ChamSys

QuickQ 10, QuickQ 20 and
QuickQ 30 Console
Installation, Software manual and
Warranty Certificate

Edition Notes

The QuickQ User Manual includes a description, safety precautions, installation, programming, operation and maintenance instructions for the QuickQ series console as of the release date of this edition.

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Intended Audience

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

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Care of Your Console

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

- Keep liquids away from the console. Drinks spilt over a console may cause irreparable damage.
- Keep the console out of direct sunlight – place the console in the shade. Excess heat from the sun may cause damage to the touch screens and to overlays.
- Do not use sharp objects on the touch-screen. If you wish to use an object other than your finger, then use a blunt object that will not damage the surface.
- Do not block the ventilation grills on the rear panel, side and underneath the console.
- Do not use the console outside its operating temperature range.
- Handle the console with care when moving or transporting it. The console contains components that may be damaged by shock such as a hard drive. Always use a padded flight case wherever possible.
- Do not use solvents or cleansers to clean the console. Do not rub firmly on the metal or plastic surfaces – this may cause the paint or lettering to be removed. Gently use a damp cloth to clean the panels. Do not put water on the touch screen as this may get inside it and make it unusable.

Safety Notes

- Do not open the console unless you are a skilled person authorised and trained by ChamSys in console maintenance and repair. The console contains components with voltages that may shock.
- CAUTION: QuickQ consoles incorporate a replaceable CR2032 processor battery. These batteries can cause a serious burn hazard if ingested. Do not place battery into the mouth. Keep out of reach of small children. If accidentally ingested the battery it is imperative to seek immediate medical help.
- Do not use the console if the power cables are damaged in any way.
- Repairs should only be undertaken by authorised service representatives. There are no user serviceable parts inside the console.
- If liquids are spilt over the console then remove power immediately, and seek advice from your authorised service representative.
- When transporting the console ensure that there are sufficient people to carry the console.

Glossary

Below are a few commonly used terms to help with getting started with QuickQ programing.
DMX or DMX512: an acronym for Digital Multiplex and is a standard for digital communication networks that are commonly used to control stage lighting and effects. Today, we can transmit DMX data over both direct DMX cables and via Network. QuickQ has connections for both.

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

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

D**MX Channels**: DMX512 has 512 individual DMX channels per each **Universe of DMX.**

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

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

Start DMX Address: Often shortened to **DMX** address as in "what is the **DMX** address of that fixture?" Each fixture has its own starting **DMX** address, which is different for every fixture.

Fixture Number: Each fixture is given a number during patching. Fixtures 1 to 20 or 1 to 40 on the QQ30 can also be controlled from the fixture faders with the corresponding number. These may also be referred to as the Ch*annel Number* if it is a simple dimmer in a theatre.

Group: A collection of more than one fixture of the same Type and **Fixture Mode,** but could also be a collection of all the Fixtures of one gel colour.

Cue: A recorded collection of values of levels and **Attributes** for one or more fixtures.

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

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

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

Multifunction Faders: Are found on the left side of the console. The QQ10 and the QQ20 have 20 faders and the QQ30 has 40 faders.

Multifunction Fader Mode: The faders on the left side of the console can operate in one of 3 modes using the mode buttons on the console above the COL MIX encoders or on the bottom left of the touch screen:

Fixture: each fader controls one fixture as assigned during patching.
Group: each fader controls a group or collection of fixtures recorded to it
Cue: each fader can have one cue recorded to it for playback in this mode.

Cue Stack: One or more cues, either taken one after the other by pressing the go button or taken automatically one after the other in a **Chase**.

Theatre Style Cue Stack: a numbered sequence of cues in a **cue stack**, typically run one after the other in the same order and fader in and out with a **Fade Time.**

Chase: an automated sequence of cues taken one after the other.

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

Playbacks: are the faders on the bottom right of the console:

QQ10 has one **theatre style cue stack** and two **chase** cue stacks
QQ20 and QQ30 each have 10 playbacks

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

QuickQ Software User Manual

1. Introduction

This document is intended to enable you to get up and running with QuickQ consoles. It is designed to introduce the layout of the console along with programming instructions and the key functions.

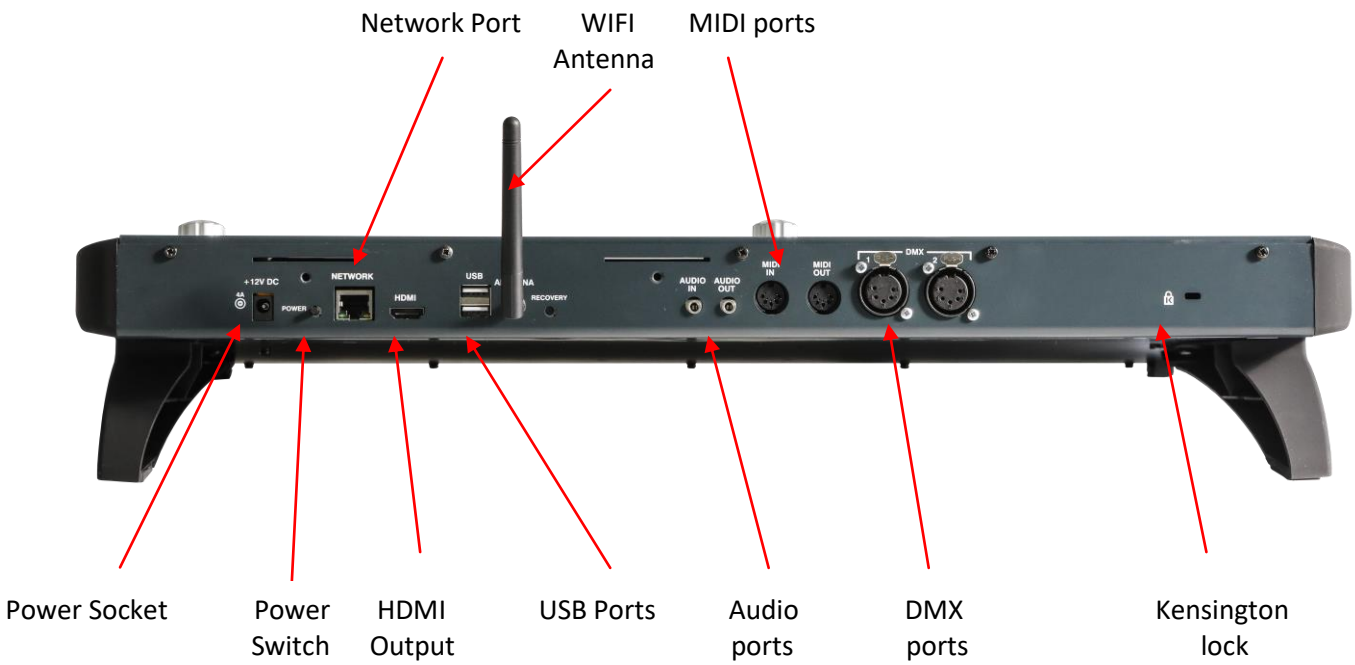
This manual covers QuickQ software version 2.0 and onwards.

QuickQ Consoles

The QuickQ range of consoles includes the QuickQ10, Quick 20 and QuickQ 30 consoles. All consoles run the same QuickQ software – they just vary in number of faders, encoders and buttons and number of universes output from the console.
QuickQ consoles use the same operating system utilising the same installer .cdq extension files.

Connections

The picture below shows the connections on the QuickQ 20 console. The QuickQ 10 and 30 consoles have similar layouts, with the QuickQ 10 having only 1 DMX port and no Midi connectors. The QuickQ 30 has 3 DMX ports.



DMX Connections

The QuickQ 10, 20 and 30 consoles have either 1, 2 or 3 direct DMX outputs respectively on the rear of the panel so you can connect your DMX cables direct to the console.

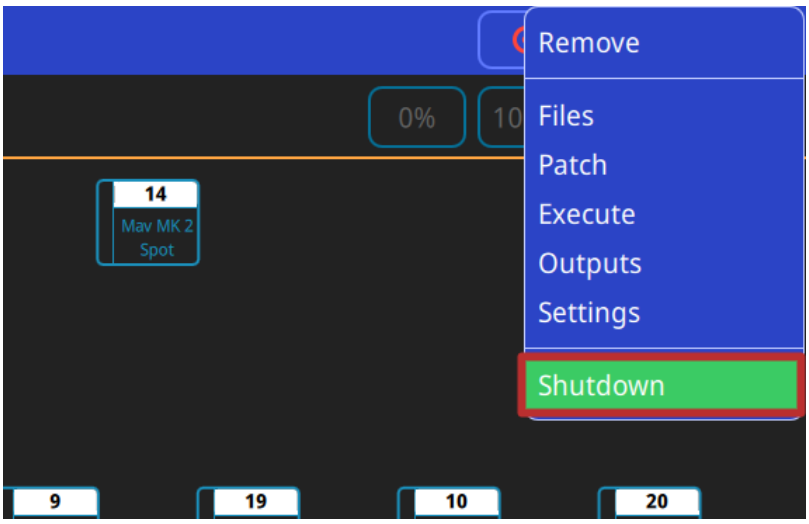
Alternatively, you can use Ethernet and an external Ethernet to DMX converter box such as our range of SnakeSys Ethernet to DMX Interfaces or Chauvet Net-X range. Connect the Interface to the console Network port via a network cable.

Powering Up

To power up the console, simply plug in the supplied 12v DC power supply. If the console has been shut down via the software, press the power switch on the back panel. After a few seconds the screen will come to life, you will see the operating system loading.

Powering Down

To power down the console it is necessary to shut down the QuickQ application. The console operating system performs an automatic shutdown and turns itself off when complete. To quit the QuickQ application, press the Menu button on the top right of the display and then select the QUIT soft button. When asked for confirmation, press the YES.



If for any reason you are unable to power off the console then you may need to force the console to power off as below.

Forcing the Console to power off

Switch off the console at the mains supply.

