout Window is open full size on the first monitor then the Layout Window is not included in the Layout. In all other cases the Layout Window is included in the Layout.

Net Sessions

When in Net Sessions with separate programmers for each console (no programmer sync) it is now possible to Include the Programmer from any of the consoles in the net session into any other console in the Net Session.

Press CTRL and INCLUDE. MagicQ shows a dialog box with each of the other the consoles in the Net Session. Select a console to include the programmer from that console.

In previous software versions CTRL and INCLUDE was used to grab DMX from other consoles. When the console is not in a Net Session then this operates as before. When in Net Sessions, MagicQ adds a "DMX" option to the console selection dialog to enable grabbing DMX from another console as before.

It is possible to only include selected heads or selected attributes from another console. Press SHIFT + INCLUDE to open the Include Options. Then press SELECTED ONLY and/or choose attributes before pressing the new INCLUDE OTHER CONSOLE soft button. MagicQ then shows the console selection dialog box as above.

The Include Other Consoles is also available from the Include Options toolbar. Toolbars are shown when Setup, View Settings, Windows, Always Show Record Options is set.

When operating with Programmer Sync the programmers are already synced so Include from Other Console is not required.

Include from Other Console is only available when in Net Sessions as the show files must be synced on the consoles to ensure the Patch is the same.

User Management

User management has now been improved with separate show settings for each user being stored within the current show file. Previously only the show settings for the current user were in the show file, with the show settings for the other users stored within separate files named user_XXXX.set where XXX was the name. This added extra complexity, particularly in multi consoles situations.

Settings continue to only be saved and loaded for users if the Load Settings option in the User table is set.

When the Load Settings is set for a user, MagicQ now also stores the current layout and the

programmer contents as well as the show settings. When changing to a different user their layout will be opened and the programmer contents included.

When changing users, MagicQ saves the current layout and programmer contents for the old user before loading the settings for the new user. MagicQ uses free layouts and free Cues to store the Layout and programmer contents starting from the highest free Layout or Cue. The Layouts and Cues are named User X: YYYY where X is the user number and YYYY is the user name. MagicQ adds and removes these Layouts and Cues as required without any user interaction required.

The programmer contents contains all the information that would be recorded into a Cue including values, times and FX. Note that head selection and selection order is not saved into Cues and therefore is not saved in the user settings.

When changing users it is now possible to choose the Logoff option. This logs the user off the console returning the console to the default user and locking the console. The Layout and programmer contents are automatically saved before logging out the user.

An Enable Remote App field has been added. Setting the field to No disables the remote app for this user; Yes enables it and Yes (Exec Only) enables the remote app for the Execute Window only (For use in installs).

Cue Shortcuts from Keypad

The CUE button can now be included in keypad syntax after an action button such as RECORD, INCLUDE, COPY, MOVE and REMOVE to operate directly on Cues within the Cue Stack on the currently selected playback. #0020400, #0022026, #0025636

Examples are:

COPY CUE 1 @ 4	Copy Cue 1 to Cue 4
COPY CUE 1 THRU 2 @ 4	Copy Cues 1 and 2 to Cue 4
MOVE CUE 1 @ 4	Move Cue 1 to Cue 4
MOVE CUE 1 THRU 2 @ 4	Move Cues 1 and 2 to Cue 4
INC CUE 2	Include Cue 2
INC CUE 2 THRU 3	Include Cue 2 and Cue 3 in that order
REM CUE 2	Remove Cue 2
REM CUE 2 THRU 3	Remove Cue 2 and Cue 3
RECORD CUE 2	Record to Cue 2 (RECORD 2 ENTER does same)

Note that in older versions of MagicQ prior to implementation of Copying Heads via keypad syntax it was possible to copy cues from the keypad using syntax COPY 1 @ 2 when in the Cue Stack window was the top (focused window). This has not been supported in recent versions. The CUE syntax above replaces this.

To force MagicQ to create a new Cue press SHIFT and COPY and select Unlinked. To force

record of entire state, press SHIFT COPY and select ENTIRE STATE.

A copy options toolbar can be enabled from Setup, View Settings, Windows, Always Show Record Options = Yes.

Morphing Heads

When morphing if Auto palettes is enabled, the values from the palettes from the personality file are used in preference to the palettes in the show. Previously the palettes from the personality file would be overridden by palette values from the original heads in the show.

This only affects the auto generated palettes. All user generated palettes are converted from the existing show as normal. If you do not wish to load the auto palettes then disable auto palettes as for normal patching.

Other Changes

In Setup, the Start Mode setting and Run In Execute Window settings have been moved from the Window and Playback tabs to the Mode tab to make them easier to find. There have also been minor re-orderings and spacing out of some of the settings to make them easier to find - particularly in the Playbacks, Network and Ports tabs.

When console brightness, desk lock, volume settings are changed, do not change them on other net consoles in the net session.

Cursor key repeat is now enabled on the Stadium Connect.

The Intensity Wheel on Stadium products can now be set to scroll windows.

When using Programmer Shortcuts Z is now UNDO.

The Help Window now supports CTRL F, CTRL LEFT and CTRL RIGHT for searching in the manuals similar to the MagicQ spreadsheet windows.

In Net Sessions there are now key shortcuts to turn on and off Programmer Sync: hold the CURSOR LEFT and CURSOR RIGHT keys down. Then press * to turn on Programmer Sync. Press / to turn off Programmer Sync.

The Layout Page (set using CTRL + layout buttons) is now saved in the show file. This is useful when regularly using Layouts 13 to 48.

When adding VDIMs to multi element heads the DUP/IND setting is now set the same as the main head. When changing DUP/IND setting for a multi element head the VDIM head is set to the same setting.

On MQ250M, MQ500, MQ500M and newer MQ70s, MagicQ now sets the network switch by default to disable IGMP snooping - this eases operation of multicast protocols. On these products the network switch can be configured in Setup, View System, Network, Network Switch. When set to Normal IGMP snooping is enabled. When set to Original the network switch is in its original boot up state - MagicQ does not change it.

Added Global Tap to Time option to Remote Trigger Action setting in Setup, View Settings, Ports.

Added support entering BPM number directly on keypad before pressing TAP button to set BPM directly rather than Tap to Time. Works with TAP button (Stadium consoles) and BIG GO when set to Tap to Time.

Added an extra mode option to the Cue Stack Macro T0 for triggering 10Scenes. Now to release all 10 buttons on a 10Scene Zone use the Cue Stack Macro T0,<zone>,0,6

Hide sort buttons when choosing Heads in Simple Mode as they are not relevant / supported.

Bug Fixes

Fix for Global Rate Master with Pixel Map FX where FX would not completely stop when fader was at 0% and would not react smoothly. #0028625 #0030611

Any update to Programmer restarted the simple Pixelmap FX. #0027308

The option Setup, View Settings, Playback, Go Reasserts Channels with the Step then Reassert options, now correctly affects Cue Stacks under timecode control just as if the GO button was pressed.

Fix for selecting active heads when using Group Cues. #0030616

Fix for problem with Multi Element Grids when repatching Multi Element Heads with Master Intensity channels. The Heads in the Multi Element Grid would turn in the main element not the multi elements.

Fix for selecting new Groups in Cue Window, View FX where it did not update the output until the playback was restarted. #0030917

When Groups Cue is enabled, then when controller moving Head position with encoders always apply inverts from the Head files. This ensures movement direction is consistent between Cues made with Groups and normal Cues. #00

With Group Cues with overlapping groups encoders now adjust the groups together correctly. #0031024

Palettes used in Group Cues are now counted in Palette View, View Used. #0029500

Fix removing attributes from the VIEW PALETTE window so that they remove both the coarse and the fine attributes. Previously any fine attributes in the Palette were getting left behind although they were not displayed. #0030864

When closing a window that overlays variable size windows then force a redraw of all windows.

Fix for VDIMs in FX Speed Masters - previously they were not getting added in.

Fix in the Group Window for View Grid which did not select the correct Grid Group when

first opening the Grid.

Fix for dragging in the Output window VIEW GRID, so that when using a Multi Element grid, Heads dragged into the Grid are placed with all elements.

Fix for Live Macro mode where the CTRL button could get left pressed after running the macro. Also added support for CTRL + MANUAL GO on the PC Wing. #0030923

In DMX I/O, channel test mode the channel number was 0 based not 1 based. Now modified so that DMX slot 1 outputs 1 not 0. #0023212

Removing a Group did not remove the Group channels from any Group Masters using that Group #0030624

Flash button presses recorded into a TC track were not triggering correctly when the playbacks were set to a different fader bank or viewing masters. #0030911

Fixed undo for changing XYZ and other parameters of Vis items from Patch or Plot Windows. #0025663

Fixed Exec, Assign Special, Setup Options, Art-Net Type showing the incorrect options. #0027359 #0030665

Various fixes to UNDO in different windows and key sequences. #0030677, #0019944, #0030525, #0025440, #0024699, #0027338

Fix for colour picker occasionally swapping blue and green colours #0030387 #0030946

Fix for plot view artefacts when scrolling #0030674

Fixes for resets in plot view when using encoder wheels #0027900 #0028861

Fix for plot paperwork being unreadable #0028654 0026894 #0028443

Fix printing the timeline window, #0022586.

Fix for crash when including Group Cues with Groups that are not recorded. #0031310, #0031317, #0031368

Fixed issue where if the Plot Window was open on 2 stations, for example a console and MagicVis then switching between Focus Hold and Focus Line would cause flickering.

Fix for Group Cues in Net Sessions Programmer Sync mode where sometimes changes in the programmer from the Slave would not get correctly actioned.

Fixed problem with Net Sessions programmer sync where the Slave console programmer was not getting synced correctly on start up. It was synced correctly as soon as anything was changed in the programmer on either console.

Fix for Web server returning a HTTP 500 error when requesting a page 5 seconds after requesting a previous page.

Fix for "Record Options" and "Media" items on the Web server linking to the wrong pages.

Fix for setting DMX Autom to DMX channels on universe 100 or higher.

Fix for changing values in the Patch Window that did not correctly update other net consoles and did not correctly undo. #0025499

Fix for setting times without values broken in versions 1.9.1.0 and above (e.g. 1 @ / 5 and 1 @ / 2 / 5)

Fix for remote control in Stadium Touch mode using Monitor 1 where windows could flash repeatedly.

Improvements to remote control to make starting/stopping more user friendly and to indicate when windows are not available. Window size and help icons hidden as they are not supported in remote control.

Fix for stand alone remote control whereby when loading Plot View it could repeatedly reload the show file.

Fix for Group Cues when recording / merging / removing to selected groups - previously it would record / merge / remove all groups regardless of those selected.

Fix for reset that sometimes occurred when using SHIFT RELEASE to release all channels. Most often occurred during Net Sessions after Taking Control/Release Control but could affect other situations such as when changing page from macros with two page holdover enabled. #0031604, #0031759

Fix for morphing between different modes of the same fixture which occasionally could cause a show file corruption. This only affected a very limited number of the 35,000 personality files.

Fix for when using net sessions in Playback Sync Multi Control with the Slave Consoles operating on Banks 2..6 of Playbacks. Previously in this configuration the Slave could not change page on Banks 2..6. #0031788

Fix for 10Scene zones activating with Macro activate command when using solo buttons - the Cue Stacks were not getting reactivated as the solo was not removing the Group based Cue Stacks.

Move When Dark. If a MWD (or Mark Cue) is executed, then some LTP channels are overridden by programmer, then the programmer is cleared, the values will now be restored to the value after the MWD completed. Previously the values would stay at the Programmer values (LTP). #0031667

Group Cues - fix for fanning using Group Segments. Previously if Group Cues was enabled and fanning using Group Segments it would incorrectly fan within the Groups.

Fixed Output Plan view for Duplicate Heads without RGB (i.e. Col wheel only) that it shows colour correctly for elements 2...x. Previously it would only work if there were ranges in the personality for all elements. #0028445

Fix for Col tags and head names when morphing from single element head to multiple element head #0029044

Fix for exporting show file with selected Pages. Unselected pages could be exported that had no Cue Stacks.

Fix for exporting selected Cue Stacks / Pages where all key macros got exported regardless of whether they were used in the selected Cue Stacks / Pages

Fix for importing show files with TC Tracks. TC Tracks were not imported unless the SETTINGS option was selected.

Fix for saving of All Multi and Glass Fill Grid options. They were previously not correctly saved to the show file from the point where we made them per Grid options rather than global options. #0028854

Fix for reset caused when executing a timecode Cue Stack with no steps. #0031887

Version 1.9.2.x

Version 1.9.2.8

Bug Fixes

Fix RDM autopatching of the Chauvet Maverick Silens 2 Profile.

Fix for Move When Dark when applied to the first 2 steps of a Cue Stack.

Fix remove Fx when using the Execute Window Fx busking functionality. Some palette Fx would not get removed properly when busking.

Version 1.9.2.7

Bug Fixes

Fix for problem with Group FX in 1.9.2.6 only. When running a Cue Stack with the same Cue with Group FX multiple times in the Cue Stack - the FX would not restart correctly. #0032089

Version 1.9.2.6

Bug Fixes

Fix for Group Cues - recoding Palettes. Palettes were being marked as linked even when the values were different. This caused problems when updating the palettes. Work around was to unlink all the palettes after recording them. #0031191.

Fix for Group FX in a Cue Stack where if two steps had identical FX they were still jumping from one to the other.

Fix for SHIFT REL (release all playbacks) that could cause a reset.

Net Sessions - fix for problem where activating and releasing Cues in the Execute Window could cause a reset. Affected Cues copied from the Cue Store into the Execute. Cue Stacks in the Execute Window were not affected.

Fix for occasional reset in MagicVis when synchronising a new show from a console.

Fix for cloning heads with SPLIT FX when Cues have multiple FX in them - could cause subsequent resets when auto saving / saving. #0030898 #0031938

Fix for importing show files with Cues with only Group Cues - no levels or FX.

Version 1.9.2.5

Bug Fixes

Fix for problem with Groups getting reordered when changing Head DMX addresses. Affected versions from v1.9.2.2 #0031442

Fix for FX re-order problem that prevented reordering to selected heads. Affected versions from v1.9.2.0.

Fix for reset when Expanding Palettes. Affected v1.9.2.3 and 1.9.2.4.

Fixed audio input not initialising correctly on MagicQ Compact series consoles. #0031575

Fixed issue with audio input not restarting correctly on PC systems when MagicQ hardware was not connected on startup. #0031390

Version 1.9.2.4

New Features

Added the "Timecode/DJ" status tab. To access press "SETUP", "VIEW SYSTEM" and then "VIEW STATUS". Any active connections to any DJ devices will have their relevant information about the current connection displayed. The displayed statuses are to help debug any network issues, if you having any trouble with DJ protocols please attach a screenshot of this window along with your query to support.

Allow Extra Wing when used with Stadium Connect in Stadium Connect Panel mode. Note due to the Stadium Connect 10 playbacks per page only the first 20 playbacks are supported on the Extra Wing.

Bug Fixes

Fix for Cue Stack Macros Transmit OSC and Audio Play which were broken in recent betas.

Fix for Timeline Window failing to load layers onto of each other.

Fix for Timeline Window crash when selecting an empty playback.

Fix for copying cues/steps in large groups works without changing space between cues/steps. #0030888

Fix for TCNet protocol detection issues on consoles, Linux and Mac. #0030856

Fix for Execute Window cursor's previous location in Coloured mode not being cleared when the cursor is moved on some platforms. #0030990

Fix for Palette View window state where after setting a Tracker option it would not be possible to do further actions in the window with it saying "Invalid Tracker"

Fix for when entering degrees into the Pan / Tilt attributes where entering "270" for a fixture with a maximum pan of 270, would end up showing -270 instead.

Fix for UNDO which was not working correctly since v1.9.2.0 #0030948 #0030238

Fix for VDIMS not applying correctly when Heads with VDIMS removed and then repatched to channels they were previously on.

Fix for updating Cues using Palettes when using Net Sessions and Palettes are updated on a Slave console. #0031393

Version 1.9.2.3

New Features

DJ System Support

Support for connections to Denon/StageLinQ DJ Devices. These can be used to both show the status of DJ remote DJ decks, as well as being able to use these to run timecode Cue Stacks in synchronisation with tracks being played. These can be configured in the Setup window under the "MIDI / Timecode" tab. Device specific information on connecting these systems can be found in the MagicQ manual under the "DJ" section.

Added a "No waveform" message to the Audio window, which is displayed where the waveform would appear if there is no waveform available. Some DJ systems don't provide waveforms over the available protocols to the end user, so this will show up in the case that a waveform is not available. If you have a matching file within the MagicQ audio folder however, MagicQ can attempt to load the waveform from the local version of the file.

Live Macro

MagicQ now supports a feature to enable a "Live Macro" which can be used to preload playback changes before executing them all at once with the BIG GO button.