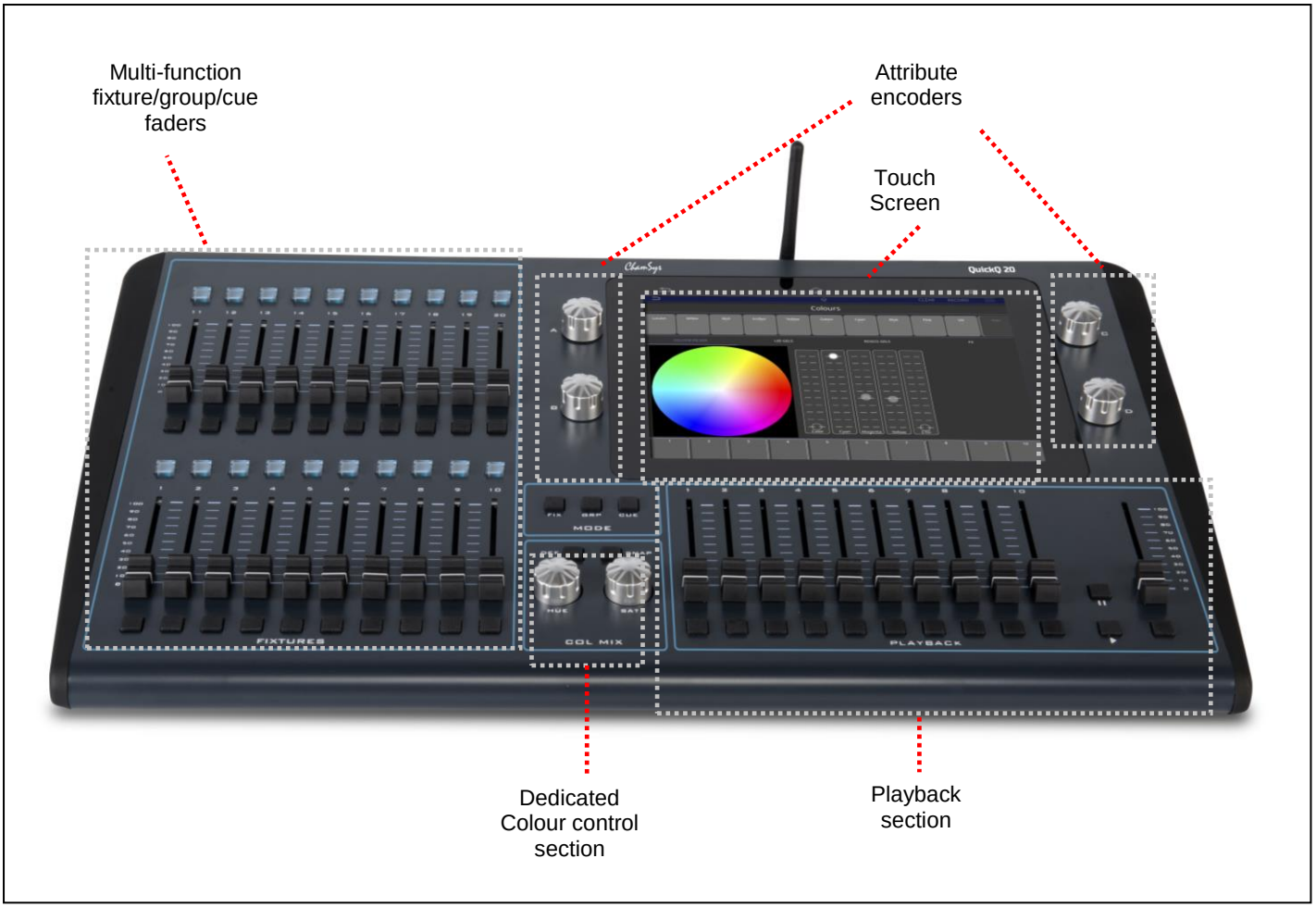
Console Layout

All QuickQ consoles layout are very similar - the programming interface is consistent across the entire range of consoles.

One of the main areas of QuickQ consoles is the large 9.7” multi-touch display. QuickQ consoles feature an intuitive smart phone based, app-based user interface making them extremely user friends.

Other key areas of the QuickQ physical hardware, is the Multi-function fixture/Group/Cue faders to the left of the display and the Playback section below the multi-touch display.

QuickQ consoles have a grand master fader located on the lower right side of the console – this fader must be at full to enable connected fixtures to output from the console.



User Interface layout

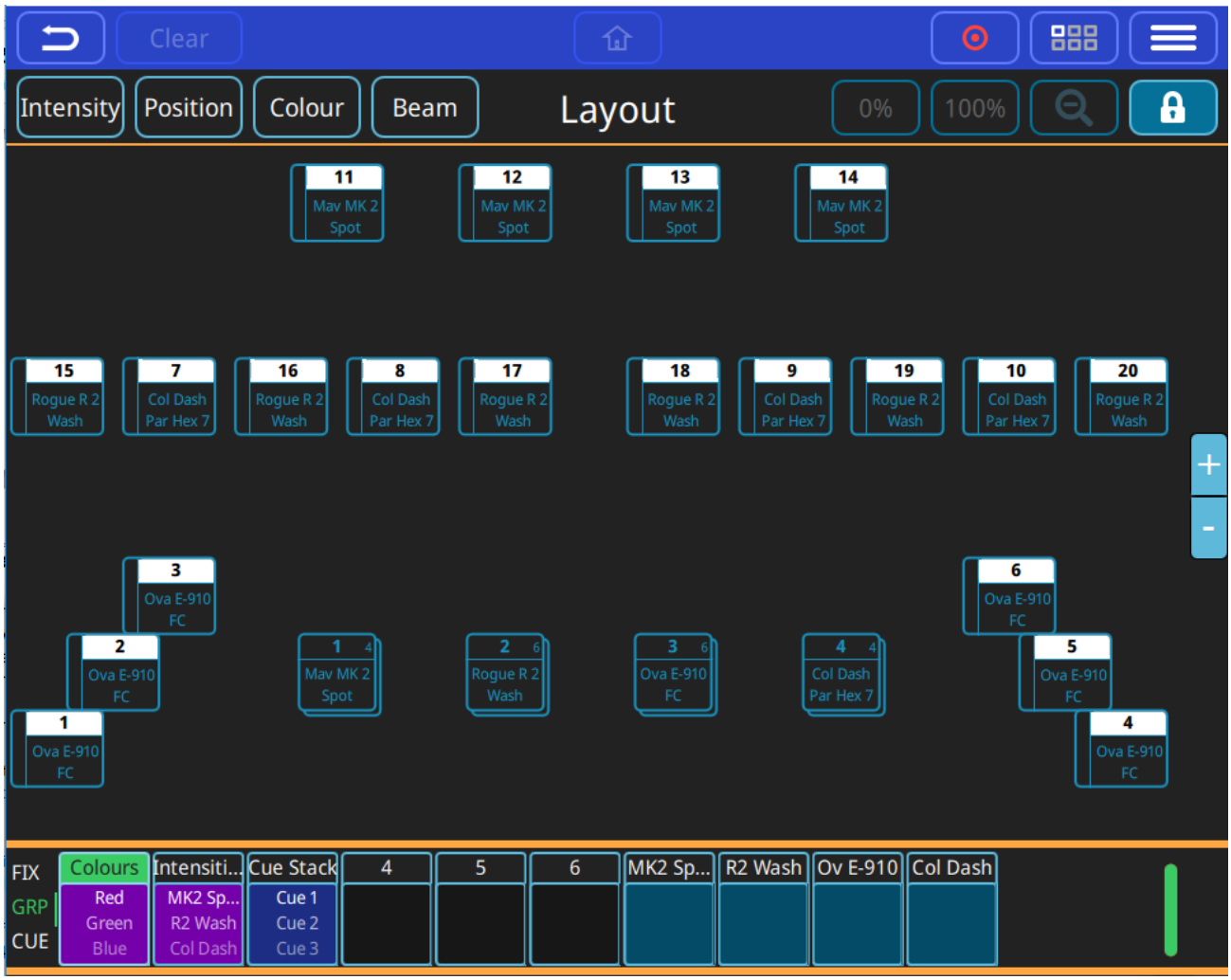
The QuickQ user interface is based around a smart phone style interface, with familiar buttons similar to those used on phones/tablets such as the home and menu keys.
The top menu bar of the interface remains consistent with its buttons in all windows on the console.
From Left to Right the functions here are:

Back, Clear, Home, Record, Action and Menu as pictured below.

Below this a 'soft' toolbar of options specific to each window can be found.
For example in the 'Home' window buttons on screen to open controls for Intensity, Position Colour and Beam can be found.

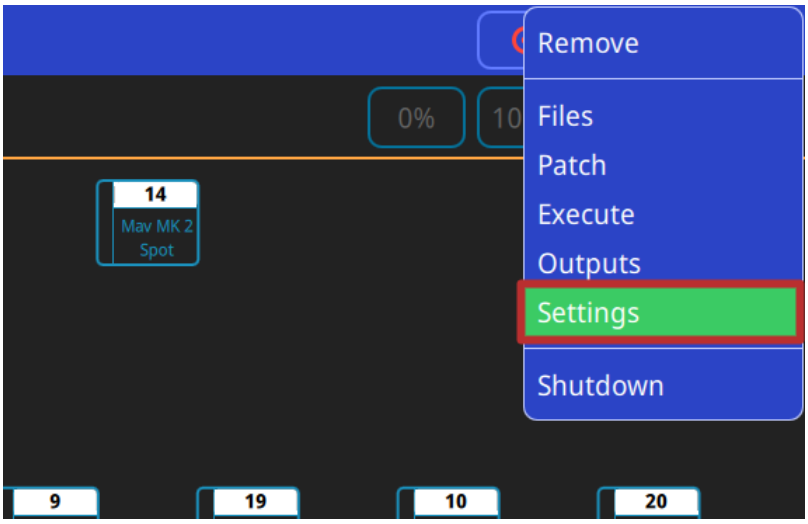
The Central section of the screen area shows the current open window – for example the fixture layout view on the 'home' window and the Colour picker in the 'colour' window.

At the bottom of the display legends can be found for each playback on the console. The legends for each playback also show handy feedback such as the current cue of the playback if a multi-cue stacks such as a chase.



Settings Menu

To access the QuickQ settings menu, click the main menu button on the top right of the display and press the "Settings" option. Within the Settings window, you are able to adjust network, DMX and user interface options.



Also found within the QuickQ Settings window are a selection of global options that can be applied to the console, these can be found below the "Network", "DMX", "User Interface" and "Update" buttons. Changing the way the console playbacks, cue stacks and chases behave, QuickQ consoles can be run in 2 different modes, live mode and theatre mode.

Theatre mode, unlike Live mode, defaults all future cue recordings to cue stacks, enabling the user to step through the cues one at a time. In addition to this, Theatre mode also enables the use of move when dark and playback crossfades, converting playback 2 to a dedicated crossfade fader.

DMX Settings

The DMX Settings window can be used to define the way the console outputs DMX. QuickQ automatically assigns each console universe to a corresponding DMX port located on the rear of the console.

If you wish to output via the console's network port, the output protocol and universe can be defined within this window. With each available universe defined at the top of the window, within a universe tab simply select the protocol required from the "Send Over Network" drop down and set the ArtNet universe below it.

The DMX Settings window also features a Test Mode for testing the console output and a Hot takeover mode for responding to additional ArtNet data.

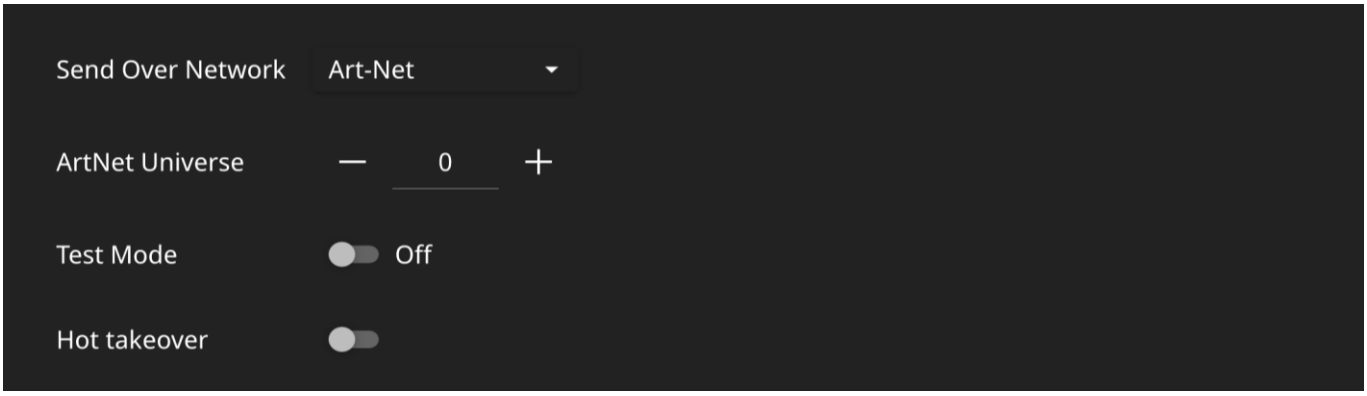
Once enabled, Test mode sends a 0-255 DMX ramp on the currently selected universes, outputting to all connected fixtures irrespective of patch or address.

Hot takeover mode allows the console's output to automatically be enabled and disabled based on the current DMX traffic on the connected network. If for instance QuickQ detects another console outputting on the network, QuickQ will disable its own output to ensure the other signal is received.

Network

Split into 2 tabbed sections, the Network settings window allows users to configure both a wired and a wireless network connection.

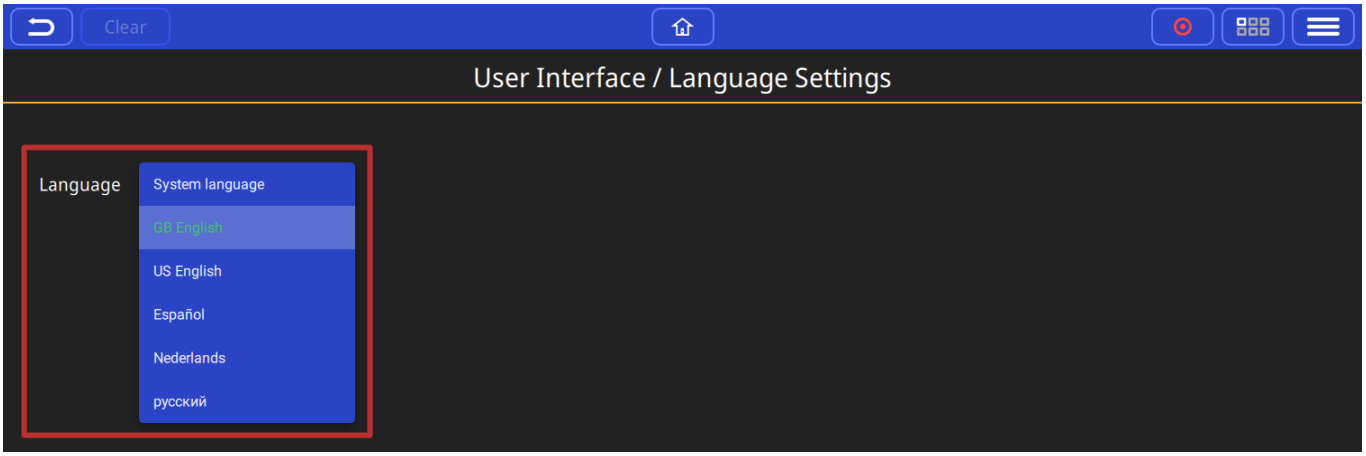
The Wi-Fi connection on the console is used to connect phones and tablets to the console. Using the QuickQ remote app, Android and iOS devices can connect by capturing the displayed QR code or by manually connecting on the external device. The console name (SSID), and Wi-Fi password can be defined within the Network settings window. The console's Wi-Fi connection cannot be used to output DMX.



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

User Interface Options

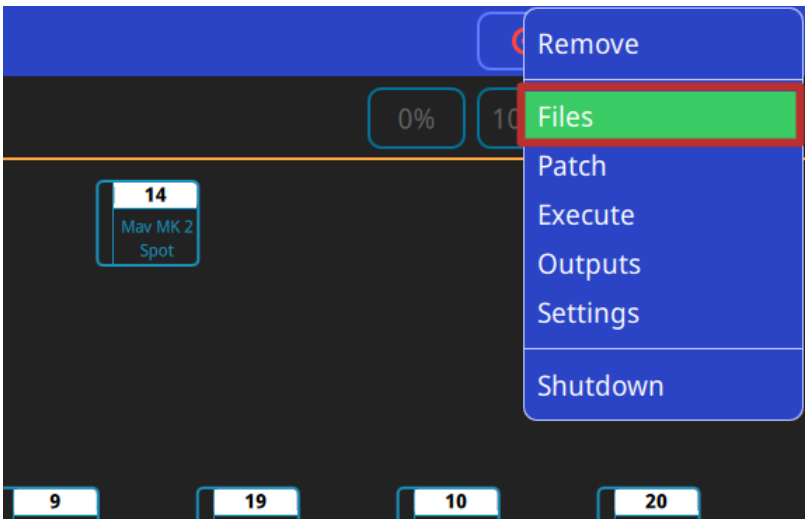
The User Interface options window enables users to change the console language. Supporting GB English, US English, Spanish and Dutch, the language can be changed by pressing the language drop down and selecting the appropriate language.



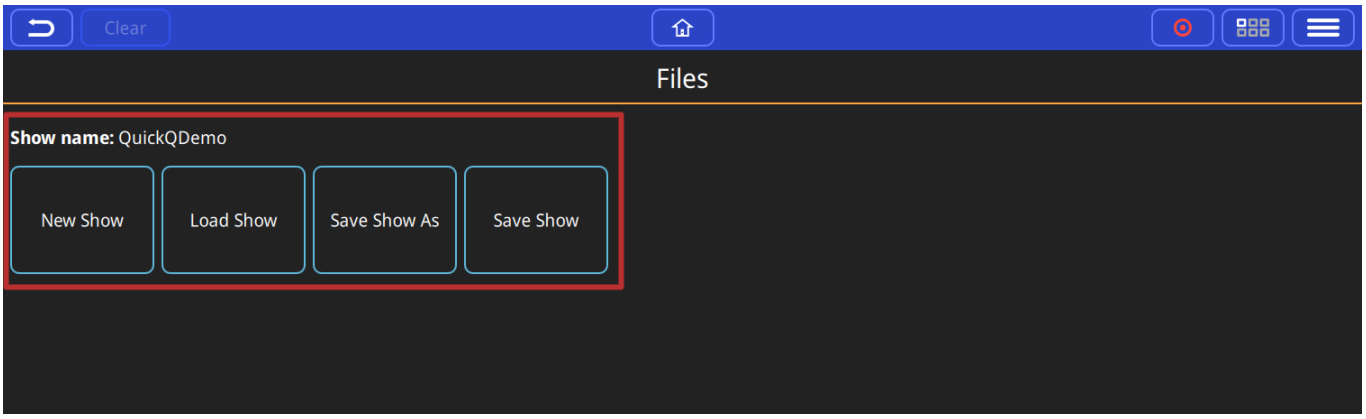
2. New Shows and Patching

Starting a New Show

To start a new show, press the menu button on the top right of the display and select the 'Files' menu.



In the Files Menu, Press the 'New Show' soft button. This clears the current show file from memory – saved shows still remain stored on the console and can be loaded back into memory at any point, by selecting the 'Load Show' option in this window. Confirm by selecting yes.



Once a new show has been started the console will automatically open the Patch window. The Patch window can be accessed at any time by selecting 'Patch' from the menu button – top right of the display.

Patching

The patch window is used to tell QuickQ consoles what fixture(s) being connected and controlled to the console and which console universe they have been connected on the console and the fixture(s) address.

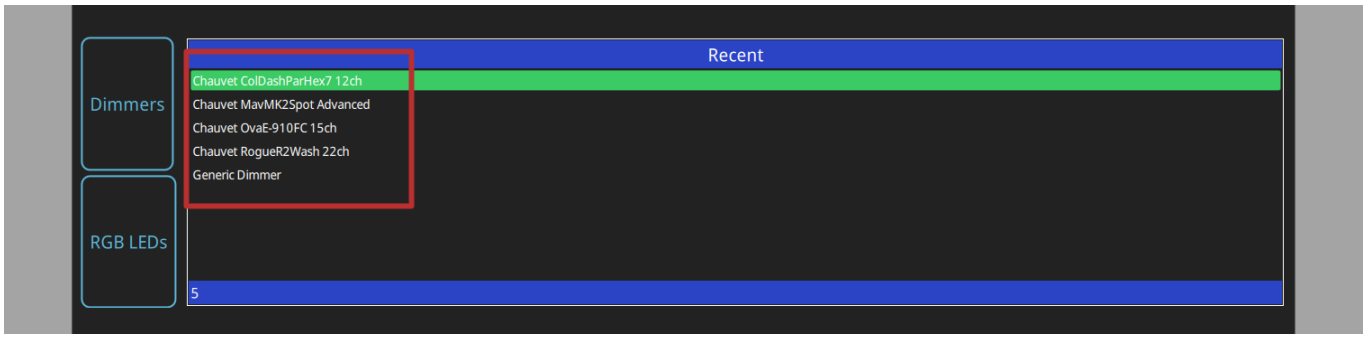
You must ensure that the DMX Address on the physical fixture(s) matches the address of the fixture(s) patched on the console.