Press CTRL + BIG GO to start recording the Live Macro. The status bar will show light blue and indicate REC LIVE whilst recording the Live Macro. When all the required buttons have been pressed and faders moved then press CTRL + BIG GO again to stop recording the Live Macro.

When a Live Macro has been recorded then the status bar indicates LIVE MACRO and the BIG GO button flashes fast to indicate it is armed, ready to go. When armed, pressing the BIG GO button will execute the Live Macro, regardless of any other button function set for the BIG GO button.

The Live Macro is always replayed with immediate timing regardless of the timing used to record the macro - this enables simultaneous playback of multiple items which would not be possible through manual operation.

A Live Macro can be re-recorded before it has been executed. Simply press CTRL + BIG GO to re-record the Live Macro and follow the steps above.

When armed, pressing BACKSPACE will cancel the Live Macro and the BIG GO button returns to its normal function.

The BIG GO can be set to always be a LIVE MACRO button, avoiding the need to use CTRL when recording the Live Macro. In Setup, View Settings, Playback, set Crossfade Button function to Live Macro. Note that even when this function is set, CTRL + BIG GO can be used to re-record the Live Macro.

The Live Macro is recorded into the Macro Window at the highest free macro and is named Live Macro. It can be viewed and steps can be edited as for normal key macros. It is automatically deleted when the Live Macro has been executed. Since it is a live function, it is not saved to show files and hence is not preserved over a reset or shut down.

The Live Macro is primarily intended for recording playback buttons. It is possible to record programmer buttons and even presses in Windows, but the scope is limited since the playback/programmer buttons are not executed as they are being recorded (unlike normal key macros) and hence there is no feedback of the pressed items.

Other Changes

Added support for Expand Palettes for Group Cues.

Modified Unblock Cue so that it does not unblock channels that have the same value but come from different Palettes.

Add "DMX Channels" as a keyword for import. #0030700

Bug Fixes

Fixed reset when releasing with times from Automations/Execute/Stack Store. (Affected 1.9.2.2 only) #0030464

Fixed reset when creating grid from Plot View with all fixtures at same Y co-ordinate. #0030382

Fixed problem with Sub Groups when repatching/morphing channels where the Sub Group would get lost. Also displaying of attributes when using Group Cues and sub groups. #0030466

Fixed problem in 1.9.2.2 with testmac keypad shortcut not clearing the command line. #0030488

Fix for when removing from the patch channels used in a FX in the FX Window, that the FX is converted to a generic FX. #0022928

Fix for slight jump when fading in/out absolute FX. #0017543

Fix for erroneous window openings when touching faders on Stadium Connect when in MQ500 Single Monitor Panel Mode.

Improved handling of external windows on PC versions when in Stadium Connect / MQ250M. Now enables user setting of external window size instead of fixing to 1920x1080.

Media Window Size on internal window was different to external windows. Now it is same as other windows, except that a minimum of 8 layers are always shown. #0021433

Fix for Int View of Outputs Window - when showing selected playback/active/prog/parked sometimes it did not show correctly #0027108

Fix for command line getting truncated to 15 characters during an auto save #0025644

Outputs Windows 2,3,4 did not support View DMX or View Scope. It is now supported in all windows - BUT note that only one Output Window should be set to Scope at a time. #0025593

Fixed for reset in Cue Stack window if all Cues are removed and then pressing View Cue. #0030553

Group Cues - update references to Palettes in the Group Cues when moving Palettes. #0030532
#0030547

Fix for Visualiser window on Mac not minimising and restoring along with main window. Also fixed Visualiser window always staying on top of other application windows. #0030140

Hitting Enter on User Type in Setup Window set invalid values. #0030490

When using Exec Sequences, starting a Sequence would clear the Random option, so it was not possible to start in random. #0029751

Fix for adding Group FX to Groups with VDims - Parts would not work as expected. #0030601

Fix for FX centre in/out when using pan FX where pan is not the first attribute in the FX (e.g. pandim,pandimxfade,2posdim). #0030250

Fix for loading FX Libraries stored with old show file format into shows using High Res FX (the current default).

Fix for "Audio beat step" mode where the beat number mapping to cue step number was starting from 0 not 1. Beats 1,2,3,4 should map to Cue step 1,2,3,4. #0030704

Fix the rate divisor settings in Cue Stacks not working with the audio beat input when in "Audio bumps GO" and "Audio beat step" modes.

Fix for changing playback page with playback holdover, whereby PB1 could get released when not expected.

Fix for converting Group FX to normal FX in the Programmer Window. Selecting the 2nd or greater FX and converting would not work and would remove FX instead.

Fix for selecting FX direction in Prog, View FX when pressing ENTER to toggle through options. Affected last few beta versions only.

Fix for setting values directly in the Prog, View Vals window - affected recent betas.

Fix for lock up occurring when saving personalities with dependent ranges with loops in them. #0030596

Fix for patching of VDIMS which was very slow in v1.9.2.2. #0030726

Fix for loading / editing a show with Group Cues that uses Groups with Head Elements after the patched Heads with the Head Elements have been removed from the Patch #0030698

Fix for removing heads from the Slave console when using multi console. The count of heads in the Patch Window would be incorrect. When removing all heads of a particular type, then repatching the same head type the Slave could reset. #0030599

Fix for colour picker, colour faders no longer have dark patches along the fader

Fix for colour picker, fully saturated colours are now calculted correctly

Fix for colour picker, selecting shades of exactly red, green or blue would occasionally output zero brightness, this has now been fixed

Fix for loading of User Gels which where names would not get shown correctly and could cause resets. #0029289

Force reload of window when changing shape. #0029815

Fix for creating Intensity Master from Group without any channels #0030623

Force Col Window back to Palettes View when selecting Colour Palettes from the Execute Window. #0030660

Recording a TC Track from the Cue Stack window now no longer resets internal timecode to 00:00:00:00 when the playback is already active. #0030509

Fix for Groups with type set as No Group. This new feature was not working correctly in v1.9.2.2. #0030608

Version 1.9.2.2

New Features

Group Cues

Fixed the operation of Encoders E and F in the Programmer, View Times, Advanced and Cue View Times, Advanced view. #0029650

Fix for selection of palettes using VDIMs. #0029823

Support for old heads dim highlight mode. #0029832

Support for activation by head/IPCB/IPC/C. #0029824

Support for Replace Palettes.

Support for removing Group FX from the Programmer using REMOVE + FX.

Make Palettes in Exec Region show active when using Group Cues. #0029991

Make FX in Exec Regions work with Group FX. Previously they would not remove and the colour selection would not work. #0030127

In Group Cues mode, if copying heads and no Group Cues are created then individual heads will be copied instead.

After recording a Palette, the Programmer values now are set to a Palette rather than hard values.

Fix for when setting intensities on Group Cues from the keypad with times - e.g. Group 7 @ FULL / 5

Fix for setting delay times in the Cue and Prog windows, View Simple Times view. #0029662

Fix for showing icons in ranges in Colour and Beam encoders.

When setting hard values with encoders the values could go negative causing incorrect values to be shown in the Programmer window. #0030108

Fix for View Cue window when cursoring around View Levels. #0029593

Fix for Locate and Default when using 16bit Locate and Default values (e.g. from Default Cue, Locate Cue). #0029559

Fixed applying palettes with random selection order (<time> * .) shortcut. Previously it just faded at the end. #0029411

Timeline Window

Moved the "INSERT IN TRACK" functionality to the "Add TC Track" button. If a track is selected the you will be able to press it and record into the selected track at the position of the playhead. If there is no track selected or there are no existing tracks the pressing the button will give you the "Add TC Track" option.

Prevented selecting the TC track when doing a drag select. Holding shift and then left clicking on the TC track will no longer select it.

Deleting a playback instance can be done by removing all steps or by pressing REM then the box containing the playbacks name.

The move action can now be used on steps and cues.

Added a cursor marker which is controllable with encoder F.

Added a description to the two halves of the zoom encoders buttons.

Zooming in and out will now be from the centre of the window, not from the left hand side.

Zooming in and out on MagicQ PC can now be done with holding "Ctrl" and scrolling up and down respectively.

Scrolling right and left on MagicQ PC can now be done with holding "Shift" and scrolling up

and down respectively.

The centre playhead option will be disabled as soon as the window is dragged when paused or playing.

If a MOVE or COPY action on selected items is completed without pressing/clicking a location within the window it will move/copy the items to the cursor's location.

Fixed an issue where copying steps would result in the timing changing occasionally when selecting within the ruler.

Fixed an issue where a deleted step would still exist until a page change or a reload of MagicQ.

Fixed the missing lock status/button from the cue stack row.

Fixed an issue where edit timecode loop markers weren't appearing, when entering the configuration mode.

DJ System Support

Support for connections to DJ Systems has been added to include VirtualDJ OS2L, Pioneer ProDJLink Bridge and ShowKontrol. These can be used to both show the status of DJ remote DJ decks, as well as being able to use these to run timecode Cue Stacks in synchronisation with tracks being played. These can be configured in the Setup window under the "MIDI / Timecode" tab. Device specific information on connecting these systems can be found in the MagicQ manual under the "DJ" section.

The new Audio window can be accessed via either the Window menu bar on PC, or by pressing ALT+PAGE on a MagicQ console. The Audio window can show either the status of the connected DJ decks, or the incoming audio signal being used for beat tracking. The Audio window is supported on current MagicQ consoles - MQ50, MQ70, MQ80, MQ250M, MQ500, MQ500M and MagicQ PC Systems.

Cue Stacks can be linked to a given DJ track by using the "Copy" function to copy a cue stack onto the relevant deck in the Audio window when the track is playing. The "Activate and Release on DJ System" option will allow a cue stack to be automatically triggered when a particular track is played on the connected DJ system. "Track DJ Deck timecode" allows the Cue Stack to follow the timecode from the deck also.

Timing Shortcuts

The * based timing shortcuts have now been extended to enable a per Head fade time to be specified as well as the overall fade time for all Heads.

The previous shortcuts remain the same - e.g. <time> * causes a fade across all selected Heads of total time <time> with each Head fading in turn.

The new shortcut <time> / <head fade> * causes a fade across all selected Heads of total time <time> with each Head fading for <head fade> seconds. The delays are calculated to give the total time.

The new times work for all variants of the * shortcuts, including *+ for into centre, *- for centre out, */ for from opposite selection end and *. for random order.

As in previous software, the * shortcuts can be used when selecting Palettes, when entering intensity from the keypad, and when editing Programmer or Cue data in the Programmer and Cue windows.

The * shortcuts work with both normal Cues and Group Cues.

For example to do a fade of 10 seconds total into centre with each Head fading for 2 seconds use,

10 / 2 *+

Multi Console

Multi Console operation has now been enhanced to enable Patch operations from Slave consoles. Previously the Patch Window was read only on Slave consoles and no Patch operations were supported. In addition VIEW VIS was not visible.

Slave consoles can now:

- View and Change all data in all Patch Views.
- Set inverts, offsets, merging and Dup/Ind status.
- Add and remove VDIMs
- Change DMX addresses and Head numbers
- Choose Heads, including Dimmers and Media Servers.
- Patch Heads
- Remove Heads
- Edit Heads. When Heads are edited on any console in a Net Session the updated personality file is transferred to the other consoles and saved onto the disc of the other consoles.

The following Patch operations are not currently supported on Slave consoles:

- Morph Heads
- Clone Heads
- Copy Head Programming
- Auto Groups and Auto Renumber Heads
- Import/Export Heads / USITT

Multi Console has also been enhanced to indicate the reason for Slave sync failing - for example if the Master has more universes in use than are supported on the Slave.

Users

When using Users with passwords the User selection dialogue (Setup, soft button C) now has an option to lock the console. The console will be locked and changes to show the Locked Screen. Any key press will return to the User selection where it is necessary to select a user and enter a password in order to unlock the console.

Users are configured in Setup, View System, View Users. If Users with passwords are set, then when locking the console using the lock shortcut (hold CURSOR LEFT and CURSOR RIGHT and press CURSOR UP) will require selection of user and password entry to unlock.

The Start User can now be set to be "No", "Yes (Locked)" or "Yes (Unlocked)". When set to "Yes (Locked)" the user must be selected and password entered before accessing the console.

This also applies to loading shows so it is possible to protect show files by setting a User and Password within them, making it impossible to access the show file on a MagicQ console or MagicQ PC without first entering a valid password. When loading a show with user passwords set, if an incorrect password is entered then the show is not loaded.

Note that in order to protect show files with user passwords from being opened on previous versions of software any show files created in 1.9.2.2 or above that have user passwords can not be opened on software versions prior to 1.9.2.1. The user passwords must be first removed in 1.9.2.2 or above and then re-entered once the show is loaded in the older software version.

When using the 10Scene Remote app connecting to MagicQ with user passwords set (and no individual 10Scene zone passwords), version 1.5 of the app is required in order to use the automatic QR code to log onto the password protected zones. Older versions of the 10Scene Remote app will not be able to use the automatic QR logon, although manual entering of the password is supported on all versions.

RDM

Added Reset Device column to Net Manager, View RDM to enable individual RDM devices to be reset. Added keyboard prompt when clicking on Freq, Curve or Factory Reset columns.

When using RDM Background Check fixtures that are no longer responding on DMX are marked as inactive (dimmed) in Net Manager, View RDM.

Remote Control / Multi Windows

The Plot View is now supported on both Remote Control and Multi Windows, enabling selection of Heads via a remote control or on an external network touch monitor.

The Vis Windows is now supported on Multi Windows, enabling it to be recorded and recalled as part of Layouts. This is useful on consoles without inbuilt visualisation (MQ50/70/80/250M) when using Multi Windows - avoiding the need to open both the Multi Window and the MagicVis applications. The Vis Window supports both live output and previews on Multi Windows.

Note these window are supported when running the stand alone Remote Control or Multi

Window apps on PC and when running Remote Control from a MagicQ console with the setting Setup, View Settings, Windows, Start Mode set to Remote Control. The Plot View is not supported when running from a MagicQ console or MagicQ PC when invoked from Setup, View System, View Monitors since they the Plot View requires the whole show file to be loaded and thus would interfere with the show file and output from that console.

Trackers

Trackers View has been added to the Macro window which enables both monitoring and configuration of Trackers. This supersedes the Tracker view in Setup, View System, View Status.

Scaling, offsets and swapping Y/Z can be set for individual Trackers.

The incoming Tracker data is received and shown in the Data column. Than any Y/Z Swap is applied, the scaling is applied (which can be negative) and then any offset is applied. The result is shown in the X,Y,X columns which are then used internally by MagicQ for Tracker functions.

An IP address can be specified for each Tracker to restrict acceptance of Tracker data for that Tracker only from a single system with that specific IP address.

The Generic Movement personality which is used for applying movement to MagicVis objects has been enhanced with a new Tracker mode with a Tracker attribute to enable the movement data to come from a Tracker rather from than the parameters of the Generic Movement Head. Thus the Generic Movement Head can be used either to control directly from within MagicQ or from an external system. Set the Tracker attribute to a valid Tracker ID (1 to 20) to use an external Tracker.

Group Type

Added the ability to set Group Type to No Group. When set to No Group the Heads in the Group are selected but the Group is not selected. This can be useful when using Group Cues to force per Head programming. When pressing Soft Button E in the Group Window, a dialogue of Group options is now presented instead of stepping through the individual options.

The Group Type can be set using soft Button E. There are four options:

Norm	Operates normally - selects the Group and all the Heads within the Group
Sub Groups	Group always recalls sub groups rather than the Group
Elements Only	Sets the Element selection only. No Heads or Groups are selected
No Groups	Selects the Heads within the Group, but not the Group

It is now possible to set the Group Type for multiple Groups in one go by cursor selecting

them first.

Macros

When Playbacks are moved, any references within TC Tracks to that specific Playback on that page are now updated to the new Playback number - enabling Playbacks to be moved around without affecting the operation of the TC Track. Similarly any Playbacks on the same page as the one that is being moved with Cue Stack macros that use the A,R,G,T,U macros are also updated to reference the new Playback number. Note that Cue Stack macros from Cue Stacks in the Execute window will not be updated as they do reference the same page. #0016084

On Compact consoles where MACRO is accessed via ALT + CUE STACK MagicQ will remove Alt and Macro from the macro. #0015111

Mouse clicks in the Select dialog box, Confirm dialog box and the popup dialogs (Odd/Even, Fan, Fader, Exec, Quick Macro) are now stored when recording key macros. #0000410 #0014839

Removed inbuilt macros for Wings 2/3 that were not implemented. Changed names of Wing 1 macros to avoid mention of wings - now are the 2nd and 3rd set of PGUP/PGDN buttons which will depend upon product. #0015576

Removed the inbuilt macros Set PB, Set PB Heads, Set PB DMX, Set PB Sel Ints, Set PB Sel Heads as they were not functioning. These functions can be accessed via the Execute special item Fader FN or by creating key macros using the Fader dialog box. #0026215, #0028462

Inbuilt macro Clear Zero renamed Clear Default (shortcut CTRL+CLEAR had changed previously from Clear Zero to Clear Default). Added new Clear Zero inbuilt macro that does CTRL+SHIFT+DEFAULT. #0016652

Added extra macro timing option. "Immediate" is now immediate where as it previously was one step per system tick. The one step per tick option is now shown as "Step per tick" rather than "Immediate". #0029660

When recording key macros eliminate soft mouse click records that are caused by physical soft button presses to avoid duplications. #0021487

Key macros can now be assigned to buttons on the first Wing (including MQ500 PB11 to PB15) as well as the main buttons. #0015875

Fix for undo after recording and then editing a keyboard Macro #0025919

Cue Stacks with Cue Stack Macros will now always be imported regardless of whether any Cues are valid in the Cue Stack. #0027757

Fix for Cue Stack Macro J Command when jumping to point Cues (e.g. 7.01, 7.10) #0015301

Cue Stack macros can be tested from the command line on MagicQ consoles and unlocked MagicQ systems using the command testmac followed by the macro. Note that the D, I, M macros normally run on the playback that is executing the macro so will always apply to the current selected playback when executed from the command line.

Saving Support Files

It is now easy to create and save to USB a single Support file to help ChamSys support and distributors to recreate and understand problems. This file includes the show file, the session log and the log files from the last seven days. In Setup, View System, View Status press SAVE SUPPORT. This saves a file named support_XXXXXXX.zip into the log folder, where XXXXXX is the date and time. A prompt is given to enable saving to a USB Stick.

The older option SAVE TO LOG which saves just the session log file has been moved to SHIFT and SAVE LOG. This has been superseded by the SAVE SUPPORT function. The SAVE LOG creates a much smaller file so may still be useful in situations where it is not possible to transfer and upload larger files.

Other Changes

The legends for Playback encoders have been improved.

The Playback fader indicator has been enlarged on Stadium products and the indicator is now active on Encoder playbacks when they are set to Speed and Size masters.

A new option has been added to the Playback Col Tag setting. The option "Cue Stack (dim unused)" dims down any playbacks that have not been programmed so it is easier to identify free Playbacks. #0029386

Soft palettes in Regions are now linked on a per attribute type basis (Intensity, Position, Colour, Beam) so Palettes of these types can be selected independently in the region.

Added seconds countdown on Cue Status in Cue Stack Window when Cue time (delay+fade) is greater than 10 seconds.

Snap colour sets all selected Heads to the same colour values as the first selected Head. Snap Colour is available via ALT + ALL. This function was in previous versions but was not documented.

Default colour sets all selected Heads to the default colour of those Heads. If the colour is already the default colour then sets them to red. Default Colour is available via ALT + LOCATE. This function was in previous versions but was not documented.

Added "Mouse + Dialog (Menus English)" option to the Help Mode in Setup, View Settings, Windows to enable Tooltips in Country Language, but to keep the Menus in English.

Plot View - the Setup option Encoder Mode with "Maintain Pos, Col, Beam" is now supported with the Plot Window to enable selection of Heads within the Plot view without changing the Encoder functions.

Added "No Function" option to Manual Crossfade function and Wing Crossfade function settings.

Grand Master function, Sub Master function, Manual Crossfade Master function and Wing Crossfade Master function are now set so to open the dialogue box of options immediately rather than supporting pressing ENTER to step through options.

When Crossfade Master Buttons is set to Go/Back then this now takes priority over any Crossfade Master function. #0029702, #0029540

When importing show structures it is now possible to specify exactly what is loaded by using the Advanced options. In the Advanced options set the Heads From File option to None.

The RND FX option is now supported on the Direction soft Button C in the Prog and Cue Windows, View FX. Previously it was only visible/configurable from the window fields. #0030214

Colour picker RGB mode display has been moved to the Window title rather than the soft button where it did not fit.

Implemented Playback Encoder Control Type "Other Cue Stack". If the Encoder Mode is LTP or HTP and the Cue Stack is assigned to a Playback on the current Playback Page then it will activate from the Playback, otherwise it will activate from the Stack Store. As per the usual Cue Stack options it will only activate if Fader Activates is set to yes. For FX Size and FX Speed this will only take effect if the Cue Stack is already active on a Playback or within an Execute Grid or the Stack Store. #0030262

In Head Editor when copying attributes to other modes it now reopens the original Head after the copy. #0028474

The reduced show file format is now available on all consoles - previously it was only available on consoles with 127 universes or more. #0030369

When soft Palettes are applied the Cue Window is refreshed automatically.

In the Plot Window the 'Fit to Selected Heads' soft button has been moved to SHIFT + 'Fit to Whole Plot' and a new Plot Settings Dialog has been added. This has the 'Reorder Heads While Dragging' option that can also be found in the MagicVis Plot Settings tab. It also has the 'Follow Selection' option that used to be found in SHIFT + 'Fit to Selected Heads'.

When Removing Cue Stacks from Playbacks, Stack Store or using the REMOVE UNUSED function, MagicQ now also checks for references to the Cue Stack in Automations, Cue Stack Macros and TC Tracks.

When Removing Cues from Cue Stacks, Cue Store or using the REMOVE UNUSED function, MagicQ now also checks for references to the Cue in Automations.

The size of icons and layout of Execute Window boxes will now adjust based on the setting of the Windows Icon Size parameter.

Busking Palettes with times has now been improved to enable more than one Palette fade to be carried out at the same time without affecting the first Palette times. #0010475 #0021825 #0022606 #0025299 #0026402

Bug Fixes

Fix for indication of Palette selection in Intensity, Palette View when using VDIMs (normal Cues). #0029823

Fix for Intensity Window Encoder Y (Intensity Mode) and soft button in the different views.

Fix for E encoder in Prog and Cues window which was not working correctly in recent betas. #0029844

Enforced calculating of element width and height for personalities with custom element data. Calculates on loading personalities and on when copying element data to all modes. This resolves issues with inserting these personalities into grids

Fix for Output window - wasn't showing Palette references after attributes were controlled by Programmer and then cleared.

Fixes to Execute window sizing to enable the Execute Window to be sized to one/two/three rows.

Fix to Prog and Cue window where the Adv/Simple View soft buttons were not refreshing correctly.

Fixed problem with the Lock Screen when using Users - when unlocking the User selection dialogue was no focused meaning that the user could not be selected to unlock the console.

Fixed problem with entering password when unlocking console - it was only possible to use the on screen keyboard, not the keypad or external keyboard.

Fix for Encoder selection C2X/C2Y which were swapped when selecting in Head Editor.

Fix for Exec Window, Assign Special, Timecode+Clock, Cue Stack items. Random symbols would be displayed if the Cue Stack was not programmed or was inactive.

Fixed Assign Special Set or Clear hot Uni zone action ignoring closing window by pressing X or CANCEL button. #00028415

On MQ250M dialog boxes (such as keyboard, confirm) on external monitor were not positioned correctly. #0029647

On MQ250M text for Status on smaller display was too small a font. #0029657

Output, Plan View on external monitors (or left display of MQ500M) did not size correctly to full number of rows when at 100% zoom - last row was hidden and needed scrolling. #0029648

Further fix for Mark/Move When Dark on fixtures with multiple elements and VDIMs.

Fix for Groups of Elements Only using only the 1st element not showing active in the window correctly

Fix for error when an audio file had a space as the second character, it was mistaken for an audio macro command. The "D" audio macro is no longer required due to the "Audio file" column.

Fix for audio files not stopping if you remove the audio file whilst the Cue Stack is active. #0026702

Fix for a 2 frame delay on MIDI timecode being applied when using a USB MIDI interface.

The ability to override audio playback fading in synchronisation with the release time value has been added so that the audio only stops when the release time has been completed. This can be found in the "Audio fades during release time" option in the Cue Stack settings.

Fix issue with the Cue timecode reordering function which was also reordering non-timecode enabled cues if they previously had a timecode value set.

Setting DBO to No FX toggle did not work as toggle. #0026393 #0024518 #0024374 #0026925 #0028029 #0028644

Fix for problem with Exec Regions when selecting Int FX or Zoom FX with Col FX active - the state of the Col FX would get inactivated even though the FX would continue.

When setting Head Nos into a Output Window, View Plan with Grid Options Multi Element, MagicQ now sets Head Nos without elements correctly. Head Nos without elements are set as single Heads in the grid whilst Head Nos with elements are set as multi element Heads in the Grid. For example, setting Head No 10 will insert just the Head 10 in a single cell, whilst setting Head 10.1 will insert all the Head Elements into cells as per the element layout of the Head. #0029623

The new Grid Option "All Multi" forces Heads with multiple elements that are entered as a Head No without an element specified to be inserted as all elements in a Multi Element grid.

Fix for repatching heads which caused Groups with global elements to lose the elements. #0030129

Fix for repatching heads causing Heads with VDIMs to lose their Grid elements in Multi Element Grids. #0029619

Fix for recording/including/removing Groups using keypad syntax wasn't working since 1.8.9.0. #0028855 #0030064

Fix for RDM sensor values that should have been 16 bit signed not 16 bit unsigned. #0029818

Fix for copying Group FX using Group keypad syntax (Group Cues disabled).

Quick Macro without a name is not visible. #0026998

Cue Stack Macro E specifying the first Cue ID in the Cue Stack does not work if the Cue Stack is already active. #0028639

Setting name of Generic OSC Head did not take effect until patching new heads or restart #0027611, #0028130

Command line was cleared when receiving MIDI notes via Automations. Command line was still valid but was not visible. #0029812

Setting level incorrect for Cue Stack macros or remote commands (out by 1%). #0001007 #0028175

Keyboard macros with command line entry not working when triggered from Output Plan view. A work around was to record some other keys first in the macro like pressing and releasing SHIFT. #0027606

Cue Stack option Flash Toggles does not work (when Fader Controls HTP = No) #0024140 #0009270

Speed up for Exec Window when using Soft palettes #0029604

Fix to show the correct starting option when opening the Select dialog box for some fields. #0024952 #0028075

Fix for adding VDIMs to Dup Heads where it didn't refresh the patch order.

Fix for reset when running Group FX with Random Direction and Group Spread = Group.

Fix for Crossfader motorisation moves on MQ250M, MQ500M. #0029496

Crossfader UI improvements #0028603

Sub master and crossfader master were switched on single monitor MQ500 Panel and on MQ250M Panel #0023971

SHIFT + REL incorrectly released Playbacks with option set to Ignore Masters, if they were held over from another page. #0029948

Removing level data in Prog Window, View Levels removed FX as well. #0028486

Fix for pressing BIG BACK button on Stadium consoles when current playback is empty which could cause reset or other issues. #0030380

Fix for MQ500M Wing / Stadium Wing - after going into Lock Mode the Wing Encoder legends were hidden. #0030218

Fixed problem setting Grid Depth when using SET GRID SIZE soft button. It always responded "Cancelled". Depth could be set separately on existing Grids using SHIFT + SET DEPTH. #0030298

Fixed problem with Patch Import from CSV when using the Morph, Readdress or Clone, Morph, Readdress options which were not working. #0029188

Fader FN in Execute Window was not refreshing when selecting Fader Fn from Exec 4x3 buttons. #0029637

Fixed updating Angle, Shape, Hang Type in Patch forces refresh of connected stand alone Vis. #0029889

Fixed problem when using Generic Movement to control Vis objects. The movement would not get updated if the Vis was not open, so was not possible except on PC and MQ500M. #0030163

Fixed operation of Cue Stacks set to HTP Always Active when using Motor Faders Release to

Zero option. #0030282

Support REM DIM (--) for setting of global elements intensities. #0027979

Fix for 16bit fades/FX on Duplicated Heads #0028036

Fix for display and setting of CTC values where CTC is 16bit. #0028598

Setting a Palette type from Vis Object to None did not work #0030162

Editing RGB values for RGB heads (not CMY heads) in Palette View, Prog View, Output View got the inverse value. #0027642

Fix for fade shortcuts on odd numbers of heads - last head would snap and into centre would not start from the centre head. #0027845

Cancelling out of setting Auto Palettes still changed the Auto Palettes #0021295

Cannot select multiple intensity palettes at once by holding mouse left button and dragging. #0027128 #0028454

Programmer Master only swaps palette value for one type of fixture. #0006633 #0028467

Import Settings would set some settings incorrectly if "Import Hardware" was not set.

Version 1.9.2.1

Automation Scheduled Events

When MagicQ starts or a new show is loaded the Automation Scheduled events are now checked to determine the start-up state of these events. Any Scheduled events that would have triggered in the past are immediately triggered to ensure that the state of the console is correct.

Any scheduled events that are purely time based (i.e. do not have a date specified) will be checked within the last 24 hours and triggered in order from oldest to newest. Any Scheduled events with a date specified that is prior to the current date will be triggered in order from oldest to newest.

Scheduled Event automations that are disabled will not be triggered.

There is now a new Automs setting in Setup, View Settings, Mode where Automs can be globally enabled or disabled. This defaults to enabled. When disabled, the Autom window indicates Automs are disabled in the title bar.

Group Cues

Improved handling of clearing selected heads, knockout attributes and record remove when the selected groups don't match the groups in the Prog/Cue but the Prog/Cue does contain data for those heads. Previously nothing would be cleared/removed. Clear select and knockout

attributes are able to split Group Cues. Record Remove currently only removes if heads in the Prog/Cue Group Cue Group are exact match or subset of the heads in the selected Group (such as reversed order)

Fix for first head not getting correct palette value when applying a palette. #0029602

The Palette views now show Palette activation correctly (Palette highlighted red).

Added support for copying Cue Stack to selected heads when using Group Cues. #0029616

Copy Palettes to Playbacks now creates Group Cues.

Fixed release at end of Cue Stack option that was not taking into account fade times.

Improved fanning when first using encoders after going into FAN mode (previously was jumping to a large fan range)

RDM

Added Background Check, Rig Lock and Background Auto Patch in the Net Manager, View RDM. These features work for RDM fixtures connected direct to the console and to fixtures connected to RDM compliant Ethernet to DMX nodes.

Background Check enables continual background discovery of RDM fixtures. Previously MagicQ has only performed discovery when initiated by a user with the DISCOVER ALL soft button - thus avoiding RDM traffic except when the user knows that new fixtures have been added to the rig. The Background Check is useful when first setting up a rig to view connected fixtures. MagicQ performs discovery every 60 seconds.

Rig Lock enables MagicQ to continually monitor RDM fixtures in case a user changes their DMX address or mode on the physical fixture. As soon as a change is detected, MagicQ reverts the change back to the stored RDM state. This means that users can not modify the fixtures and they will always be addressed correctly. MagicQ scans the lighting rig for changes every 60 seconds. When MagicQ starts, or a new show is loaded, MagicQ will immediately check the rig and readdress any RDM fixtures to the address and mode stored in the show file. This provides an easy way to automatically revert a rig back to normal state in case users have changed it.

Background Auto Patch enables MagicQ to continually monitor for new RDM fixtures connected or for changes to the address or mode of RDM fixtures. MagicQ will automatically patch new RDM fixtures into the MagicQ show, readdressing the fixture if needed to fit it around existing patched fixtures. MagicQ also monitors for fixtures that it has previously patched, but which have had their address or mode manually changed on the fixture. MagicQ will repatch the fixture in MagicQ to the new address and if needed morph to the new mode. If the address clashes with other fixtures in the Patch then MagicQ will readdress the fixture to a free address.

Note that in Background Auto Patch mode, MagicQ has full control of the addresses of all the RDM fixtures - and it may, if required change the address of any of those fixtures in order to try to fit the fixtures into the universe. It will try to maintain the addresses manually set on

the fixtures wherever possible so as to avoid user confusion - but where there are clashes or where there is no space it will readdress.

MagicQ will readdress RDM fixtures around any non RDM fixtures that have been manually patched in MagicQ.

3D Pixel Mapping

It is now possible to set the Depth when Grids are already allocated. If a Grid within the number of layers is already allocated then MagicQ asks for confirmation.

Previously 3D Pixel mapping was only calculated for item positions where Heads were present in the first (top) layer. Now it is calculated regardless of whether a Head is present in the first layer - this means that Heads can be in different places in different layers.

Timeline Window

Timecode tracks can be unassigned from a Cue Stack by using the REM button and selecting the top layer, or with the top layer selected double tapping REM.

Selected items in the Timeline will now appear yellow for consistency within MagicQ.

The colour of the "Add TC Track" button within the Timeline window has been changed to grey for consistency within MagicQ as well.

The track can now be selected from anywhere within it's row that isn't a button.

Added the ability use unassign a macro from a track, press REM then anywhere on the track's row (except the buttons) to unassign. If the track is locked you will not be able to remove the track or a playback from a track.

Added the ability to delete all playback instances from a track. Press REM then select anywhere on the row (except the padlock) to delete all playback items from that track.

Changes to improve usability of buttons in the timeline window but especially on consoles: - Increased size of left column to allow for increased button sizes. - Increased size of the "Add TC Track" button. - The locking option has been moved to track's row, meaning the name of the track has been moved on to sit the main view. - Increased sizes of the locking, disable and minimise track buttons. - Lines added to show selectable button areas for minimise and disable track.