QuickQ features a comprehensive fixture library of over 25,000 different fixture files; this library is constantly updated by ChamSys. To request a new fixture file contact ChamSys Support (support@chamsys.co.uk)

Adding Fixtures

To Patch or Add some fixtures, open the patch window from the menu button and select the '+' button on the lower right-hand side of the patch window

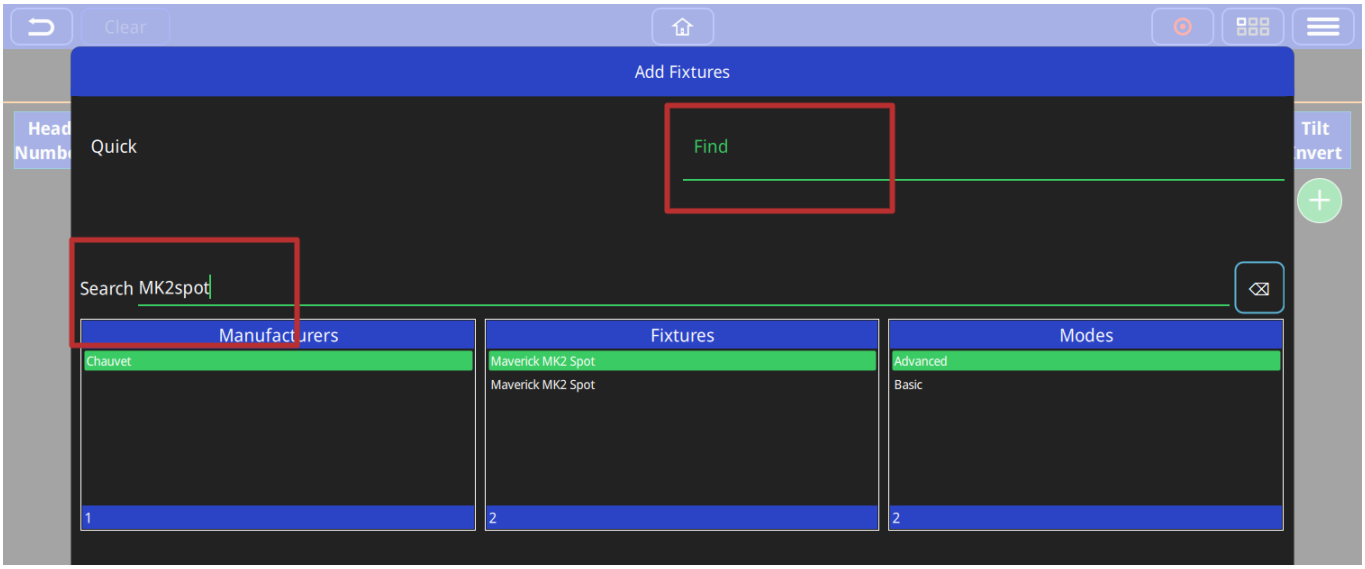
The Add Fixtures window has two different views 'Quick' and 'Find Fixtures'. The 'Quick' option shows recently patched fixtures from previous shows and also gives the option to quickly select simple fixtures like dimmers or RGB LED fixtures.



The 'Find Fixtures' option allows any fixture from the library of 23,000 fixtures to be quickly selected.

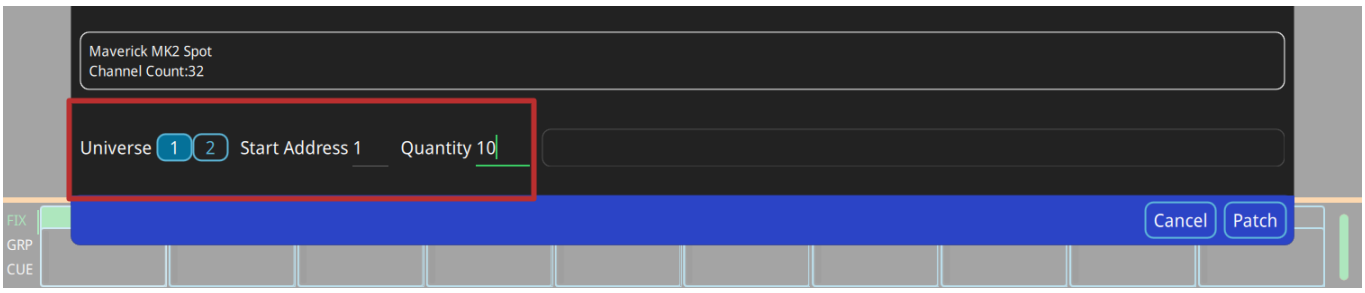
The search box is used to find your fixture. E.g. entering 'Chauvet Mav' would filter the library to show all fixtures manufactured by Chauvet and in the Maverick range. Entering 'sharpy' for example would show all fixtures in the library called Sharpy. E.g. Clay Paky, Sharpy.

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



Once selected, enter the universe that the fixture(s) will be patched onto. Next enter the DMX start address of the first fixture.

Finally enter the Quantity of this type of fixture to be patched and press the 'Patch' button on the lower right of the window.



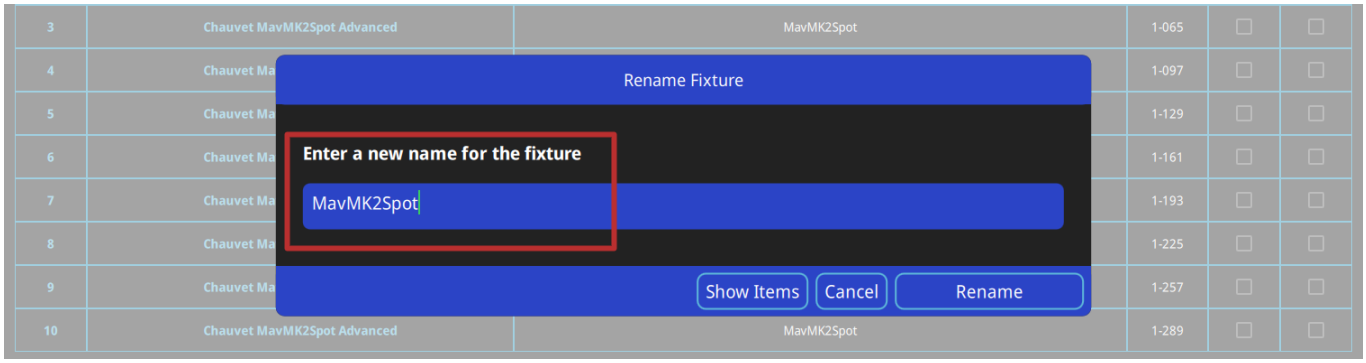
Naming Fixtures

The Patch window features a name column; the default for this field is the fixture name from the QuickQ fixture library. This name is used on the Home screen and can custom set per fixture.

It is recommended that you name the dimmer or the head based on its location (e.g. front wash / back truss SL).

Single fixtures can be renamed simply by pressing and holding on the fixture name to open the Rename fixture dialog

To rename multiple fixtures use the Action menu, select the fixture(s), then select the rename option from the action menu bar at top of window.



Changing DMX Addresses of patched fixtures

To change the DMX address of a single patched fixture press and hold on the DMX Address inside the patch window, then enter the new address on Set DMX Address menu.

To change DMX address of multiple fixtures, use the Action menu, select fixture(s), then select the repatch option from the action menu bar at top of window.

Removing fixtures

To remove a fixture from the Patch, select remove from the action menu, then select the fixture(s) to be removed. Note that this will erase any programming for these particular fixture(s).

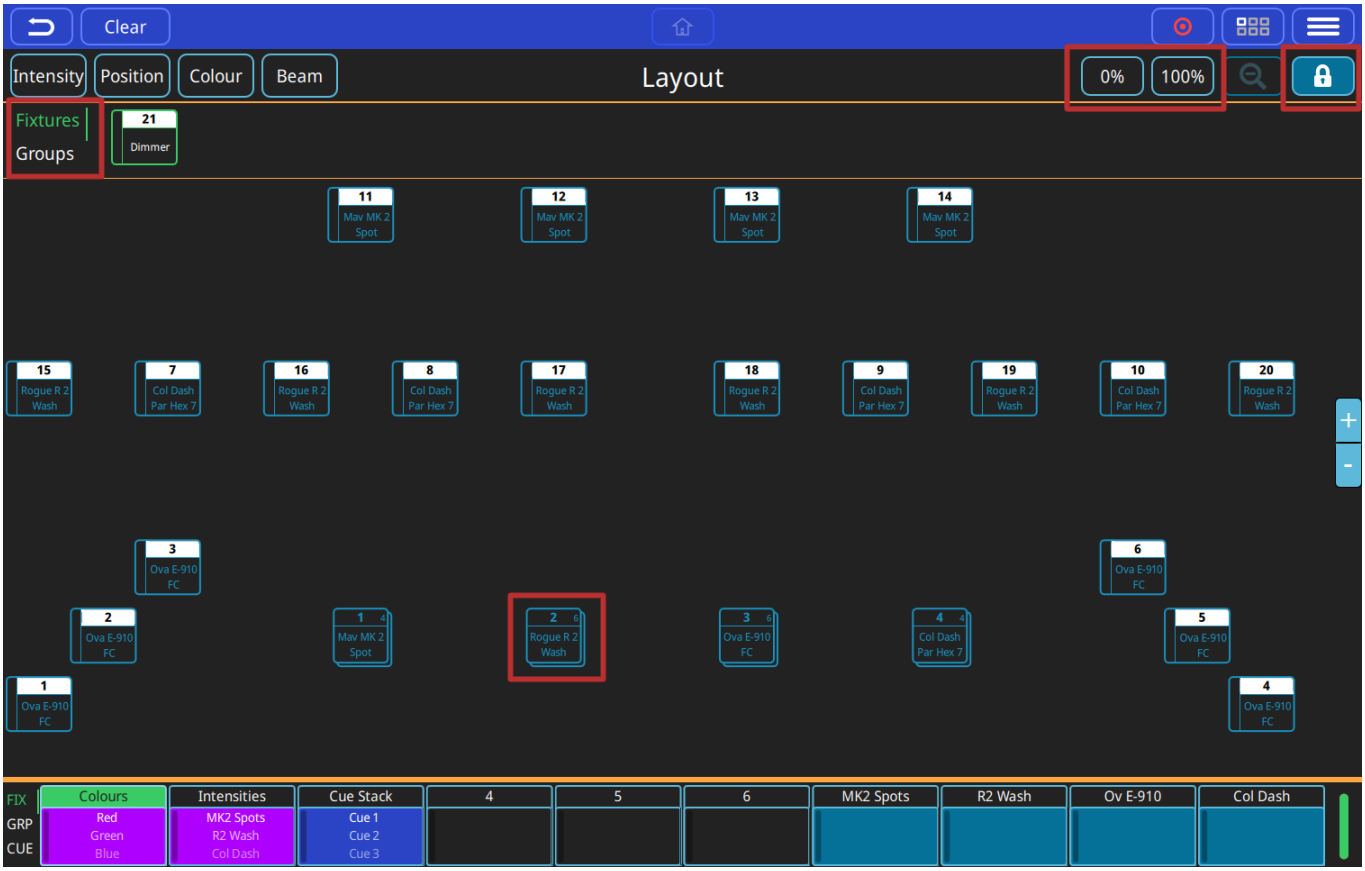
RDM Auto patch

QuickQ supports RDM Auto patch of RDM compliant fixtures. When using the RDM auto patch function the QuickQ console will automatically re-address any fixtures with conflicting DMX addresses.