Updated the colour when selecting anything to yellow, for consistency within MagicQ.

Updates to the playhead. - Scrolling is no longer locked while the timecode is paused with the centred playhead turned on. - If the centred playhead is turned on and while paused you have scrolled away from the playhead; pressing play will then recentre the screen on the playhead. - Added scrubbing/scratching through the track. To do so simply scroll up or down and position the yellow marker upon release of the mouse or finger the playhead will be set to that time. The centre playhead option must be on and the track must be playing in order to scrub/scratch the track.

Fixed issue where the Timeline window suffered from lag, while the Visualiser was running on Mac.

Fixed an issue where "Add TC Track" created duplicate tracks if the Macro was deleted but not unassigned from the track.

Fixed an issue where the top left of the screen was duplicating part of the ruler on initial opening of the window.

Fixed an issue where when selecting an item the text wouldn't be brought to the forefront so it couldn't be read.

Stadium Connect

ENC button now toggles the encoder bank, unless it is held down - in which case it is just a temporary change of encoder bank.

Now enables use of the Stadium Connect in the MagicQ Full Panel mode with correct soft button mapping.

Fixed the Panel mode indication to match the Panel mode when automatically changing to Stadium Connect Panel mode.

The encoder text for the encoders that are part of the current encoder bank are highlighted yellow to help indicate which attributes are currently being controlled.

MQ500M Stadium Wing Crossfaders

Support has been added to enable different functions on the crossfaders on the MQ500M Stadium Wing. The options are:

- Manual Crossfade (Performs same as when main crossfaders are set to Stadium Crossfade)
- Rate Masters (X1 is Cue Stack rate master, X2 is rate master (FX) for selected playback)
- Global Rate Masters (X1 is Global Cue Stack rate master, X2 is Global rate master)
- Cue Stack 4 and Cue Stack 5 (operates in similar way to CS1-CS3 on the other masters)

Other Changes

Heads can now have up to 3 layers of dependent ranges, and the operation of dependent ranges has been improved. Dependent ranges can now be used on the Cyan, Magenta and Yellow attributes.

When importing Timecode Track data the names are now imported into both the Cue Stack step name and the Cue name in the Cue Store.

Added support for CIE X/Y colour mixing systems to the colour picker and MagicVis.

When remote controlling another console the QUIT button in the Setup Window will be shown on the controlling consoles as "QUIT REM CONT".

Replace Palettes now works for Palette FX as well as levels from Palettes.

Bug Fixes

Fix for repatching heads in shows with Group Cues. There was a problem in 1.9.2.0 with repatching any heads in shows which contained a Cue with both Group Cue data and Individual chans for that Head which caused a reset. Group Cue doesn't have to contain that Head for it to go wrong. It could be worked around by converting the Cues with both Group Cues and Individual Cues to Individual Cues only.

Fix for importing shows with Group FX. Group FX would not be imported correctly. This affected all previous versions, although would not always be seen depending on what channels were patched. If there were channels in the show with the same ID as the group numbers then it would likely import ok. #0029460.

Fix to MagicQ PC Panel modes to correct soft button usage when used with a Stadium Connect. MQ250M Panel Mode now includes the low resolution encoders.

Fix for when applying palettes with time when applying a non-fanned time, after previously applying a fanned time. In recent versions the fanned delays would not get cleared when using a simple fade time on a Palette.

Fixed on MQ250M that Exec on Go/Pause on PB1 to PB10 - it was being incorrectly assigned to PB11 to PB15 on the top encoders.

Fix for MQ250M/MQ500M panel fader and encoder LEDs on MagicQ PC which stopped working in previous versions.

Fix for clicking on first column of Settings - they would incorrectly show dynamic options from previous Setting selections

Fix for soft button for Intensity in the Group window. This would not bump through 0%-100%-50% correctly for Heads with 8 bit intensity channels in recent software versions. Worked fine in Intensity window.

Fix for copying head data between Groups in Group Window. Previously, if Heads were already selected then it would always copy from the selected heads not the cursor selected source item.

Fix for Cue Window, Adv/Simple Times soft buttons which were not refreshing as expected in recent versions.

Version 1.9.2.0

MagicQ Stadium MQ250M and Stadium Connect

This version provides support for these new products, including motorisation and playback encoders.

On MQ500M, MQ250M and Stadium Connect the buttons F1, F2, and F3 default to selecting

Playbacks Banks 1, 2 and 3. This function can be overridden using keyboard macros.

The MQ250M and Stadium Connect default to 10 playbacks per bank to match the 10 playback faders and 10 playback encoders. The setting Console Mode can be set to "MQ500M Banking" so that a MQ250M or Stadium Connect set uses MQ500M Banking - i.e. 15 playbacks per bank rather than the default 10 playbacks per bank. This is useful when using Net Sessions or when loading a MQ500M show into a MQ250M/Stadium Connect.

Group Cues

Group Cues enables shows to be built up based on group programming rather than individual head programming. FX, fans and split times are programmed within the group rather than on an individual basis.

Group Cues provide a very powerful and simple way of changing a show to use new fixtures types without having to reprogram Cues. If the group is changed to have different or additional heads then the programming is automatically recalculated over the new Heads within the group.

It has the advantage over morphing that information is retained in the Group based Cues even if very different fixtures are used, and even allows the entire Patch to be deleted and new different heads patched in their place. It can even be used mid show to repurpose a head if one fails.

MagicQ has previously supported Group based FX since 2015. Group Cues extends Group based FX so that the entire Cue, including the levels and times is now based on Groups attributes rather than on individual heads.

Group Cues is enabled via the Group Cues setting in Setup, View Settings, Cue Storage. The options are:

Disabled	MagicQ activates levels, times and FX by Head. MagicQ does not store levels or times as Group Cues. Group FX can continue to be stored in Cues.
Prefer Group Cues	MagicQ activates attributes and FX by Group. MagicQ stores Cues with Groups and Heads.
Prefer Group Cues (Warn)	MagicQ activates attributes and FX by Group. MagicQ warns if Cues are recorded with individual head levels or FX
Group Cues Only	MagicQ activates attributes and FX by Group. Cues can only be recorded if Programmer does not have individual head levels or FX

MagicQ continues to support selection of heads using Groups or Heads. Groups are selected either directly from the Group Window or using keypad shortcuts. When Groups are selected they show red in the Group Window. Heads can be selected directly from Group, View Heads or from keypad shortcuts and automatically deselect any selected Groups.

When Group Cues is in operation then whenever Groups are selected then MagicQ will activate attributes and FX by Group rather than by Head. For each selected Group the level and fade time of each attribute used by Heads in the Group can be specified.

Operation and programming occurs exactly the same as normal programming - Locating, using palettes, using attribute encoders, and using keypad shortcuts.

If individual Heads are selected from the Group, View Heads Window or from the keypad then the Groups will not be selected (no Groups coloured red in Group Window) and MagicQ activates by Head rather than by Group.

If Heads are subselected - for example by pressing NEXT HEAD, SINGLE or ODD/EVEN then whilst the subselection is in operation then MagicQ activates by Head. If ALL is then pressed then MagicQ will revert to activating by Group.

At any time you can deselect the Groups by pressing the DESELECT GROUPS soft button in the Group Window. This button is only shown when Group Cues is enabled - when Group Cues is disabled this is the ADD GROUP FX button.

When recording to Cues, the Cues can contain Group based attribute levels and Head based levels. The Head based levels take priority over the Group based levels.

Heads can be in multiple Groups so it is possible to create Cues with multiple Groups referencing the same Head. The latest Group added (lowest down the list in Prog and Cue windows) takes priority.

Group Levels

When a Group of heads is first activated they start from the current value of the first head in the Group.

If the Heads are Located then MagicQ marks those attributes as Located in the Group Cue. MagicQ will always use the current Locate value for the Heads, not the value when the Group Cue was created - this enables Heads in the Group to be changed and the Locate Value of the new Heads to be used. The Prog and Cue Windows show L when using a Located attribute.

When a Palette is selected then MagicQ stores the Palette. The Prog and Cue Windows will just show the Palette. Any changes using the encoder wheels will be applied as an offset to the Palette - the Prog and Cue windows show as the Palette + or - the offset.

When hard values are selected (using encoder wheels, soft buttons, or keypad) then MagicQ will store the range information wherever possible, as well as the hard value. This helps when selecting Groups with heads of different types and when changing the Heads within a Group.

Group levels are always stored as 16bit, regardless of the Heads that are currently in the Group - thus making enabling easy change between Heads with 16bit and 8bit attributes.

If Heads in the Group have virtual dimmers then any Intensity in the Group Levels will be applied to the virtual dimmers.

Wherever possible it is recommended to use Palettes rather than hard values in Group levels. This is particularly important when using Groups with mixed Head types, where hard values on some attributes (e.g. Strobe channel) may result in different operation on the different Head Types. By using Palettes, the correct values are used for each Head Type.

Whenever Heads are added, removed or reordered from the Group the levels will be recalculated according to the new Head types.

Fanning

Group Cues support fanning - simply select the Group and fan the heads as normal. The fan will be stored as part of the Cue including the fan type, fan parts and fan segments. The fan will be recalculated over all the Heads in the Group whenever the Group is changed.

The fan is shown in the Prog and Cue window with the start and end range of the fan separated by a > (Fan from End) or a <> (Fan Symmetric) or a >> (Fan Asymmetric).

Whenever Heads are added, removed or reordered from the Group the fanning will be recalculated.

Group Cues can be fanned between two palettes - when in Fan mode choosing two Palettes in turn will fan between the two Palettes. Note that the two Palettes must be chosen within 5 seconds of each other.

Group Elements

For Groups without Elements set, the levels will be set for all Elements of a Head.

For Groups with Elements set, the levels will be set for the Elements from that Group on each Head in the Group.

For Groups with Head Elements set, the levels will be set for the Head Elements from that Group.

Groups that are only Element Groups (i.e. have Type set to Elements) are not used in Group Cues.

Fade Times

Group levels use the same fade times as Head levels by default - i.e. the Int, Pos, Col, Beam times from Prog, View Times, Simple View and Cue, View Times, Simple View.

In addition a fade time, delay time and fade type can be set as required for each Group attribute, in the same way that individual times can be set for individual Heads.

When set, the fade time, delay time and fade type apply to that attribute for all Heads within the Group.

The fade times can be fanned using the standard automatic fan times syntax - for example 3* will offset the fade times across the Group over 3 seconds, whilst 3*+ will offset into centre of the Group.

Fanned fade times are shown in the Prog, View Times, Adv View and Cue, View Times, Adv View and can be entered directly in the attribute field.

Fanned fade times can also be viewed and set in the Prog, View Times, Simple View and Cue, View Times, Simple View. Select the required Group (s) in order to view/change just those Groups in the Individual Times rows.

Manual fanned delay and fade times can be set in the attribute fields using the standard individual head syntax and are shown with a >> for asymmetrical, a <> for symmetrical and a > for from the end.

Whenever Heads are added, removed or reordered from the Group the times will be recalculated.

Recording

Cues are recorded in the normal way. It is possible to merge and to remove Group data from Cues just like for individual Head data. Recording of selected heads and record masking is supported.

In the Prefer Group Cues (Warn) mode, then when recording to a Cue if the Programmer contains individual head data (levels or FX) then MagicQ displays a warning box, to help prevent accidental recording of non Group based Cues.

In the Group Cues Only mode, when recording to a Cue if the Programmer contains individual head data (levels or FX) then the record is totally blocked.

Palettes always get recorded by Head regardless of whether the information is in the Programmer as Group attributes or Head levels and regardless of the Group Cues mode. This enables, for example, positions or gobo focus to be set up for each individual Head.

Including / Update

Cues can be included in the normal way and both the Group and Head data from the Cue will be loaded into the programmer. Including of selected heads and masking is supported. When using selected heads only the Groups that are selected will be loaded into the programmer, along with any individual data for those selected heads.

Update works in the normal way and both the Group and Head data will be updated into the Cue.

The Update only method of updating is supported for Group Cues like with Head Cues.

Patch Offset can be applied using Group Cues just like for individual Head Cues.

Active / Snapshot

Attributes can be made active in the normal way. Attributes for the selected Groups that are active on Playbacks will be brought into the programmer, along with any individual head data for those selected heads.

Snapshot will always snapshot Head values rather than Group values, so this is not recommended if you wish to keep your show using Group Cues.

Copying Head Values

Attribute data can be copied between Groups of Heads using the normal copy head syntax. If a Group is specified then Group attributes will be copied rather than individual Head attributes.

When copying heads Group FX can now be copied from one Group to another. It is also possible to Split FX and Join FX for Group FX in the Prog window.

File Saving / Exporting / Merging

Group Cues are saved in show files in the normal way. As with all new MagicQ features, shows saved with Group Cues will load into previous versions of MagicQ, but any Group levels will be ignored by the old software. If you have a show file with Group Cues which you wish to load into an earlier version of software, then first use MagicQ PC (or a console with Group Cue support) to convert the show to use Head programming.

In the Cue Store window Cues can be converted between Head Cues and Group Cues using the SET GROUP CUE and SET HEAD CUE soft buttons.

When converting to Group Cues, MagicQ attempts to match the Head values to Groups by analysing the values in the Cue. If there is no matching Group with the required heads then those attributes will remain as individual Heads and not be converted to Group levels. Note that fanned attributes and fanned times will not be converted as the Head Cues do not hold any of the fan information. MagicQ also converts normal FX to Group FX.

When converting to Head Cues, MagicQ applies fanned attributes and times from the Group Cue - but the fan information is not stored with the Head information, so the details of the fan are then lost. MagicQ does not convert Group FX back into normal FX since MagicQ has supported Group FX since 2015 and therefore the Group FX will run on all recent MagicQ systems.

Press SHIFT + SET ALL GROUP CUE and SET ALL HEAD CUE to convert the entire show.

MagicQ shows can be exported in the normal way. All data for selected Heads will be exported. In addition all Group levels/FX for Selected Groups will be exported.

Remote Control

There is now a dedicated panel for remote controlling Stadium Consoles. After connecting, select the TouchStd panel button. This opens a panel view similar to the MQ500 Single monitor panel with the addition of the most important buttons on the right hand side - monitor selection, Setup, Playbacks, Patch, and the action buttons SET and RECORD.

The Playbacks Window now has a VIEW LIVE view for use with Stadium consoles with motorised faders. This shows the state of the physical playback faders on the console, enabling the level of those faders to be modified. It is possible to view both the main

playbacks on a MQ500M or MQ250M and also the playbacks on a MQ500M Wing.

Networking

Show inbuilt network switch status in Setup, View Status, Net tab.

Checking for non-private IP address ranges has now been removed, so that MagicQ allows users to use any address scheme on their private networks.

Record Update

The concept of Record Update has been added to enable updating of existing Palettes without adding any new channels. Record Update is available by holding UPDATE and pressing RECORD (similar to + and RECORD for RECORD MERGE) or by pressing SHIFT and RECORD to get the record options and then selecting REC UPDATE.

Record Update updates channels from the Programmer that are already in the existing Palette. Channels that are in the Programmer but not in the Palette will not get added to the Palette.

The wording of the Confirm dialog when recording Palettes now indicates whether the operation is a Merge or an Update.

In the Record Options, in order to make space for REC UPDATE, the rarely used MULTI STEP now appears under SHIFT.

Grids and converting from Plots to Grids

The conversion from Plots to Grids now only converts the area containing heads - previously it converted the whole window even if there was a lot of blank space on one side.

There is now a facility to Import and Export Grid data to .csv files for editing in Excel or other systems. In Output, View Plan choose View Grid and Grid Action. The Export Grid exports the current Grid to a file in the show folder named gridX.csv where X is the Grid ID.

The Import Grid imports from a file of the same name. When Importing if a Grid already exists then all cell data from that Grid is first removed and the size is set to the size of data in the .csv file.

The format of the file is simply head numbers or head number.element number. Each head number in a row is separated by a comma or a semi colon and the line is terminated by a carriage return.

Audio Beat Generation and Tracking

When a full audio stream is provided, MagicQ now supports beat detection for an incoming audio signal which can then be used as part of any trigger based audio functions (e.g. Audio bumps GO/FX). This will work with the audio input on the MQ50/MQ70/MQ250M or MQ80/MQ500/MQ500M via a USB audio interface, or on MagicQ PC systems. The beat tracker is enabled when a playback is configured with an Audio channel of "Audio Input BPM". When

the beat tracker is enabled, a beat indicator will be shown in the status bar adjacent to the audio input levels display.

In conjunction with the beat number, Cue Stacks now support the ability to jump to a given Cue based on this beat number, and a given number of beats to loop over. Generate a new Cue Stack with your required cues, set it to Cue Timing, and enable the "Audio beat step" option to "Yes" within the Cue Stack options > Audio/DJ. The beat number on which to trigger the Cue needs to be set in the Cue ID column. For the basic case, the default Cue IDs will provide steps on incremental beats. To have a Cue Stack where one Cue runs for beats 1 through 3, and then a second Cue runs for beat 4, set the first Cue ID to 1.0 and the second Cue ID to 4.0.