To use RDM Auto patch, in the patch window select RDM Auto Patch from the menu button.

3.0 Home Screen and Controlling Fixtures

3.1 Home – Layout Screen



Introduction to the Layout Screen

On QuickQ consoles, the Layout screen can be accessed by pressing the home button located centrally at the top of the display. Using this screen, fixtures can be arranged as desired and selected. Colours and intensities of these fixtures will also be visually displayed here. Once patched, fixtures will appear near the top of the window. Both fixtures and groups can be viewed here by switching between these on the left.

Creating Groups

Groups can be created by selecting fixtures, either in the Layout window, or using the multi-functional faders on the left of the console, pressing the Record icon, and selecting an empty fader in Group mode. The newly created group should then appear under the Groups section in the Layout screen.

Setting up the Layout Screen

Fixtures or groups can be added to the Layout screen by simply dragging them to their desired positions. Once fixtures have been placed as required, the Layout screen can be locked or unlocked by tapping the padlock icon near the top right of the display. This prevents any unwanted movement of fixtures.

Zoom In/Out

The view of this window can be adjusted using a two-finger pinching action to zoom in and out. The view can also be reset to default by tapping the magnifying glass icon near the top right of the display.

Selecting Fixtures

Tap to select fixtures. Once selected, fixture icons highlight green, as pictured above. Selected fixtures can quickly be given 100% or 0% intensity by tapping the corresponding buttons near the top right of the display. Once selected, fixtures can be programmed via the Intensity, Position, Colour and Beam windows (see section 3.2).

3.2 Controlling Fixtures with QuickQ

Controlling Fixtures

Fixtures can be controlled directly by selecting them and their attributes (intensity, Colour, Beam, and Position) adjusted. Any adjustments made can be recorded into cues. Fixtures may also be controlled by cues.

Selecting Fixtures

Fixtures can be selected in several ways, using:
Multifunction faders on the left of the console in fixture mode (press the [FIX] mode button):

- Raise one or more of the multifunction faders. The fader controls the fixtures intensity.
- Pressing the fixture select button beneath a fixture fader. This does not affect intensity.
- Multiple fixtures can be selected in one go. Press on a button beneath the fader for the start of the range and at the same time press a fixture button that defines the end of the range.

The multifunction faders on the left of the console in group mode (press the [GRP] mode button):

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

Home Screen:

- Touching one or more of the fixture icons in the home screen.
- Touching one or more of the group icons in the home screen.

Selected fixtures have a green border around the icon in the home screen, or around the group's icon and the included fixtures.
Selected fixtures have a brighter LED above the fader.
You can deselect a fixture by selecting it again.

Controlling Fixtures with Cues

Fixtures may also be controlled by cues. Cues can be recorded and played back on one or more of the playbacks 1-10, or from one or more the multifunction faders, when they are in cue mode. (Press the [CUE] mode button). Playbacks can have one or more cues recorded on them. Cue mode faders can have only one cue recorded to them.

Capture Fixtures - Clear Fixtures

Fixtures that have had attributes changed directly using one of the select methods are considered to be "captured" and any adjustments to their attributes will be output directly. This means the selected fixtures values will be held until the (Clear) button in the main menu bar is pressed. If (clear) is selected, then fixture values will return to any values being applied from cues, either from cues on the playbacks or from cue mode fader cues.

Parameter values captured from directly selected fixtures can be recorded into cues.

Controlling Fixtures from Cues

Cues contain recorded parameter values. Cues can be played back from the playbacks or from the intensity faders when in cue mode. (Press the [CUE] mode button) or from a combination of both. The fader will control the intensity of the instruments between a zero level and the maximum level that was recorded into the cue.

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

Highest Takes Precedence and Latest Takes Precedence

Cues can be played back by raising the faders from either of these locations. If two separate cues are playing back intensity for the same fixture then the highest intensity being played back will be visible on the stage. This is known as Highest Takes Precedence.

If two separate cues are playing back any of the other attributes for a fixture, Colour, Beam, or Position, the latest one to be activated will have its contents output on the stage.

Activating Cues and Releasing Cues

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

Controlling Intensity

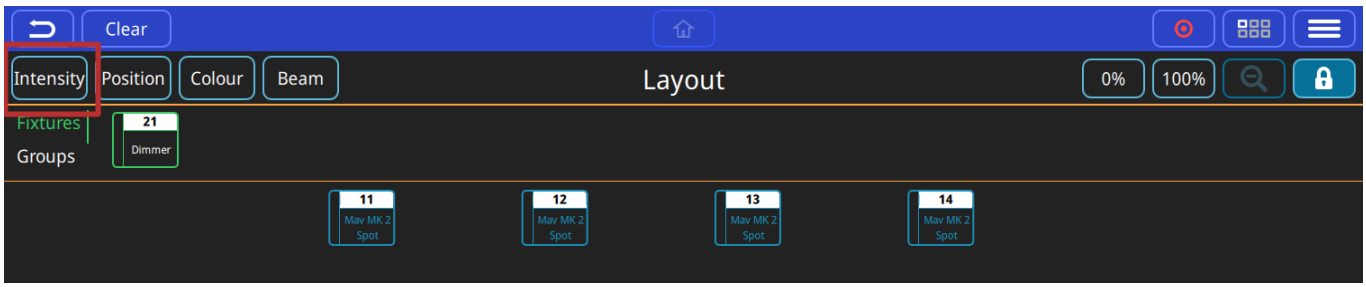
Intensity for a selected fixture can be controlled directly from the instrument or group faders, from the intensity window or from the home screen 0% and 100% buttons.

Using Instrument Faders

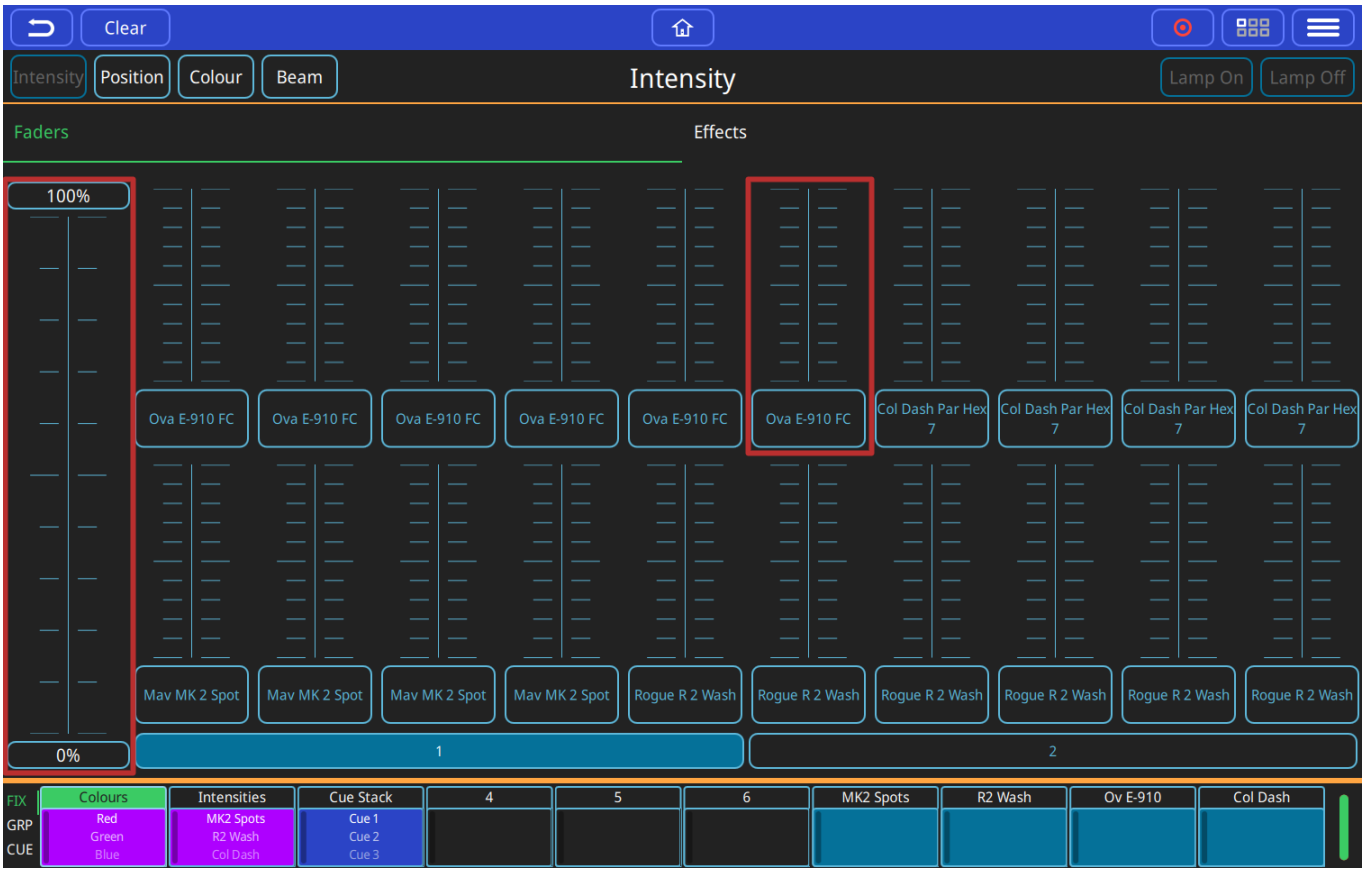
As we have seen, moving one or more of the multifunction faders while in intensity mode will set intensity to a level. The intensity level of a whole group can be adjusted or set, when in group mode (press the [GRP] mode button).

Intensity Window

Intensity can also be controlled from the Intensity window. Go to the Home Screen and select the Intensity button.



The larger fader on the left controls all currently selected instruments . You can also modify individual instruments by selecting them in this window. Tip - Renaming your fixtures in patch to their function makes selection easier.