By default the loop length will loop on every 4 beats, however this can be changed in the "Audio beat step length" setting. Setting this to 8 or 16 will cause the loop to repeat every 8 or 16 beats respectively.

Other Changes

It is now possible to copy FX only between heads using the Copy Options (SHIFT + COPY) FX only soft button or the Copy toolbar, FX Only option.

Added Cue Stack macros to start and stop internal timecode. I1000 stops internal timecode. I1001 starts internal timecode. I1002 stops internal timecode and resets internal timecode to 0.

Added Setup setting Update Default with the options Cues, Palettes or Cues + Palettes. By default the Update only action highlights Cues for updating rather than Palettes. This setting enables Palettes to be the defaulted highlight. If a Cue uses a Palette then updating a Palette will update the Cue as well regardless of this setting. It sometimes may be desirable to Update both Palettes and Cues - for instance when updating a Position palette but also adding zoom directly into the Cue.

Bug Fixes

Fix for selection order when using multi elements heads and using centre in/centre out selection orders. If no elements were selected then applying times to Ind elements would not respect the centre in/centre out selection order.

Fix for setting random order for FX using Prog, REORDER FX. Previously if heads were selected it reordered to this order without prompting the dialogue box. Now it always prompts with a dialog box, but includes Normal (Selected) which will reorder to the chosen selected heads.

Fix for reset caused when holding CTRL and dragging in Output Plan View. #0028739.

Fix for Using UNDO on Exec Grids when removing / moving items. #0028579

Fix for Cue Stack Macro C (select playback) to force to Cue Stack from current page rather than Cue Stack from holdover playback (so now has same effect as physically pressing S button)

On MQ70 changes have been made to the internal flash handling to improve reliability.

Fix for reselecting heads using ALL after recording a Playback and pressing CLEAR.

Fix for default playbacks when using motorised faders where fader would not move to correct level when not on page 1, but still using default playback.

Fix for releasing playbacks (not by fader) when using motorised faders and the "Motor fader releases to zero" is set to "yes". Previously the fader would only release if the Fader Releases was set on the individual Cue Stack.

Fixed setting of encoder function for PB1 on MQ500M - this would not work with the encoder above. PB2 to PB15 were not affected.

Fix for a background colour remaining in Execute Window boxes when empty boxes are set as a region and then the region is cleared.

Fix for OSC / CREP commands overwriting any current keyboard input #0029108

Fix for when changing pages with playback release - if multiple playbacks were released at the same time which controlled the same channels then there could be odd output as channels amongst the different released playbacks were re-activated.

Fix for potential reset or incorrectly save group grids when exporting show files.

Fix for deselecting Groups when multiple Groups selected - heads were selected/deselected correctly but all Groups became deselected.

Fix for setting icons directly on Playbacks #0029412

Fix for Timeline window "Add TC Track" setting timecode to 0 if the playback was already active.

Version 1.9.1.x

Version 1.9.1.7

Bug Fixes

Fix occasional reset when using a number of very large movies in the pixel mapper.

Version 1.9.1.6

Bug Fixes

Fixed editing individual delay times in the Cue Window, View Times, Simple View. Setting the delay time would also affect the fade time. A work around was to set the delay time first and then the fade time. #0028991

Fixed possible reset when using Record Snapshot.

Version 1.9.1.5

Bug Fixes

Display correct text comment when updating palettes.

Fix for MagicHQ Video conversion failing on videos without audio.

Fix for hard keys getting left behind after holding SET, INCLUDE, MOVE, REMOVE and pressing I,P,C,B.

Version 1.9.1.4

Pixel Mapper

Support for playing movie files has been improved with the implementation of the Movie Mode attribute. Previously this was marked as Movie Direction but was never implemented. The new modes are:

Whole movie	0	Plays movie from start to finish looping, restarts when Movie is changed
Frms	1	Plays clip from start to end point (in frames) looping, restarts when Movie is changed

Secs	2	Plays clip from start to end point (in secs) looping, restarts when Movie is changed
Whole, Once	8	Plays movie from start to finish looping, restarts when Movie is changed
Frms, Once	9	Plays clip from start to end point (in frames), restarts when Movie is changed
Secs, Once	10	Plays clip from start to end point (in secs), restarts when Movie is changed
Whole, Int Strt	16	Play from start Plays movie from start to finish looping, restarts when intensity off 0
Frms, Int Strt	17	Plays clip from start to end point (in frames) looping, restarts when intensity off 0
Secs, Int Strt	18	Plays clip from start to end point (in secs) looping, restarts when intensity off 0
Scan Frms	25	Scanning for start and end point (in frames)
Scan Secs	26	Scanning for start and end point (in secs)
Reset	255	Resets to start of Movie

The Start and End point reuses encoders A,B,E, and F in the Text Page (Text mode and Movies are never used together). For backward compatibility, Start and End point are not supported in Whole Movie Mode.

When scanning MagicQ will show the frame at the start and end point depending on which encoder was changed last. To choose a part of a movie the User can set Movie Mode to scan, set the start and end points and then revert to Clip mode to play the movie.

The current frame and time of the selected layer are now shown to the left of the master preview in the Media Window.

When using with shows with Pixelmap personalities already patched the Movie Mode ranges will not show unless the Head (generic_bitmap_fx3.hed) is reloaded using Edit Head, Reload Head.

Bug Fixes

Fix for the Update Only edit method which did not apply the update correctly in recent versions. #0029181

Fix for large 2GB+ pixelmapper movie (.cmv) file playback on Stadium Consoles not rendering properly.

Fix to the list of attributes shown in Bank list on smaller devices running the MagicQ Remote app so that Frame attributes end up aligned correctly.

Fix to display Execute Window button types on the remote app.

Fix to display Execute Window custom button images on the MagicQ Remote app.

Fix to correctly size Execute Window button icons on multi box buttons.

Fix to correctly align Execute Window button titles on multi box buttons.

Fix to draw Execute Window button titles above the type characters and adjust the scaling of the characters.

Adjustment to the Execute Window button title alignment and clipping to handle longer titles.

The ellipsis at the end of Execute Window button title that are too long for the button have been removed. == Version 1.9.1.3

Bug Fixes

Fix the MQ70 WiFi production test.

Version 1.9.1.2

Bug Fixes

Fix for setting delay and fade times in Prog and Cue Windows (affected 1.9.1.0 and 1.9.1.1 only).

Fix for inserting multi-element heads into a non multi element grid. #0028823

Fix for reset when releasing held over playbacks. Most often seen when releasing all held over playbacks.

Fix for reset when viewing FX in the FX Window and removing Group FX.

Fix for display of Palettes in Windows, and for comment text when recording Palettes (affected 1.9.1.0 and 1.9.1.1 only).

MQ70: Fix for internal FLASH storage to improve reliability.

Version 1.9.1.1

New Features

Support for Group FX on Head Elements has been added.

Bug Fixes

Fix for opening of 2/3rd Group Windows using 2 GROUP, 3 GROUP shortcuts (in 1.9.1.0 these were not working, unless "Select heads and palettes from keypad" == "No".

Fix for showing the Vis and Plot windows on the MQ500(M) consoles. When they were shown by pressing the Vis or Plot buttons they would sometimes appear with no borders or title. They would appear properly when recalled from a view. This issue was introduced in 1.9.1.0.

Fix for repatching heads when Groups with the new Head Elements had been created. Affected v1.9.1.0 only. Work around is to remove the Groups with Head Elements.

Fix for new Head Elements when used with multi element heads in Dup mode - if Head Element 1 of a fixture was selected, but heads 2..x were not, then elements 2..x still copied element 1.

Fix for Mark Cues with heads using VDIMs and with heads using Multi Elements - previously the Mark Cue would not work for these Heads. #0027788

Fix for setting short cut fade times (with *) into the Cue and Prog windows (affected v1.9.1.0 only). #0028690

Don't apply FX to main element when adding FX on attribs that are multi element (including intensity from vdims).

Fixed cursor not always being drawn in Execute Window Coloured Appearance mode.

Fix for reset when pressing try to Item Type of an empty Exec item. #0028706

Fixed remnants of cursor being left behind on various Execute Window boxes on high DPI screens.

Moved top of title text for boxes with an icon but no text above. Fix for FX Window box long text being cut at top and bottom.

Fix for multiple box height faders and buttons in Execute Window not being updated towards the bottom when tall and thin.

Fix for the Timeline window where changing between a programmed playback, and an empty playback would cause a crash.

Fix for audio mute setting not persisting between reboots. #0028562

Fix issue with some MP3 files not correctly loading during audio playback.

Fix for 'Audio sets BPM' and 'Audio controls fader level' not applying correctly.

Fix for 'Audio bumps GO' causing repeated triggers if the audio signal was consistent. This now should only bump on a peak of the incoming audio.

Fix for MQ500(M) internal audio not selecting the correct device.

Fix for incorrect audio device list showing up on non PC systems. "N/A" should now be shown. To select between the Internal and External USB modes, these can be selected on the existing "Audio input" and "Audio output" settings.

Version 1.9.1.0

New Features

Head Element Selection

From v1.9.1.0 the selection of individual head elements for duplicated heads has been enhanced to enable selection of different elements from different heads using both the keypad and the Output window View Grid view.

This operates in addition to the existing global programmer elements selection which affects all selected heads. When using the keypad the element selection is global unless multiple dot operators are specified in the syntax or until elements are added to an existing selection.

.2 ENTER	Select global element 2
.2 THRU 4 ENTER	Select global elements 2,3,4
101.2 ENTER	Select head 101 and global element 2
101.2 THRU 4 ENTER	Select head 101 and global element 2,3,4
101 THRU 104 . 2 THRU 4 ENTER	Select head 101 to 104 and global element 2,3,4
+105 . 4 ENTER	Add Head 105 head element 4 to the existing selection
101 . 1 + 102 . 2 ENTER	Select Head 101 head element 1 and Head 102 head element 2
101 . 1 + . 2 + 102 . 3 ENTER	Select Head 101 head elements 1 and 2 and Head 102 head element 3

When head element selection is in operation the title bar of the Outputs, Group and Palette windows shows the elements in the order selected, prefixed by "HE".

In the Output View when a Grid is set to Multi Head then selection of elements will always select individual head elements rather than global elements.

In the Output View multiple head elements can be selected by dragging over the required elements.

The selection of head elements is ordered, in the order that they are selected. When dragging over multiple elements, the initial drag direction determines the order - as per dragging over single element heads.

Operations such as changing attributes, selecting palettes, and applying times will only affect the selected head elements, not the full heads.

Normal head FX can be applied and will affect only the selected head elements and will respect the head element selection order.

The head element selection can be recorded into a Group - the Group will show HE followed by the number of heads in the top right corner - e.g. HE2 indicates that 2 heads have some head elements selected. When the groups are selected the head elements will be added or removed from the current selection in a similar way to direct selection from the Output Window.

Any Head that has a head element selected, or has had a head element selected since the last clear / deselect of heads will show in the Outputs, View Heads and Programmer windows as selected, but operations that support head elements will only affect the current head elements selected.

Pressing CLEAR, DESELECT HEADS, NEXT HEAD, PREV HEAD, ALL or SINGLE will revert MagicQ to the normal head selection. Entering a global element number (e.g. . 2 ENTER) on the keypad will also revert to normal head selection.

Keypad selection and setting intensities of elements using the dot syntax operates as before, except that when using the + operator at the start of a selection it enables per head element selection.

Palettes can be applied with times using the standard timed shortcuts (*, *+, *-, */ and *.) and will respect the head element selection order.

Note that Group FX on Groups with head element selection, will currently operate on the whole heads not on the head element selection.

The existing programmer elements can also now be used to apply timed palettes with element section order / priorities as shown in the Group, View Elements window.

Note that when setting intensities using the keypad using the @ syntax it is not possible to set heads with multiple head elements, only one dot is allowed in the command syntax.

Control Net via USB

A USB to Ethernet adaptor can be used on MagicQ consoles to provide a secondary network interface, enabling use of a network which is isolated from Art-Net/sACN and other lighting control traffic. It is ideal for connecting to a wireless access point for use with the MagicQ Remote App.

The control net is configured from Setup, View, Settings, Network.

The *Control net mode* setting allows using a static IP address, DHCP client or DHCP server.

A firewall is present on the Control net port and is enabled by default. This can be configured in Setup, View Settings, Network, Control Net firewall.

Firewall Disabled	No restrictions to incoming connections.
Allow Remote only	Only allow MagicQ Remote app and MagicQ Remote Control to connect to this console.
Block all	Disallow any incoming connections.

Note that the firewall affects the Control net only, not the primary network interface. The console can still make outbound connections to other devices on the Control net, regardless of this setting.

Protocols such as Art-Net and sACN can only be used on the primary network interface.

See the *Networking of MagicQ systems* documentation section for more information.

USB Ethernet adaptors are supported on MQ50, MQ70, MQ80, MQ500 and MQ500M.

Audio Output via USB Sound Card

A USB sound card can be used with MQ50, MQ70, MQ80, MQ500 and MQ500M.

This can be useful if a high quality, low noise balanced output is needed for audio playback. It will be particularly useful for MQ80 users, where there is no external audio output.

The external USB sound card can be selected in the Audio Input and Audio Output options in Setup, View Settings, Ports.

Note that a kernel update is required for use with MQ80. See the *Audio* documentation section for more information.

Audio Playback and Configuration

In addition to supporting USB audio interfaces, MagicQ now has an additional "Audio Output" option within Setup, View Settings, Ports. This option allows you to select between either the internal audio interface, or an external USB sound card when using a console which supports these.

The separate options in both the Audio input and Audio output settings of "Console inbuilt port" and "PC/Mac sound card" have been merged into a single option of "Internal sound card" as these were providing the same functionality across devices.

For Audio input options, there is an additional option of "Audio output loopback". This will feed the output signal from the console audio playback back into the audio analysis engine within MagicQ.

The 7 band audio analysis engine has been improved to provide better frequency response to match the ChamSys Audio Interface.

The Audio file loading method has been changed so that it can now support longer audio files

without the requirement for a system with more memory.

Colour Picker

The behaviour of the RGB and hue/saturation faders has changed. These now indirectly mix colours inside a selectable RGB space; the default space is the "native" space of the fixture, using its RGB emitters. In this space, hue 0 is the fixture's red emitter, 100% saturation is the most saturated colours the fixture can make, and 0% saturation is 6500K white. Pressing the RGB MODE soft button allows the user to select from three other colour spaces: sRGB, UHDTV, and Display P3.

The current RGB space is displayed on the colour chart as a black dashed line. Note that the user is not restricted to selecting colours from this space.

The Colour Picker window will now be laid out vertically (with the faders below the wheel) if the window is narrower than it is tall.

The gels view can now be navigated using the arrow keys.

The colour temperature and dUV faders now have reference marks to aid the user in finding useful values. The temperature fader marks show the colour temperatures of a variety of common light sources. The dUV fader shows marks for the equivalent plus/minus green gel number; for example, $+\frac{1}{2}$ indicates a "half plus green" gel.

Timeline Window Updates

A VIEW TIMELINE option has been added when in the VIEW TC view of the Cue Stack window.

The VIEW CUE STACK option and CHOOSE CUE STACK have been swapped to make it easier to switch back and forth between the Cue Stack and the Timeline windows.

Timecode Tracks can now be selected so that you can record to it using "INSERT TRACK".

Timecode tracks can be added using the new button "Add TC Track"

A lasso function allows you to hold shift (on console and PC) and drag a box selecting cues and macro steps.

Selected items can be copied within their cue stack or timecode track using the COPY button.

Selected items can now be deleted as a group using the REMOVE button.

The X Encoder "restart" option has been removed to prevent accidental restarting when using the softbutton.

Added the ability to enter timecode and update the playhead's position while a track is running. Enter a +/- before your value to have it apply the calculation against the current time. A value with no +/- operator will set the position.

An option has been added to keep the playhead centred during playback. This is enabled via

the "Centre Playhead" option on soft button Y. It defaults to "Off".

Execute Window View Execute Updates

The Execute Window Coloured Appearance mode has been refreshed and merged with the Images Appearance. The box colours have been improved and the button layout adjusted to better fit the button title. A button type identifier has also been added to the top right of buttons. Button icons have been moved to the top left and will now scale with the size of the button. The font has been changed and a separate mono spaced font has been added for clock and time code boxes.

The fader has been updated to have a coloured fader knob and to have the percentage value at the top. The encoder has been updated to show the value in a separate box alongside as well as showing the value as coloured segment of the circle.

These new style faders are also used in the Intensity and Playback windows.

Copying Head Data

In the Patch Window, MagicQ now supports the ability to COPY HEAD DATA between Heads of different types in order to copy entire programming from one Head to another. Previously it was only possible to copy Head data to a Head of the same type and mode.