Lamp On and Lamp Off

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

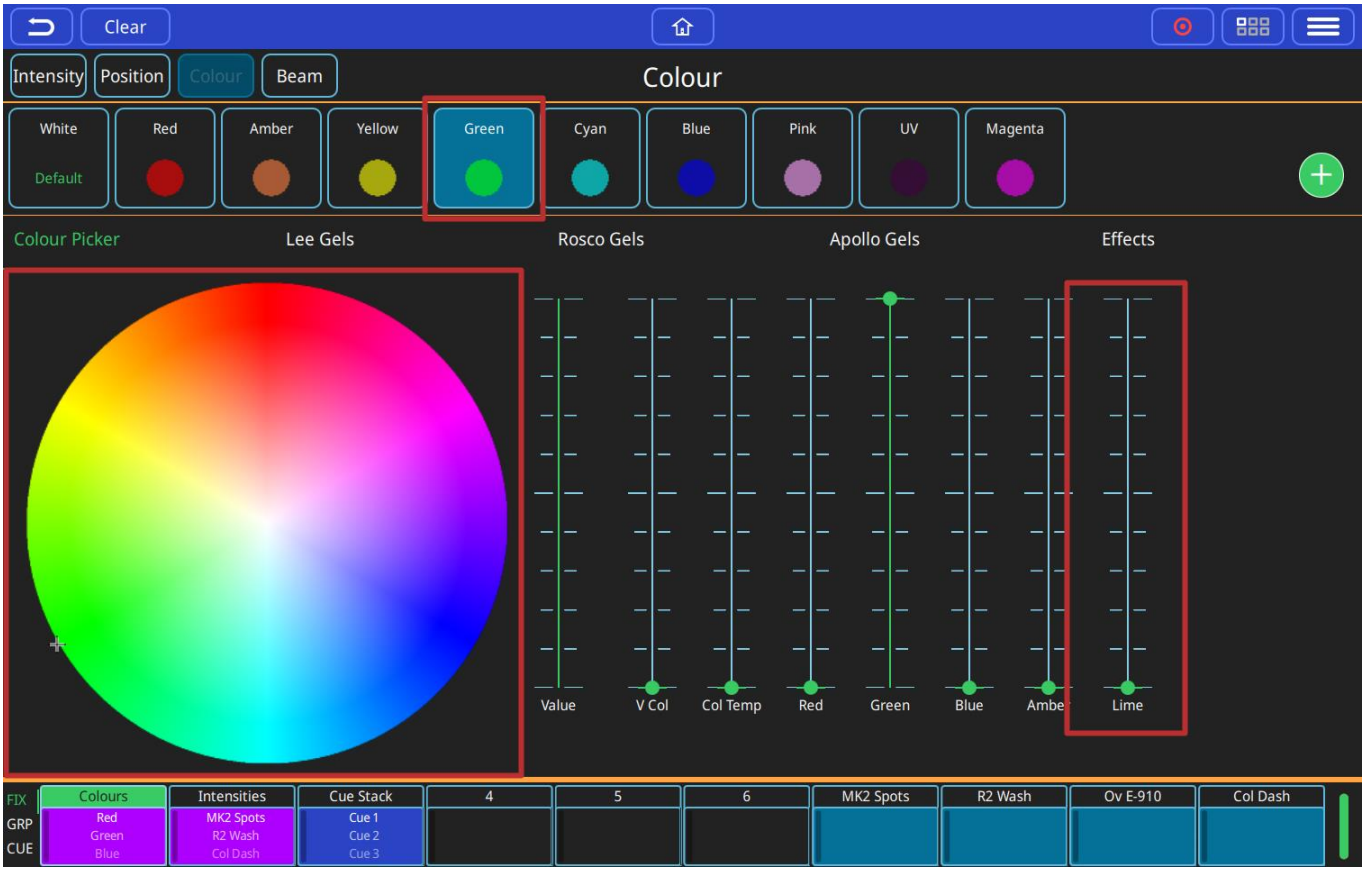
Controlling Colour

Colour Mix Encoders - COL MIX

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

Colour Window

This window can be opened by selecting the (COLOUR) button from the Home screen.

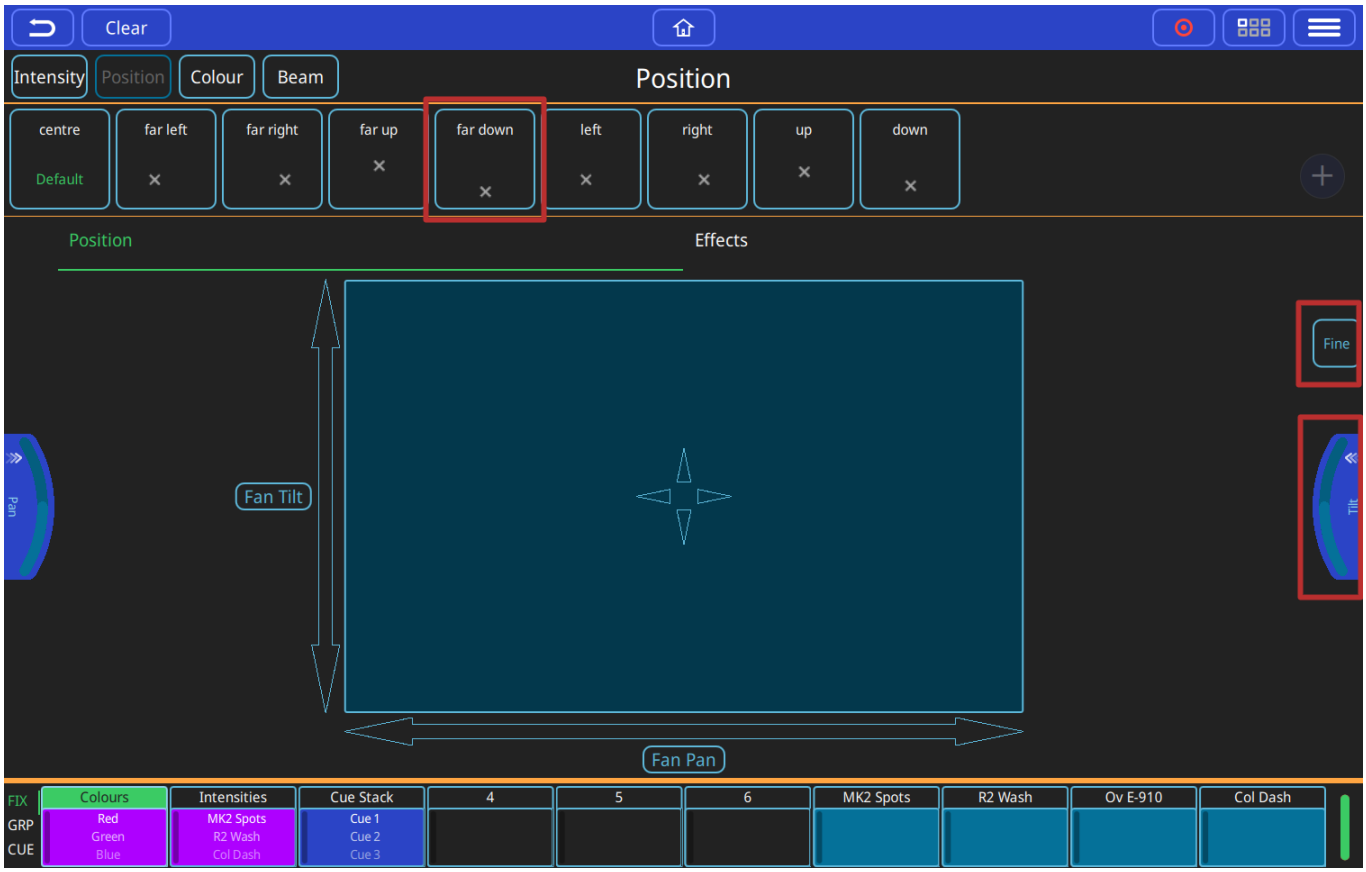


- Colour Palettes.
- Default Colour Palette. Select to return colour to defaults.
- Colour Picker. Touch within this colour picker to change colour. Changes using other controls will be displayed here.
- Manufacture Gel Swatches - Lee.
- Manufacture Gel Swatches - Rosco.
- Manufacture Gel Swatches -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

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

Controlling Position

This window can be opened by selecting the (POSITION) button from the home screen.