It is now possible to COPY HEAD DATA using keypad syntax to select Head Nos or Group Window to select Groups to make it easier to copy entire programming from several Heads to several other Heads. To copy both from and to multiple heads use the same method as for copying heads in the Programmer or in Cues, but in the Copy Options select COPY HEAD PROG.

As when using COPY HEAD DATA in the Patch Window, any programming for the destination Heads is first removed, before the new data from the source Heads is copied to the destination Heads. Programming for Groups, Palettes, FX, Cues and Cue Stacks is all copied. Note that the All Groups created when patching Heads will not be affected.

To copy all programming from Heads 1 to 4 to Heads 10 to 20 use

1 THRU 4 SHIFT COPY <CHOOSE COPY HEADS and COPY HEAD PROG> 10 THRU 20 ENTER

To copy all programming from Group 1 to Group 2 use

GROUP 1 SHIFT COPY <CHOOSE COPY HEADS and COPY HEAD PROG> GROUP 2 ENTER

Alternatively select Groups from within the Group window.

Enhanced GROUP / HEAD Keypad Support

The Group and Head buttons are now more widely supported together with the INT, COL, POS, BEAM, FX buttons in general keypad syntax when setting attributes, copying heads in the Programmer or Cue and when including Cues.

Previously MagicQ has required holding of INT, COL, POS, BEAM and FX or using SHIFT COPY

or SHIFT INCLUDE to copy and include with masks, or to copy or include selected heads.

When setting attributes

GROUP 8 COL 4 ENTER	Sets Group 8 heads to Colour palette 4
GROUP 8 COL 4 BEAM 5 ENTER	Sets Group 8 heads to Colour palette 4 Beam palette 5
101 COL 4 BEAM 5 ENTER	Sets Head 101 to Colour palette 4 Beam palette 5
GROUP 8 @ FULL FX 3 ENTER	Sets Group 8 to 100% with FX 3

When copying heads

GROUP 8 COPY GROUP 9 ENTER	Copy programmer values from Group 8 to Group 9
101 COPY 102 ENTER	Copy programmer values from Head 101 to Head 102
GROUP 8 COPY BEAM GROUP 9 ENTER	Copy programmer Beam values from Group 8 to Group 9
GROUP 8 COPY BEAM GROUP 9 S	Copy Beam values from Group 8 to Group 9 in Cues on Playback
101 COPY 102 POS COL S	Copy Pos and Col values from Head 101 to Head 102 in Cues on Playback
COPY GROUP 8 @ GROUP 9 ENTER	Copy programmer values from Group 8 to Group 9
COPY 101 @ 102 ENTER	Copy programmer values from Head 101 to Head 102
COPY BEAM GROUP 8 @ GROUP 9 ENTER	Copy programmer Beam values from Group 8 to Group 9
COPY BEAM GROUP 8 @ GROUP 9 S	Copy Beam values from Group 8 to Group 9 in Cues on Playback
COPY 101 @ 102 POS COL S	Copy Pos and Col values from Head 101 to Head 102 in Cues on Playback

When including Cues

GROUP 8 INC S	Includes programming of Group 8 heads
101 INC S	Includes programming of Head 101
101 INC POS S	Includes Pos programming of Head 101
101 INC POS COL S	Includes Pos and Colour programming of Head 101
101 INC BEAM / 2 S	Includes Beam programming from Cue 2.00

GROUP 8 INC BEAM / 2 S	Includes Beam programming of Group 8 from Cue 2.00
INC HEAD 101 BEAM S	Includes Beam programming of Head 101
INC HEAD 101 BEAM / 2 S	Includes Beam programming of Head 101 from Cue 2.00
INC 2 S	Includes Cue 2.00 on Playback
INC BEAM S	Includes Beam programming from Cue
INC BEAM 2 S	Includes Beam programming from Cue 2.00 on Playback
INC BEAM GROUP 8 / 2 S	Includes Beam programming from Cue 2.00 on Playback

Include from a playback uses the current Cue unless a Cue ID is specified.

Note that the HEAD button is mostly optional but is required in some of the Include syntax above to distinguish from existing syntax for including Cue IDs - it enables MagicQ to tell when the user is specifying a Head instead of a Cue ID.

Currently, mixing of GROUP and HEAD in the same command is not supported.

Enhanced TIME Button Functions

The TIME button can now be used to specify times in the Programmer, in Cues and when setting intensities and recording Cues. On consoles without a physical TIME button use ALT + THRU for TIME.

To set fade times in the Programmer (before recording a Cue) use TIME followed by the time, optionally with INTENSITY, POS, COLOUR, BEAM, FX to specify which times to set. By default times for all attributes are set.

TIME 5 ENTER	Set 5 second fade (0s delay). Affects all attributes with non 0 fade time
TIME POS 5 ENTER	Set 5 second Position fade (0s delay)
TIME POS 5 COLOUR 6 ENTER	Set 5s Position and 6s Colour fade (0s delay)
TIME POS COLOUR 5 BEAM 6 ENTER	Set 5s Colour and Position fade and 6 second Beam fade (0s delay on Colour, Pos and Beam)
TIME 2 / 3 ENTER	Set Intensity 2s fade in / 3s fade out
TIME POS 4 / 5 ENTER	Set Position 4s delay, 5s fade

The same syntax can be used when recording a Cue, prior to selecting the Cue to record, similar to the way that name can be set when a Cue is recorded.

REC MYCUE S	Record to Playback with name "MYCUE"
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REC TIME 5 S	Record Cue to Playback with 5s fade time
REC MYCUE TIME 5 S	Record to Playback with name "MYCUE" and 5s fade time

Use TIME followed by the time, optionally with INTENSITY, POS, COLOUR, BEAM, FX to specify which times to set.

To set fade times in one or more Cues in a recorded Cue Stack use SET followed by TIME with similar syntax to the above. Optionally a range of Cues can be specified.

By default the Cue Stack on the current playback is used. The Playback can be selected by pressing the S button instead of pressing ENTER in the above syntax.

SET TIME 5 ENTER	Set 5 second fade (0s delay) in current Cue
SET 1 TIME 5 ENTER	Set 5 second fade (0s delay) in Cue 1
SET 1 + 3 TIME 5 ENTER	Set 5 second fade (0s delay) in Cue 1 and Cue 3
SET 1 THRU 2 TIME 5 ENTER	Set 5 second fade (0s delay) in Cue 1 through Cue 2 (i.e. Cue 1.00 and Cue 2.00 and any point Cues between)
SET 1 THRU TIME POS 4 / 5 ENTER	Set Position 4s delay, 5s fade in all Cues on currently selected Playback.

To set times within the Cue Stack window the fade time or split intensity fade time can be set directly into the Fade fields.

To set a Position, Colour, Beam or FX time directly from the Cue Stack window, type SET and click / press ENTER on the field in the Cue Stack window, followed by TIME and then the Position, Colour, Beam or FX and times then ENTER. Alternatively type SET TIME followed by the time information and then click the field in the Cue Stack window.

To set intensities and attributes for specific heads with a time then use

101 @ FULL TIME 6.5 ENTER	Head 101 6.5s fade in and out
101 @ FULL TIME 4 / 6 ENTER	Head 101 4s intensity in fade, 6s intensity out fade
101 COL 4 TIME 5 ENTER	Head 101 Col palette 4 with 5s fade
101 COL 4 TIME 5 POS 6 TIME 7 ENTER	Head 101 Col palette 4 with 5s fade, Pos palette 6 with 7s time

Note that the Setup option "Auto enter on intensity set" should be set to No.

Other Changes

Colour temperature can now be set onto CTC, CTO, Col1 and Col2 colour attributes in the Colour Window, and the current colour temperature will be shown based on the range

name info in the Head personality. For example, typing SET 3500 and pressing the soft button for CTC will attempt to set the CTC attribute to be 3500K. Turning the encoder will show the colour temperature as per the range names, interpolating between the different ranges.

On Windows, MagicQ now auto selects USB stick from drives F, E and D in File Manager and when saving to USB in order to make it more plug and play. If the user sets a specific USB drive other than D, E or F then behaviour is unchanged.

Head Editor, DMX Options, Max DMX now auto changes when inserting/removing channels and when setting the number of channels in the DMX options.

In Setup, View Monitors the MQ80 DVI option has been changed to HDMI/DVI to reflect physical connectors now available on MQ80.

The selection order in Window titles now shows the global element selection order (e.g. .1.2.3.4.5 or .5.4.3.2.1)

The Media Player menu now contains an option to load a demo show file of the MagicHD Quick Mode.

Added extra text sizing options including VERY LARGE and VERY LARGE CAPS. Also added non capitalised version of LARGE.

Added additional colour scheme Dark (White Info) which is the same as the Dark scheme, but with the informational channel displays in Outputs, Prog, Cue and Palette View windows shown with white background to make them easier to read in bright situations.

Improved the display of empty space in the spreadsheet views so that it is easier to see which values line up with the column headings.

On macOS, MagicQ can now communicate with all ChamSys USB devices without changing the Wing Type option from the default of "Yes, auto DMX".

On macOS, all ChamSys USB devices can be plugged in and replugged after MagicQ has started (except for PC Wing and MagicDMX which already support this).

A new option has been added to the Encoder Mode setting in Setup, View Settings, Keypad & Encoders. When set to Maintain Hard Keys, the INT, POS, COL, BEAM, FX, GROUP, HEAD, PAGE buttons no longer open the respective windows. To open the window press SHIFT and the button, or press the button twice.

Added a "Preserve frames" and a "Preserve media duration" option for use when converting a file in the CMV conversion menu.

Bug Fixes

Fixed problem with using a Stadium Wing with a MQ500 or a MQ500M Wing with a MQ500M - unexpected events/link loss could occur. This was most often noticed when the Stadium Wing/MQ500M Wing was set as Wing 3. It only affected systems with a Stadium Wing or MQ500M Wing connected - all other systems were unaffected. #0027701

Fixed reset when entering incorrect head element selection syntax. #0027866

Activating an empty Cue Stack in an Exec Region could cause a reset. #0027625

Fix for making changes to attributes in the programmer with Group FX running that previously would cause the Group FX to restart. #0027904

Fix for Multi Console Programmer Sync where Slave console was not deselecting heads when Clear was pressed. #0027425

Fix for Multi Console Net Sessions where Cues with very large numbers of FX channels were not syncing correctly, and could cause resets on the Slaves. #0022366

Soft reset when deselecting groups with large number of VDIM heads #0028018

Activating empty Cue Stack while in Autom Window would cause a soft reset on some systems #0027639

Fixed issue with clicking in the black region around the colour picker chart adjusting the selected colour.

When copying Key Macros the copied macro is now unassigned. Previously it would be assigned to the same button as the source which would not work.

Fix for selecting FX with any attribute and cancelling attribute selection using X icon which could cause a reset. #0027410

Fix for top soft buttons 1 to 4 in recent betas not being shown after exit from console lock mode, execute max, or remote control. Pressing ALT restored the buttons. Did not affect MQ500/500M. #0027748

Fixed problem where any window on the external display which was covered by another window which was then closed, did not refresh the original (covered) window. #0009124

Fixed problem in v1.9.0.5 with creation of auto groups after importing or RDM patch - the groups would not have any valid heads. This could be worked around by using Auto Groups, Head Groups in Patch to recreate the auto groups. #0027669

Fix problem with motorised fader moves when the option Mode Fader Releases to zero is set to Yes. #0027934

Fixed problem with SAVE LEVELS in the Page window whereby levels would always be saved at 100%.

Fixed problem with refresh of column view windows such as the Output Window which could flicker with the horizontal scroll bar being shown/hidden. #0027652

Fixed problem with lock screen where pressing on some positions could cause windows to be opened #0026941

Fixed problem with manually inserting multi element heads into a Multi element Grid using cursor selection. #0028516

Fix for Playbacks encoder stopping at Page 499 rather than Page 500. #0028049

Fix for paging of the 4x3 execute buttons running when in Playback Mode where they did not initialise correctly after boot. #0028219

Fix for SHIFT + PB soft buttons when using Tap To Time on S buttons #0028231

Fix for remote app not showing Dimmer encoder for heads with VDIMs. #0028303

Fix for MagicHD rebuilding thumbnails failing with errors on Windows 10.

Fix for a scaling issue seen in MagicHD where it jumps when decreasing below 32768. #0025197

Fix for MagicHD Quick Mode where Sliding transitions would continue off screen.

Fix for Vis, Plot and Colour Picker windows forgetting their shape when they are closed. #0027127

Fix for Plot window recalling the mode when stored in a layout. #0026236

Fix for Vis reading inverted channels incorrectly, #0007622.

Fix for Vis not showing Martin Mac Allure gobos, #0024588

Fix IP address ping from MagicQ PC on Ubuntu/Linux (using "..." command). Allow ping of domain names (where possible).

Multi-touch is disabled on MagicQ PC for Ubuntu/Linux due to issues with Thinkpad touchscreens #0024398.

On MQ50 and MQ70 consoles, you can access the start-up menu by pressing any key during the prompt before MagicQ starts. This can be used to factory reset a console if unable to do so from MagicQ.

Version 1.9.0.x

Version 1.9.0.5

Bug Fixes

Enable larger address space on Windows PC. This may fix resets seen when trying to use the Visualiser.

Version 1.9.0.5

New Features

Timecode Loop

Cue Stacks now support a configurable period of timecode to loop when using the internal timecode feature of a Cue Stack.

An in and out point can be configured using the "Timecode loop in" and "Timecode loop out" setting under VIEW OPTIONS on a Cue Stack.

The in and out points will also show up within the Timeline Editor window, and can be configured directly from the window by selecting SHIFT + CONFIG TC LOOP, and using the encoders to set the desired in and out points.

The "SET LOOP IN POINT" and "SET LOOP OUT POINT" soft buttons will set the relevant in or out point to the current timecode value of the playback.

The current timecode can be set to the loop in point from the Timeline Editor window by using the SHIFT + RESTART LOOP soft button, or the SHIFT + PB Timecode encoder.

Timecode Control

When a Cue Stack has timecode steps, the GO and PAUSE buttons will now allow control of the timecode playback static when using internal timecode or the external timecode simulator. If the timecode is paused, then the GO button will start the timecode from where it was paused. Similarly if the timecode is running, then the PAUSE button will stop the timecode where it is.

Pressing GO when the timecode is already running will progress the Cue Stack to the next cue in the same way as a non timecode enabled Cue Stack works and the timecode will continue to run as before. This is useful in the case where there are some Cues which don't have a timecode and need to be manually triggered during the stack.

The Fast Forward and Fast Back buttons as part of the crossfade section will jump back and forward between the Cues, and will also update the current timecode. This allows for fast navigation around timecode enabled Cue Stacks.

When a Cue Stack has an audio file associated with it, playback of the audio file will follow

the position of the timecode when controlled above.

The playback timecode can now be modified using the "PB Timecode" encoder in the Timeline Editor window, as well as using the encoder button to start and stop the timecode. Pressing the encoder button whilst holding shift will restart the timecode to the start.

TC Tracks / Keyboard Macros

It is now possible to move and copy one or more items within a TC Track. The TC Track also now has an End marker to enable moving/copying beyond the end of currently recorded TC Tracks. When items are moved / copied their times will be automatically be adjusted so that they follow the times of the item they are moved/copied after.

When recording a TC Track, other TC Tracks will now play back as expected - previously when recording TC Tracks other TC Tracks were disabled from playing.

The same copying and moving can be carried out in Macro, View Data.

In the Macro Window, View Zones is now always visible as part of the four main views, View Macro, View Data, View Autom, View Zones to make the View Zones easier to access.

The INBUILT MACRO soft button has been moved to the right and the ASSIGN MACRO and DEASSIGN MACRO soft buttons have been combined - use SHIFT + DEASSIGN to deassign a macro.

Audio Playback Volume

The playback volume of both the Cue Stack audio and Cue audio files on a playback can now be controlled using the fader level. This option can be enabled using the "Fader controls audio volume" setting within the Fader tab of the Cue Stack options.

Output Grid Head Shapes

The Output Grid now supports a much enhanced library of head shape symbols including LED bars, LED panels, Ellipsoids, fresnels, strobes, light panels and others. To show head shapes go to View Grid in the Output window, View Plan and set the Grid Option, Show Symbols.

The Shape of an individual head can be set in the shape field in Patch. Each Head type also has a default shape that is set by ChamSys when the head personality is created.

Head Shapes can be rotated in the Output grid.

When Colour Tags are in use the Head Shape will be coloured according to the Colour Tag of that head.

When the head has intensity and colour then the front of the lamp symbol is illuminated in that colour to quickly identify the current output of that Head.

In the Grid Options, there is an option "Keep Aspect Ratio" that will maintain the aspect ratio to the loaded background image, or if not image is selected will keep the Grid cells square.

As well as Heads and Groups it is now possible to put key Macros in the Output Grid. For example this could be used to put CLEAR, LOCATE or changes to intensity into the Grid.

Like Groups from the Group Window, simply copy the Macro from the Macro Window into the Grid when in View Grid. If the Macro has an icon assigned then that icon will be shown in the Grid.

The Intensity Plan Type has been moved from a global setting in Setup, View Settings, Windows to a per grid option in Grid Options in the Output Window, View Grid.

Other Changes

The Cue Stack macro commands X,Y,N, K and D (Serial, Ethernet, MIDI, OSC and Audio commands) can now be placed after other macro commands in the Macro field. They must be the last command in the Macro field. Previously they had to be the one and only macro command. As before, only one macro command X,Y,N,K,D can be in a Macro field. For example it is now possible to do:

A1 R2 Y"G2"

G2 K/pb/1/go

On MQ500/500M the manual GO button now does not support jumping to a Cue ID (when a Cue ID is entered before pressing manual GO) - instead this can be done with the dedicated GOTO button. This avoids accidentally jumping in the Cue Stack.

SHIFT + GOTO can be now used to jump immediately without fade to a specific Cue ID.

Improved reporting during RDM readdress and repatch.

The CAST WYSIWYG Driver now supports 256 universes, up from 32 (depending on the supported universe count of the connected MagicQ PC or console). To update the driver, install MagicQ on the same PC as WYSIWYG (the driver is now part of the standard MagicQ PC install). You can install a previous version of MagicQ afterwards if desired. The WYSIWYG demo show is in show/demos/magicqwysiwyg.wyg.

The number of emitters for a fixture is now editable in the Options tab of the Head Editor.

Default colourimetry for a number of fixture types has been improved.

Importing Scene Objects from MVR files has been disabled as of this version.

The list of monitors in Setup, View System, View Monitors has been updated so that all consoles now show Monitor 1 as the internal monitor. Previously for MQ40N/MQ50/MQ60/MQ70/MQ80/MQ100 the internal monitor was not in the list, with the list starting from the first external. When upgrading consoles to new software the monitor data will be updated correctly. If downgrading a system it will be necessary to readjust the monitor data for external monitors after the downgrade.

On MQ500 and MQ500M the top menu bar is now always hidden on start up. To show the toolbar go to Setup, View Settings and press the Show Menu Bar soft button.

On MagicQ PC, the ALT key will now be released if it is down for more than 10 seconds - this avoids problems when using ALT and Tab between different applications. The ALT shortcuts have been re-enabled as per Compact consoles.

On MQ500/MQ500M panel modes make the ALT key now operates as a toggle like the SHIFT and CONTROL keys.

The colour picker now supports the MagicQ timing syntax, for example the * character can be used to perform offset fades.

Patch, CHOOSE DIM/MEDIA, GENERIC LED now gives a broader range of LED fixtures including ones with VDIMS.

When cloning heads or copying head programming, heads with VDIMS now also clone / copy head programming for the VDIM. #0026428

Improved speed of patching very large number of fixtures - for example 15,000 RGB or RBG with VDIM.

When setting the Cue Stack option, Fader controls manual crossfade to Yes, the options Fader controls HTP, Fader controls LTP and Fader controls Absolute chans are automatically set to No. Similarly when setting any of the options Fader controls HTP, Fader controls LTP or Fader controls Absolute chans then Fader controls manual crossfade is set to No.

Bug Fixes

Fixed issue on the Compact console range with audio playback stuttering when Audio input was configured to use the console inbuilt port. #0026607

Fixed issue with Intensity Views not being selectable from Remote Control App.

Fixed reset when using Cue Stacks with no Cues in Execute Window. #0027170

Exec Max - when deciding whether to show title bar, compare requested Exec, Grid Options, Win Size against actual screen size, not monitor size set in Setup, View System, View Monitors, Mon 1.

Fixed issue when using Net Sessions to sync playbacks between two consoles in dual control mode. Changing the level of the Grand Master or Sub Master on the Slave would affect the physical level of the playback faders on the Master. Now, the physical level of the playback faders on both consoles will match regardless of the level of the Grand Master and Sub Master faders on both consoles. Note that Grand Master and Sub Master faders are not currently synced between consoles, they should be manually matched. DBO is synced between consoles.

Fixed issue with MQ500M Wing playback faders not initialising correctly and controlling the main playbacks PB1 to PB15. This could be worked around by selecting Fader Bank 1 after start up.

Fixed problem with importing shows with Mark Cues with fade times - the fade times were lost. #0025235

Fixed issue where items in the Timeline editor window could end up moving if they were being selected whilst the playhead scrolled off screen. #0026939

Fixed issue where relative changes in timecode were not applying when changing the audio start TC setting. #0026883

Updated fade and delay time modifications in Timeline editor window to affect all attribute fade times, not just intensity. #0027000

Enable cues in the Timeline editor window to be named using SET and clicking on the cue. #0026025

Updated the functionality when a timeline layer is locked, the items in that layer can no longer be updated using the encoders. #0026503

Fixed issue where MagicHD would cease to respond to CITP/MSEX connections after clients had connected and disconnected too many times.

Fixed problem when using RDM repatch, if the selected head needed to be morphed to match the RDM fixture personality, this caused a lock up.

Fixed an issue with the colour picker and RGBA fixtures; there was a noticeable shift towards green.

Fixed issue where progress was not being reported when media was being converted in MagicQ.

Importing a media server head file with no channels ("Multiple heads type" set to "Master") would fail with a "corrupt head" error message. This affected v1.8.8.0 onwards.

Fixed issues with fixture positions and rotations when importing from MVR.

Fixed problem where clicking on an unprogrammed Layout left the top soft buttons assigned. #0026771

Fixed lock screen on external monitors.

An external monitor can now be plugged in or replugged after MagicQ has started on MQ50 and MQ70 consoles.

Auto groups were not saved to the UNDO file. #0027262

Solo buttons not in a region affected solo buttons in adjacent region #0027292.

Fixed sizing issues with windows when using Multi Window Client where windows on the Multi Window Client were not taking the whole display space. #0021681 #0020847 #0009770

Cloning heads and deselecting the Palettes and Cues options still caused Cues to be copied to the new head. #0024021

Fix manual crossfading when different channels have different fade time which could cause channels to snap. #0013930

Fixed issue in colour picker when locating fixtures, where the last fixture in a group would lose one colour channel. #0026922

Optimised import of MVR files - importing should now complete much faster, and will now display progress as it runs.

Fixed an issue with importing Vis data from CSV files exported from WYSIWYG. #0027508

Fixed an issue in MagicHD where converted videos had jumping audio playback. #0015650

Version 1.9.0.4

Bug Fixes

Fix issue which could cause 'Backup to USB' to fail on the MQ500. This affects versions 19.0.1-19.0.3. #26985

Version 1.9.0.3

Bug Fixes

Fix issue where Colour Window did not show fixtures that were not CMY introduced in v1.9.0.2. #26940

Fix issue where many media servers did not patch all their layers successfully, introduced in v1.9.0.2. == Version 1.9.0.2

New Features

Net Sessions (Multi Console)

When manually saving a show file on the master console, the slave consoles no longer perform a resync. Instead the Slave consoles also save show files. Saving a show file on a slave also causes the master and other slaves to save their show files.

Show settings are now synced whenever a change is made. Previously they were only synced on a full Slave resync. Note that it is still possible to have separate show settings on consoles within a net session - if using Users and different users are logged into the consoles, and the users are set to auto load settings.

When using playback sync, Cue Stacks in Execute Grids are now synced between the consoles. Other Execute items are not synced as they may be used independently. When multi console programmer sync is active, then MagicQ will keep the programmer data synced - but head selection remains separate, so Groups and Palettes in Execute Grids will not normally be synced.

When using programmer sync, BLIND is now synchronised between the consoles. This enables users on Slave consoles to program and edit Cues without affecting the physical output.

When using programmer sync, it is now possible to apply palettes with time, and to use timed BLIND and timed CLEAR.

Output Plan View

Grid Options have been split out into Grid Options and Grid Actions. Grid Actions are the more significant actions that require confirmation / selection of files whilst options are purely enabled/disabled options.

Other Changes

The audio input sound detection has been improved when using PC/Mac sound card in the Windows/Mac and on MQ70.

On MagicQ consoles, Exec Grid, View Max now shows Exec 2 window on the second monitor and Exec 3 window on the third monitor in maximum size, if the Exec 2 and Exec 3 windows are open and the console supports the 2nd and/or 3rd monitors.

It is now possible to display the user splash screen when a MagicQ console is locked using a special shortcut sequence. Hold down Cursor Left, Cursor Down and Cursor Right and press Cursor Up. The user splash screen (usersplash.bmp / usersplash.png / usersplash.jpg) that is shown on startup is then shown when the console is locked. If no user splash screen file is available then the monitors will show "Locked". This feature is only supported on MagicQ consoles, not on MagicQ PC systems.

The Patch view now supports scrolling of sub tabs to enable more than 20 different fixture types to be accessed within the window.

Bug Fixes

Fixed major problem where multi console show sync was not working in recent versions - the Slave consoles would not get updated correctly. Affected versions 1.8.8.0 to 1.8.8.9, 1.9.0.0 and 1.9.0.1 - avoid these versions if using Net Sessions / Multi Console show sync. #0025426

Fixed problem with importing USITT files with more than 40 arguments per line #0026540

Fixes to ensure playbacks that are releasing with time can be reactivated without jumps in DMX values. Fix to Cue Stacks under test (from Stack Store or Execute) so that if they are releasing, then if reactivated they will use the same temporary playback and will start from where the playback had released to. #0022568

Fixed problem with copying Execute Grid items between Grids of different sizes. #0025025

Fixed problem with mouse dragging faders in Execute Window when fader is top row - MagicQ would try to cursor select the whole column. #0025025

Fixed problem with moving Macros in the Macro Window - any Execute Grids that used the macros did not update to use the new Macro ID. #0026508

Fixed Execute Max mode in PC with Execute Playback on, where it incorrectly showed the title bar even when using whole monitor. #0026512

Setting invalid Tracker IDs could cause a reset. #0025443

Pressing Cancel when using REMOVE HEADS in File Manager did not cancel the operation. #0023188

Fixed problem with releasing channels with time from Cue Stacks where they were Instant or Release Attributes was not set - the value would not release correctly (snap) after the release time. #0024836

Fixed issue with stomping when Stomp Other Playbacks was set to No. If there were only FX values (no base values) the playbacks would get stomped. #0012843

Fixed issue when selecting columns or rows in Grid View where only VDIM channels got selected, not the full head. #0026755

Fixed issues with Plot Window soft buttons appearing in the wrong place on the MQ500.

Fixed problem with Output window displaying on Plan, Heads, Chans view for fixtures with duplicate element Vdims. #0026734

Increased size of fixtures that can be rotated in the Output Grid view to 250 elements width or height (i.e. fixture elements can take up 250x250 space) #0020493

Timecode timestamp is now hidden from MQ50 consoles, which do not support timecode input.

Fixed problem with Pos, Col, Beam encoders when sub selecting heads with VDIM. #0024469

Fixed problem with colour shown in Output window, Plan View when using Intensity Palettes. #0019791

Made improvements to operation of Grand Master in manual mode. #0022804

Fix for problem with unused channels returning to defaults when changing page with release and activate on page change. #0024062

Any undo action, would reset unused attributes to default. #0021364

Fix problem when recording TC Tracks that used fader moves from MQ500M bank 2..6. Fader moves on Bank 1 worked correctly. #0026901

Version 1.9.0.1

Bug Fixes

Fixed problem with loading show files with Output grids into versions older than 1.8.7.2 - the Output grids would not be loaded correctly. Affected shows created or edited in versions 1.8.7.2 to 1.9.0.0 and then loaded into consoles with software prior to 1.8.7.2. This only affected loading into older versions of software - loading shows into newer software versions was ok. Any shows created in 1.8.0.2 to 1.9.0.0 should be loaded into 1.9.0.1 or above and saved, BEFORE loading into pre 1.8.7.2 console versions.

Fixed problem in v1.9.0.0 only that caused Duplicate channels not to work correctly.

Fixed problem whereby Autom Scheduled events were not disabled when the Enable/Disable field was set to Disable.

Fixed problem with Cue Stack Macros when using THRU (>) or + whereby only the first item would work. Affected versions 1.8.7.0 to 1.8.8.8 and the 1.9.0.0 Beta. #0025041

Version 1.9.0.0

New Features

Automation

The Autom Window now has a State field which shows information about Autom functions that are currently active.

It is possible to view the function that it active by pressing the VIEW ITEM soft button and perform actions such as activate,step and release. The Cue Stack window is then locked to that Cue Stack until the UNLOCK WINDOW button is pressed.

The Cue Stack window has always supported activating or stepping to a Cue by placing the cursor in the first column and pressing ENTER. This has now been extended to enable releasing by pressing ENTER on the End box at the bottom of the Cue Stack.

When viewing a Cue Stack that was selected from View Item in the Stack Store, Automation or Exec windows, and is not active then it will not be assigned a playback and the title bar of the Cue Stack Window will show "No PB".

Now, if ENTER is pressed on the first column the Cue Stack will automatically be assigned a playback and be activated and the title bar will show the assigned Playback. Previously it was not possible to activate a Cue Stack that was unassigned from the Cue Stack window.

When released by pressing ENTER on the End box, a Cue Stack that was temporarily assigned a playback will become unassigned, but it can be activated and assigned again by pressing ENTER on a step.

The Autom functions "Stack activate" and "Stack a,r,level" have been extended to support Cue ID. When specified the Cue Stack will be activated to the requested Cue ID instead of the first Cue. Note that MagicQ references the Cue ID in the Cue Stack so if additional point Cues are added in the Cue Stack it will maintain the link to the same Cue ID - this means that you can set triggers for Specific Cues but can add in extra follow on Cue Steps in the Cue Stack that will not change the Cues being triggered.

In previous versions when Cue Stacks were activated from the Stack Store, Execute or automations they would always use temporary playbacks assigned regardless of whether they were on a playback on the current page. Now, when Cue Stacks are activated from these locations if the Cue Stack is on a playback on the current page, then that playback will be used instead of a temporary playback. This enables easier testing and manual control of the Cue

Stack, but does mean that the Playback is blocked if the user wishes to change page to other playbacks. The Cue Stack can therefore be stopped, stepped and released from the playback buttons.

There is now a fader mode to control how faders work when activated from Stack Store, Execute or automations versus normal manual activation by raising playback faders. In the default "Original" mode the automations and Executes still cause fader to be activated in "test" mode, which means the fader will not control the level. This can be modified by changing the new option Setup, View Settings, Playback, Fader Mode to be set to "Combined" which combines normal fader mode with the test modes - it this mode playbacks will never report as "Test".

The maximum number of automations has been increased to 1000.

10Scene Support

10Scene

MagicQ v1.9.9.0 supports SnakeSys 10Scene Wall Plates and SnakeSys 10Scene Gateways enabling up to 50 different zones of 10Scene operation and trigger inputs.

10Scenes can operate in a simple mode with minimal configuration, or in an extended mode with manual configuration per Zone.

10Scene Wall Plates are connected to MagicQ via one or more 10Scene Gateways.

MagicQ includes a demo show ZoneDemo.shw for training. After loading the show you should set the 10Scene action setting as this is a console setting and will not be set when loading the show.

The Zones of Universes previously supported in MagicQ have now been renamed to "Uni Zones" to distinguish between Uni Zones that are just a collection of Universes, and 10Scene Zones which enable zoning based on individual fixture Groups and on different Execute Grids.

10Scene Gateways

10Scene Gateways are ChamNet enabled devices that are managed through the View ChamNet in Setup, View DMX I/O, Net Manager. The IP address and subnet mask of the Gateways can be configured, and new firmware can be uploaded to them.

The ID of the Gateway can also be configured - this is different to other ChamNet devices such as the SnakeSys B4 where the ID is set by rotary switches on the device. Each Gateway and SnakeSys device in a system should be set to a different ChamNet ID.

Each 10Scene Gateway has two 10Scene ports. Each 10Scene port supports up to ten 10Scene Wall Plates and a single remote input trigger. It is possible to use the 10Scene Wall Plates and the remote input trigger simultaneously.

MagicQ supports the 10Scene remote triggers from the 10Scene gateways in the Autom window. Add a new Autom with type Remote and set the ChamNet ID of the Gateway in P1

and the remote trigger number (1 or 2) in P2.

10Scene Enable

To enable 10Scene Wall Plates set the 10Scene enable in Setup, View Settings, Ports to Inbuilt and Gateway or Inbuilt, Gateway, Remote.

When set to disabled, there is no communication with 10Scenes Wall Plates and remotes. 10Scene zones can still be used internally through automations and macros if the 10Scene action or 10Scene zones are configured.

The 10Scene action is configured in Setup, View Settings, Ports, 10Scene action.