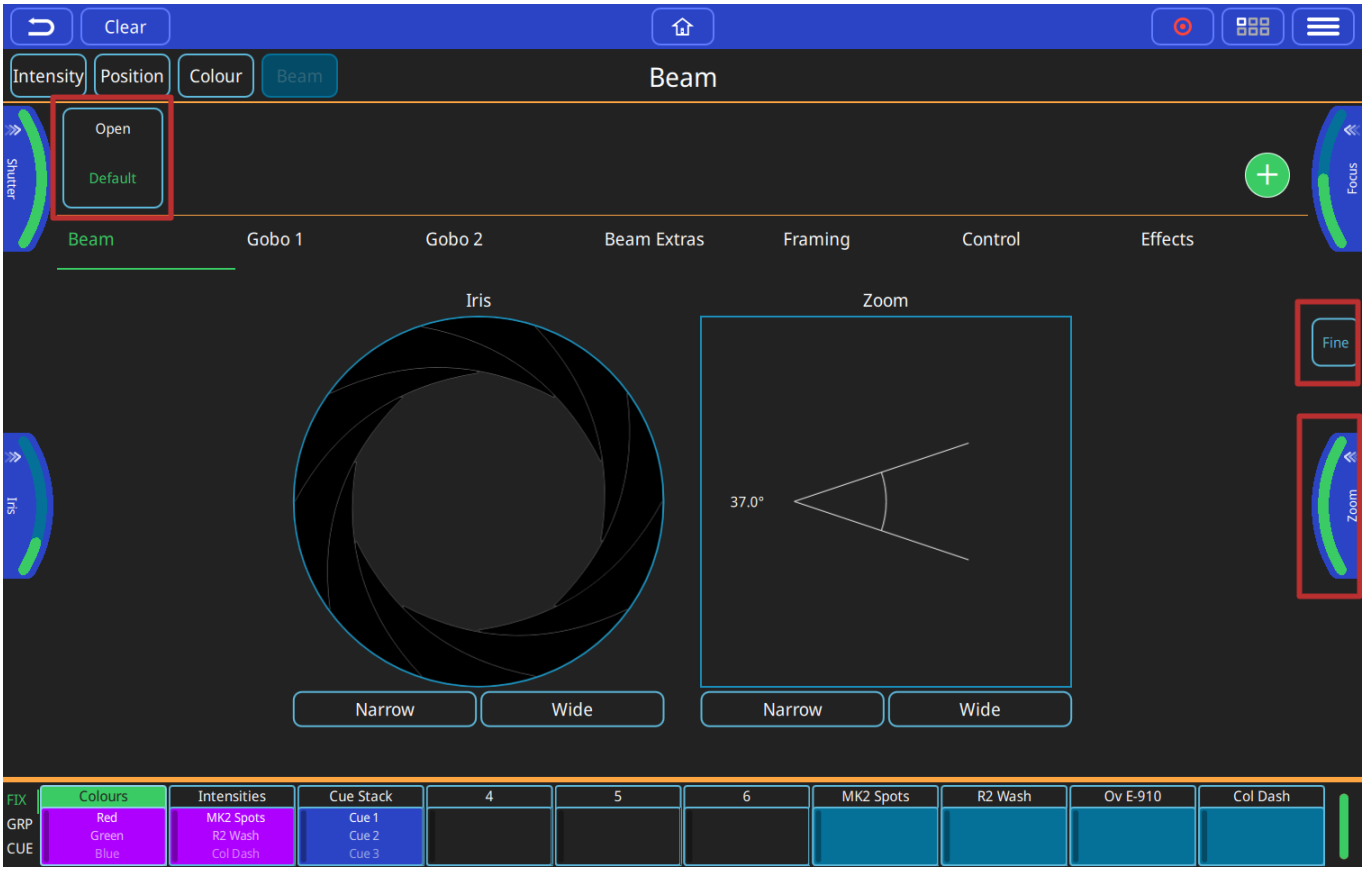


First select one or more fixtures then any of the position control options can be used. If you are going to use a position in more than one cue, consider saving it to a palette. Palettes are referenced in cues, so modifying a palette will change every cue it the palette is used in.

- Position Palettes.
- Default Palette - select to return to position defaults.
- Position encoders - pull out to select ranges, or use on screen if no encoders (QQ10 or remote app)
- Trackpad - or select arrows for either individual pan or tilt control.
- Effects.
- Fine encoder control - don't forget to turn off when finished!

Controlling Beam functions - Gobos, Focus, Zoom and other Beam Options

This window can be opened by selecting the (BEAM) button from the home screen.

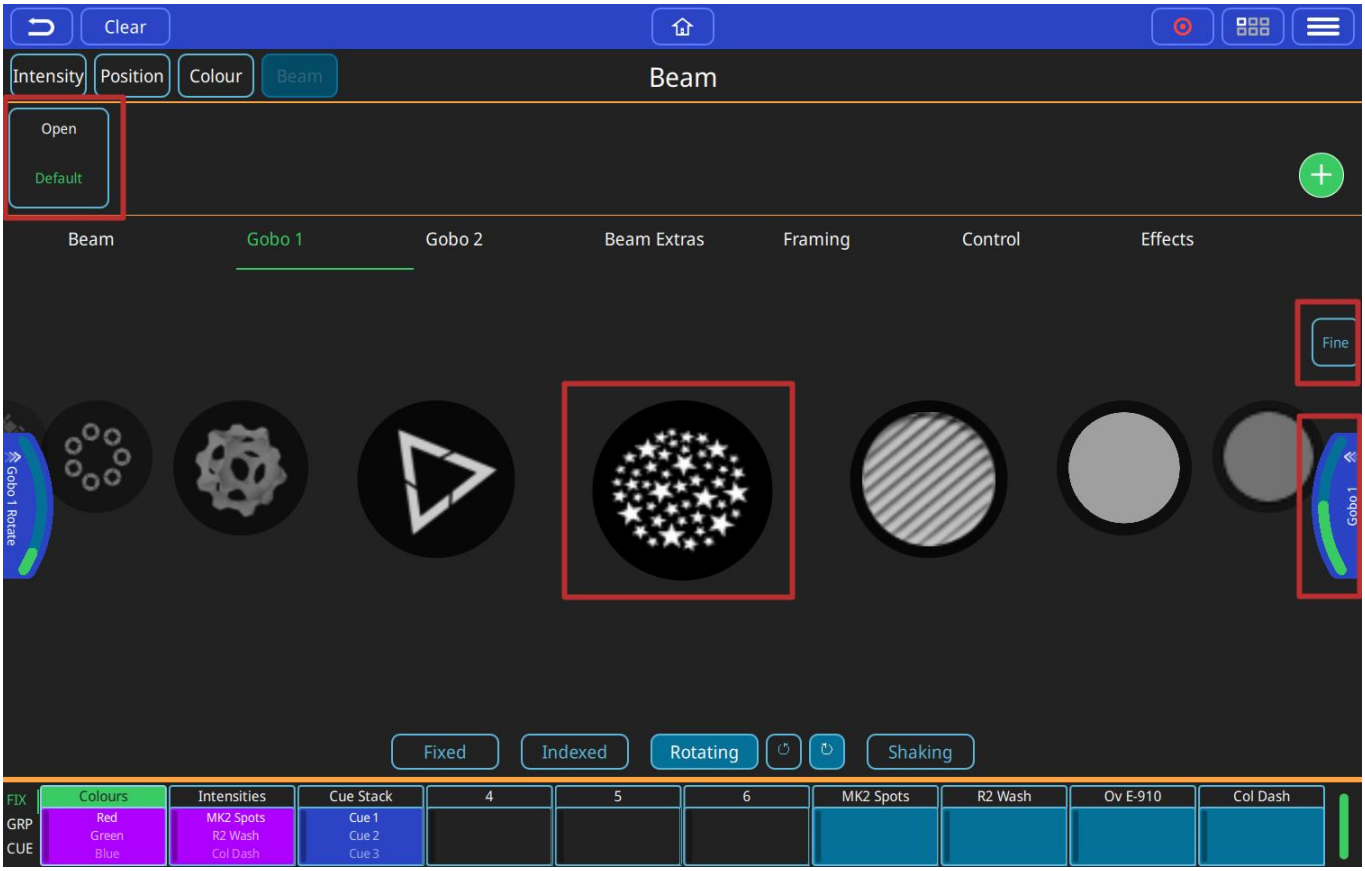


First, select one or more fixtures then any of the beam control options can be used. If you are going to use the same beam attributes in more than one cue, consider saving them to a palette. Palettes are referenced in cues, so modifying a palette will change every cue it the palette is used in.

- Beam Palettes. Use the green + button to add your own.
- Default Palette - select to return to beam defaults.
- Beam encoders - pull out to select ranges, or use on screen if no encoders (QQ10 or remote app).
- Iris can be controlled directly on the screen as well as by the encoders. Pinch the iris icon in or out to adjust.
- Zoom can be controlled directly on the screen as well as by the encoders. Pinch the zoom icon in or out to adjust.
- Fine encoder control - don't forget to turn off when finished!
- Beam control pages - other options and effects, one of which is gobos.

Controlling Gobos

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



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

- Beam Palettes. Use the green + button to add your own.
- Default Palette - select to return to beam defaults.
- Gobo selection encoder
- Gobos can also be selected by swiping through the gobo selection carousel.
- Gobo movement options (if supported by the fixture).
- Gobo rotation encoder - pull out to select ranges, or use on screen if no encoders (QQ10 or remote app).
- Fine encoder control - don't forget to turn off when finished!

3.3 Recording Items with QuickQ

Recording a Group

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

Recording a New Group:

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

Editing a Group

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

Recording a Palette

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

Recording a New Palette

- Select some fixtures.
- Turn them on and make a change to their position, colour or beam attributes.
- To record a colour palette, select the colour window
- Select the green “+” Button

Editing a Palette

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

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

Auto Palettes

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

Default Palettes

Default Palettes are the first palette for each parameter and contain default attributes such as open white for colour. They are created when you patch the show. They can be used to quickly return a selected set of fixtures to their defaults. They cannot be edited.

Recording a Cue

Recording a cue on a Playback

Any active or selected levels and attributes including FX, can be recorded to a cue by selecting record. QuickQ will indicate where you can record a cue to with either an onscreen red shading.

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

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

One cue or multiple cues can be recorded to a playback. The QQ10 has one playback and the QQ20 and QQ30 have 10 playbacks.

Recording a cue on a Multifunction Fader

One cue can be recorded to each of the multifunction faders when in cue mode (press the [CUE] mode button).

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

Cues Lists

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

Recording a Chase

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

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

Playing Back a Chase

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

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

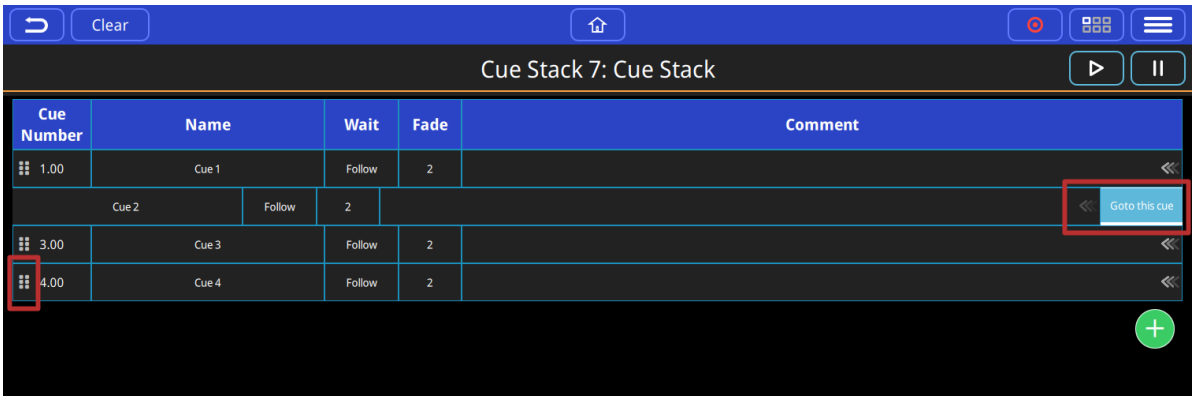
Chase Direction

Chases direction can be modified from the cue list window using the buttons in the top right of the screen. The options are:

- Backward
- Forward
- Bounce
- Random

Chase Speed - Tap to Time, Speed and Crossfader

- Tap to time - use this button, two taps or more, to tap to time of the music playing and the speed of the chase will be adjusted to the beat of the music. This can be used and reused to adjust a chase to the speed of music changed live.
- Speed - Use this encode to modify the speed of the chase without using tap to time. The encoder tab can also be “pulled out” and the speed can be multiplied or divided using buttons on the tab.
- Crossfade - can be set between a full fade between steps (default) or a snap between steps.
- Fine - fine control of encoder actions.