PB1 to 10	All 10Scenes control PB1 to PB10
Exec 1	All 10Scenes control Exec Grid 1, items 1 to 10
Exec 1 Multi	10Scenes with Zone IDs 1 to 10 control Exec Grid 1, Zone ID1 controls item 1 to 10, Zone ID2 controls 11 to 20, etc...
Exec 1 Groups	10Scenes control Exec Grid 1, items 1 to 10, but using Groups named with the Zone ID to determine which heads they control.
Exec Grids	10Scenes control Exec Grids - Zone ID 1 controls Exec Grid 1, Zone ID2 controls Exec Grid 2, etc...
Custom	The action for each zone is configured separately using the Type, P1 and P2 fields in Macro, View Autom, View Zones

When set to Manual the Zone is configured in Macro, View Autom, View Zone with the data specified for that Zone including the Zone Name, Zone Status, Zone Type, Min ID, Max ID, Password, Passcode, Zone Switch, Join Zone and Join Status.

The state of the Zones is shown in Macro, View Autom, View Zone. The Zone Type field in this window should be set to "Action" for all Zones, except when using Custom action.

When 10Scene action is set to Exec 1 Groups, Exec 1 Multiple, Exec Grids or when zones are configured individually to control an Execute grid using a group then it is possible to join zones together. When two or more zones are joined together they operate as one zone. All Cues are expanded to include all heads of the group from each zone that is joined together.

When joining and separating zones the Execute state from the joined/separated from zone is maintained and expanded to the newly joined or newly separated zone.

The joining and separation of zones will only affect the zones that are part of the join/separate. All other zones will continue to operate without interruption, even if they themselves are made of several zones joined.

The Zone Switch can also be operated from an automation, enabling automatic operation

from a remote input. In Macro, View Autom insert an automation of Type Remote, and with Function set to Zone Switch.

The Zone Switch can also be added to the Execute windows - ASSIGN SPECIAL, select 10SCENE ZONE and enter the Zone ID. The Zone Switch item in the Execute window shows active when the Zone Switch for that zone is set to joined. The text of the item indicates which Zone it is joined to. Pressing the item will change the state of the Zone Switch.

10Scene Remote App

MagicQ includes a 10Scene remote app for use on Android, iOS, Windows and macOS that provides a simple to use 10Scene interface designed for install and use by non-technical people without needing any knowledge of lighting or MagicQ.

The app connects to either the inbuilt Wi-Fi of the console (MQ50,MQ70) or to an external router (MQ80/MQ500/MQ500M).

The app shows the available 10Scene Zones and enables. Where required Zones can be passworded, requiring the user to enter a password before having access to view or control the Zone. Master passwords can be set so that authorised users can have access to all zones.

For a Zone, the app shows the ten 10Scene buttons with their name and current state.

Track Sheet

It is now possible to block and unblock Cues in the Track Sheet View by pressing SHIFT and BLOCK CUE and UNBLOCK CUE.

The Track Sheet view now automatically adjusts column sizing, and the rows have been made slightly taller.

Activating Cue Stacks in the Stack Store

Cue Stack macros and the ChamSys Remote Ethernet Protocol have also been enhanced to support choosing the start Cue when activation (testing) a Cue Stack in the Stack Store.

For Cue Stack Macros

E <Cue Stack id>/<Level>/<Cue Id> Activate Cue Stack at level. Cue Id is optional.

For ChamSys Remote Protocol

|<82> , <cue stack id> , <level> , <cue id> H Test Cue Stack, level and cue id are optional (default to 100% and first cue)

The Playback and Cue Stack Store now show the current Cue Id when the respective Playback or Cue Stack is active.

The Execute Windows now show the current Execute item ID in the title bar - this makes it easier to reference Execute items from Cue Stack macros and automations.

Plot View and MagicVis improvements

The rotation handle for the focus line now works. Before, the handle did not follow the mouse cursor properly and was also reversed in side view.

Circular truss position and shape are now more accurate. If a circular truss had more than one axis of rotation the plot view symbol did not match the 3D view, or the position of fixtures. Circular trusses that were not complete circles would also occasionally be flipped 180 degrees.

Model's outlines are flipped correctly and rotated correctly. User models were sometimes flipped or rotated incorrectly, often in the PDF view.

Drape symbol has been added. A more complete wireframe model has been added to the 3D view.

Attach object filter view works again, rotations and position changes of fixtures in this view now work how they should.

Improvements have been made to the focus hold and focus line, so they now work with any rotation value. This also works with the filter set to attach object.

Direction of the fixtures symbols has improved and now point in the correct direction. The angle of fixtures would sometimes be incorrect in the plot view by a few degrees or flipped 180 degrees, especially when placed on circular trusses at unusual angles.

The line thickness in the generated PDFs are now thicker so they are visible.

The 3D view now has a setting for smooth shadows. The shadow edges could sometimes be very sharp and jagged, this is especially noticeable if the surface is a curved edge.

Plot View datum axis is now coloured to show which view you are looking at. Red, green, and blue for x, y, and z axis. This now also rotates when the view is rotated.

Output Grids

The Create Grid function has been improved - previously it could only create grids up to 100x100 in size. It now works for grids bigger than 100x100 where it is being used for pixel mapping rather than rig plots. This allows grids up to the size of patchable channels - with 256 universes that gives limits of 362x362, 1024x128 or 1x131,072.

There is now a new option to optimise grids, in Output, View Plan, press SHIFT + OPTIMISE GRID. This will remove all unused rows and columns from the Grid, which can be useful particularly after using the Create Grid function. Note that this is only for User Grids - Group Grids cannot be optimised.

When setting the grid size for the first time MagicQ now prompts whether the grid should be multi element or not.

Crossfader / Rate Masters

When the crossfader is set as a rate master it is now possible to use the FFWD and FBCK buttons (<< and >>) to halve and double the current playback rate.

When the crossfader is set to Rate master, Global Rate Master, Cue Stack Rate Master, and Cue Stack Global Rate Master the direction of the fader has been reversed to match rate control on playback faders - fader at 100% represents fastest rate, at 0% represents slowest rate.

Rates throughout MagicQ are now shown in % of rate rather than % of time - 50% is half speed and 200% is double speed. In previous versions 50% represented 50% time - i.e. double speed.

When the crossfader is set to manual, the manual pickup has now been improved. #0018407

Remote Control

Remote control operation has been improved where the remote control system has a lower resolution than the target console being controlled. Column based views (such as Patch, Prog, Output Grid, Playbacks) are now resized to the size of the remote whilst they are being operated from the remote. Clicking back on the target console restores the windows to their normal size.

The operation of the remote has been improved so that the windows zoom and scroll better and on windows with background bitmaps (such as Output Window, Grid View) the background is always in the correct place.

When using a single display MagicQ PC/Mac to remote control a console with multiple monitors the monitor can now be selected using the Mon 1, Mon 2, Mon 3 and Mon 4 buttons on the panel. This prevents the need to create layout views specifically for the remote - the remote can be used to view the layouts recorded for use on the console.

When remote controlling, the top toolbar menus now apply to the remote - it is possible to use these to open, close and resize windows and to select layouts.

The encoder soft buttons on the remote have been inverted so they now match the operation on the console (they were previously the opposite of the console).

MagicHD

The MagicHD menus have been reviewed and updated to make them easier to understand:

- The "View" drop down menu has been renamed to "Output"
- The "Window..." popup option has been renamed to "Window position"
- The "Fullscreen" option has been moved into the "Window position" menu, and can be selected from the "Output" drop down box.
- The "Fixed size" option has been moved into the "Output" drop down box within the "Window position" menu.
- The "Live changes" option in the "Window position" menu has been removed as it will

now always apply changes live.

- The "Quick mode" setting has been moved into the "Settings" menu.
- The "Audio device" setting has been moved into the "Settings" menu.
- Changes made in the "Settings" menu are automatically saved when changed, so the "OK" button has been removed.
- Changes made in the "Window position" menu are automatically saved when changed, so the "OK" button has been removed.
- In both the "Settings" and "Window position" menus the "Cancel" button has been renamed to "Close"

The MagicQ menus have been changed to match those in MagicHD - The "Window..." option within "Media Player" option has been renamed to "Window position". - The "Fullscreen" option within "Media Player" option has been moved into the "Window position" menu.

Other Changes

Support for remote control of Stadium consoles has been improved, including support from the remote console for the dynamic window sizes, the layout buttons legends, and support for clicking in the title bar to focus and close windows.

The Setup options to set the number of fixed boxes, and to select specific windows to always appear on monitors have now been moved into Setup, View, System, View Monitors and are now available for all monitors.

The FAN toolbar has now been made double height to enable selection of parts and segments independently so fanning can take place on a combination of parts and segments.

When recording Palettes, MagicQ now does more stringent checking for attributes that have been changed in the programmer when determining whether to link to other palettes. If pan, tilt, cyan, magenta or yellow are being recorded and any of them have been changed in the programmer, then none of the attributes recorded into the palette will be linked. For example, if recording a pan and tilt palette, if pan and/or tilt are changed but pan speed is in the programmer but from another palette, then the all attributes including the pan speed will be recorded as hard values in the Palette without links.

When recording a Layout, MagicQ now remembers the monitor mask from the previous Layout record.

In the Cue Stack Default options there are now soft buttons to set the default for Cue Timing/Chase Timing and Auto Active/Go Rel Active. Previously it was necessary to edit multiple options.

The show extras file can now be disabled from automatically saving if it is particularly large by changing the setting in Setup, View Settings, Extras file create mode to 'Manual'. The show extras file can then be generated by pressing Shift + SAVE EXTRAS in the setup window. This provides a solution if the show extras file is particularly large and taking a long time to generate.

MQ70 consoles now show UPS battery charge status.

More thorough checks are made when changing the IP address and subnet mask of the wired and Wi-Fi interfaces. MagicQ will refuse to accept an invalid IP address or subnet mask, and will disable the Wi-Fi if the wired and Wi-Fi subnets overlap. #0026106.

Audio playback on both Cue and Cue Stack audio files will fade out over time if a Cue Stack release time is set.

A default Col tag for a Cue Stack can now be set for both single and multi step Cue Stacks in Cue Stack, View Options, View Defaults.

Added support for attribute filtering on copying Cue Stacks to selected heads or copying Cue Stacks with selected heads only.

In Group window, View Heads, View Selected mode show head index and allow reordering of selected heads using the Move action button.

Added support for Include and Update of Groups and added a new View Group option to view the heads of the last selected Group in the Group Window, View Heads, To change the order of selection in a Group, first Include the Group into the programmer using Include and selecting the Group. In Group Window, View Heads, View Group reselect the heads in the required order. Use the DESELECT ALL soft button as required. Then press Update to update the Group.

MagicQ now stores background image files used within Output Grids and background files and button images used within the Execute Window into the file extras .xhw file, so that they can be transferred to other MagicQ systems more easily.

It is now possible to clear icons on items by press SHIFT SET and selection the "No Icon" category.

Increased the destination size of files that the CMV convertor can write - it can now write files up to 2047 pixels wide or up to 2047 pixels high - but note that CMV files should be kept to the size of the output grid wherever possible to maintain playback performance.

Bug Fixes

Sped up initialisation & start up - which had been slowed down in v1.8.8.3 only.

Fixed problem whereby MQ500M always restarted controlling playbacks bank 1 regardless of state when the console was shut down / reset, even though playback legends showed the expected playback bank/fader options. #0026205

Added extra code to prevent MQ500M changing back to playbacks bank 1 unexpectedly whilst still showing playback bank/fader legends for another function. This could occur, for example when patching new fixtures or changing Patch channel order. #0026209

Fixed problem in MQ500M when Fader Releases to Zero was set - pressing SHIFT RELEASE would not zero faders on other banks. #0026233

Increased accuracy of the sunset and sunrise calculations. #0026331

Fixed problem with morphing heads where in some circumstances heads could be lost from groups. This occurred where the first DMX channel of the original head was not in the new head. In this case the head was removed from the group. Affected all previous versions. #0025900, #0023059, #0024275, #0007335

Fixed problem after morphing a head from a multi element fixture into a single element fixture whereby the head could no longer be selected in Output, View Plan. #0022966

Make morphing create groups even if none of the channels match attributes between old and new heads #0021912

Fixed problem with updating of MQ500M motorised faders in Selected fader modes when pressing ALL button and other cases.

Fixed problem with manual crossfade when starting manual when a Cue was complete - could jump to unexpected values. #0001566

Fix for the MagicHD Quick head not displaying anything when used with locate. #0026077

Fix for MagicHD where it loaded into the wrong mode when a new show is created and a media server has been patched.

Fixed issues in the Help Window where links did not work after using the search button and QUICK START and INSTALL MANUAL buttons did not work in recent versions. #0026510

Fixed clicking on the X button in the Help Window to close the window didn't work. #0026531

Fixed problem whereby when cloning heads when programmer was not empty item MagicVis head items would incorrectly be added. #0026551

Multi-touch has been disabled on Windows due to issues with the Microsoft Surface Go multi-selecting boxes when using the pen. #0026531

GDTF importing will now get pan/tilt invert information from the GDTF file - this is correct according to the GDTF standard.

Element numbers imported from GDTF now start from 1.

Fixed problem when assigning key macros to FLASH buttons 2, 3 and 4. #0025609

Fixed problem with swapping (reversing element order) for Duplicate Fixtures in Patch. #0026581

When "MagicQ keyboard mode" was set to "Playback shortcuts", and using a PC keyboard, the shortcuts were activated on key press and release (broken since 1.8.6.9).

Fixed problem where copying an Automation to the end of the Autom using the End field caused a reset.

Fixed problem with "testosc" command sometimes not executing correctly.

Fixed an issue with text rendering on the Pro2014 - text should now be much more clear from

low angles. #26548

Fixed issue where the Pro2014 would not load the last show file on start up. #26647

Version 1.8.9.x

Version 1.8.9.0

Bug Fixes

Fixed major problem where multi console show sync was not working in recent versions - the Slave consoles would not get updated correctly. Affected versions 1.8.8.0 to 1.8.8.9, 1.9.0.0 and 1.9.0.1 - avoid these versions if using Net Sessions / Multi Console show sync. #0025426

Timecode timestamp is now hidden from MQ50 consoles, which do not support timecode input.

Version 1.8.8.x

Version 1.8.8.9

Bug Fixes

Fixed problem with loading show files with Output grids into versions older than 1.8.7.2 - the Output grids would not be loaded correctly. Affected shows created or edited in versions 1.8.7.2 to 1.8.8.8 and then loaded into consoles with software prior to 1.8.7.2. This only affected loading into older versions of software - loading shows into newer software versions was ok. Any shows created in 1.8.0.2 to 1.8.8.8 should be loaded into 1.8.8.9 or above and saved, BEFORE loading into pre 1.8.7.2 console versions.

Fixed an issue with text rendering on the Pro2014 - text should now be much more clear from low angles. #26548

Fixed issue where the Pro2014 would not load the last show file on start up. #26647

Fixed problem with Cue Stack Macros when using THRU (>) or + whereby only the first item would work. Affected versions 1.8.7.0 to 1.8.8.8 and the 1.9.0.0 Beta. #0025041

Version 1.8.8.8

Bug Fixes

Fixed issue where the new help hints were not shown. This was broken in v1.8.8.6. #26433

Version 1.8.8.7

Bug Fixes

Fixed reset which on trying to view Grid options when no grid was set up. #26385

Fixed RDM discovery over Art-Net for ports 2..x on nodes - broken in 1.8.5.7 to 1.8.8.6. #26373

Included SnakeSys firmware on the MQ50 and MQ70 consoles to allow update from the NET MANAGER window. #26380

Fixed issue where some non-functioning windows were shown when remote controlling another console.

Fixed the Colour Picker window was shown when using multi-windows but did not work. It is now hidden. #26405

Fixed issue which prevented the software update menu from being operated with the front panel arrow keys on the MQ500M and MQ80 consoles.

Audio input was muted on PCs and consoles (broken in 1.8.8.0).

Version 1.8.8.6

Bug Fixes

Fix issue where audio playback from a Cue did not stop when the Cue Stack was released. #26328

ChamNet devices (such as the B4 and R8) were not always detected on MQ50 and MQ70 consoles or when running through the built-in network switch on these consoles. This has now been fixed. #25918

The MagicQ Extra Wing and Dual DMX now work with MQ50 and MQ70 consoles (this was broken in 1.8.7.6). #26240

The production audio loopback test was working unreliably and sometimes caused resets. #26348

The production WiFi test was working unreliably if done more than once. #26348

Fix issue where MQ500 and MQ500M consoles which booted without the internal panels connected were unable to open any windows (broken in 1.8.8.0). #26352

Version 1.8.8.5

Bug Fixes

Fixed issue in timeline with values not updating on encoders when window not active #25628

Fixed reset when the 'Choose Mode' dialog was cancelled. #26284

Fixed list of system IP addresses sometimes not appearing when double-clicking IP address setting on Mac #26219.

Fixed HELP window not following hyperlinks when using the touchscreen on MQ50 and MQ70 consoles #26235.

Fixed the File Manager getting stuck in the wrong folder on Windows. #26279