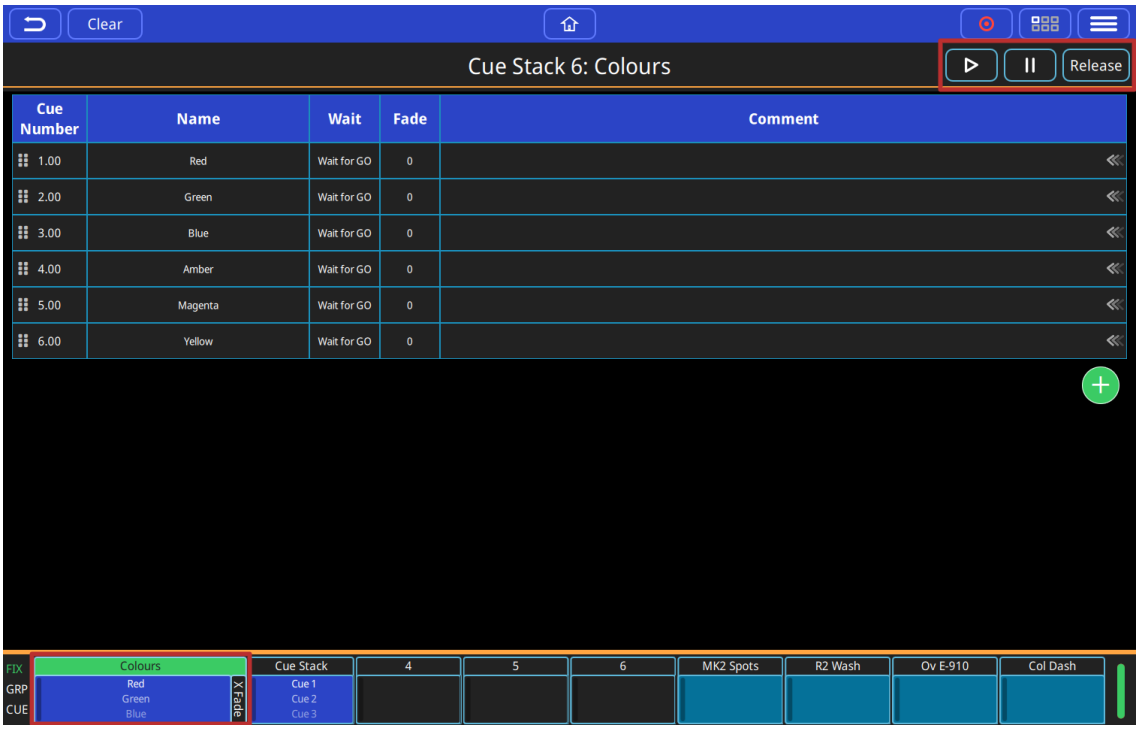


Reorder Cues in a Chase

- Cues in a chase can be reordered and moved by selecting the 6 dots symbol by holding and then dragging the cue to a new location in the list. The cues will be renumbered to reflect the move.
- While a chase is running it is possible to go to a specific cue on command. Drag the arrow selection out and then press the (goto this cue) button.

Recording a Theatre style Cue Stack

Theatre Mode



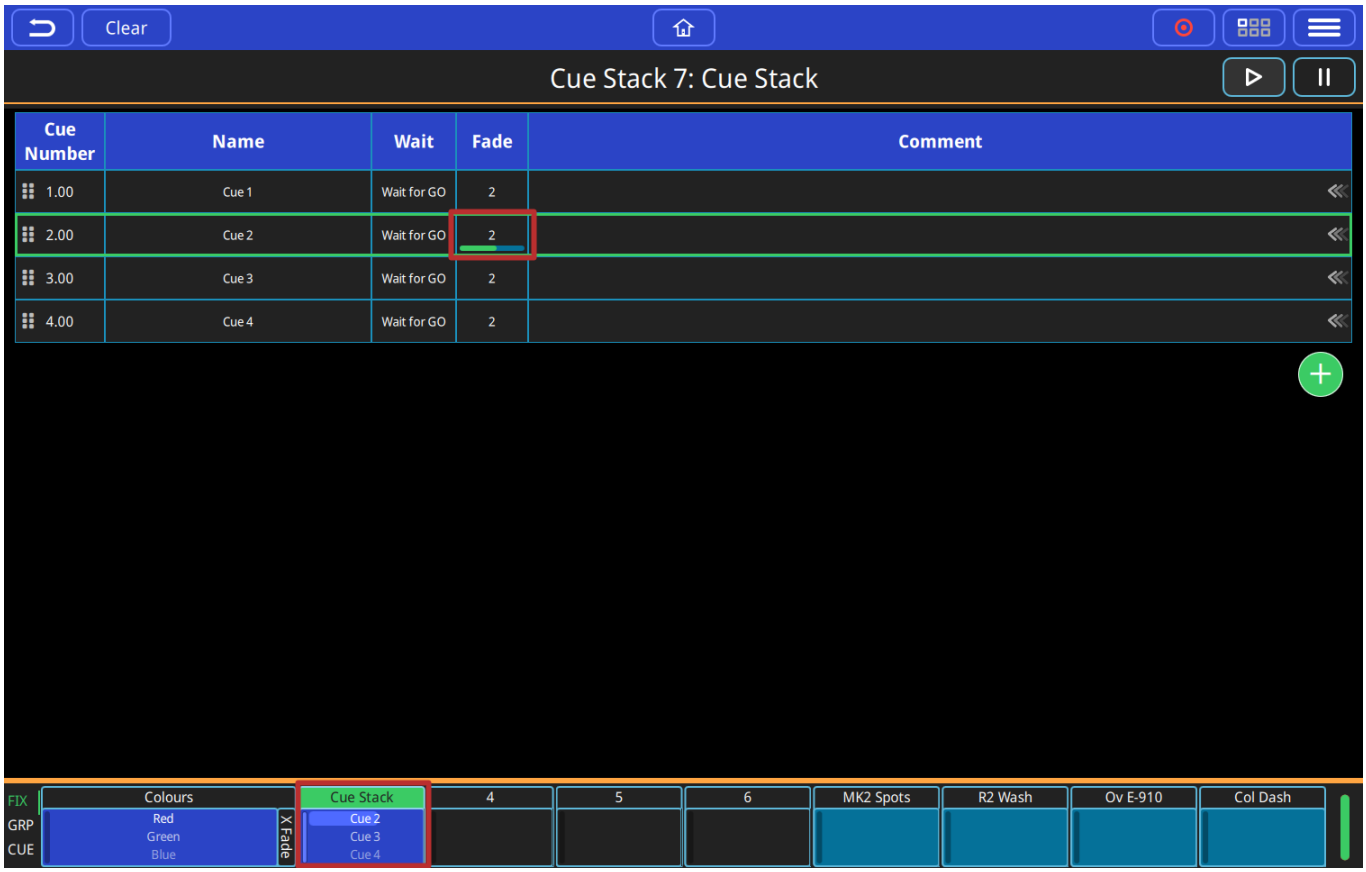
When the console is in “Theatre” mode (settings, theatre mode) recording conservative cues to a playback will result in a cue stack of cues with a default fade time of 3 seconds. Additionally:

- Playback 1 will default to a theatre style cue stack with fade timing between each cue (default 3). Consecutive cues recoded to the playback will be numbered sequentially.
- Playback 2 will become a manual Crossfader. Cues can then be run by moving playback fader 2 up and down and the fade time of the cue will follow the time it takes to move the fader from one end of the faders travel to the other.
- The physical master go button in the lower right of the console will only operate on playback 1, in this mode and will run any fade timing assigned to the cues on playback 1.
- The go button in the cue stack window can also be used. All other cue stacks in theatre mode will need to be run from this go button location as the master go button will be dedicated to playback 1.
- The pause button will not work in this configuration.
- The release button on the cues stack screen is the only way to release a theatre cue stack on playback 1 with the console in theatre mode. Lowering the playback fader will not release the playback, unlike other cue stack or chase faders.

Changing a Chase to a Cue Stack

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

Playing Back a Cue Stack



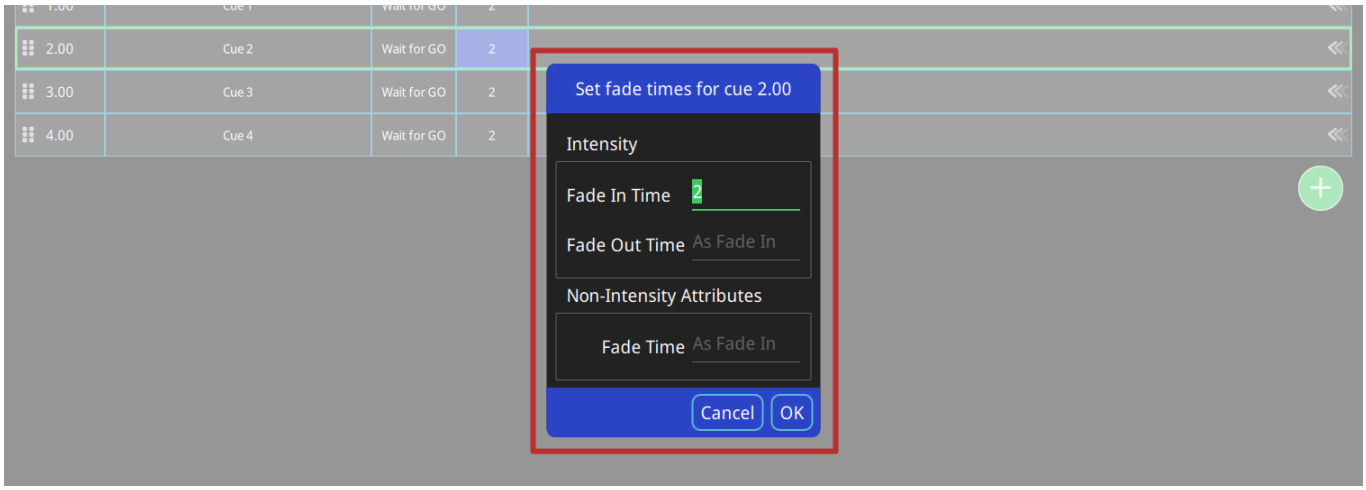
Selecting a playback by holding or double tapping on the cue stack preview above the fader will display the cue list on for that playback. Then. the GO Button on the console can be used to run the cues on the cue stack.

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

Cue Name: will be empty when a cue is recorded and can be edited by selecting by holding or double tapping.
Cue Number: will be auto assigned when the cue is recorded and can be edited by selecting by holding or double tapping.
Comments: will be empty when a cue is recorded and can be edited by selecting by holding or double tapping.

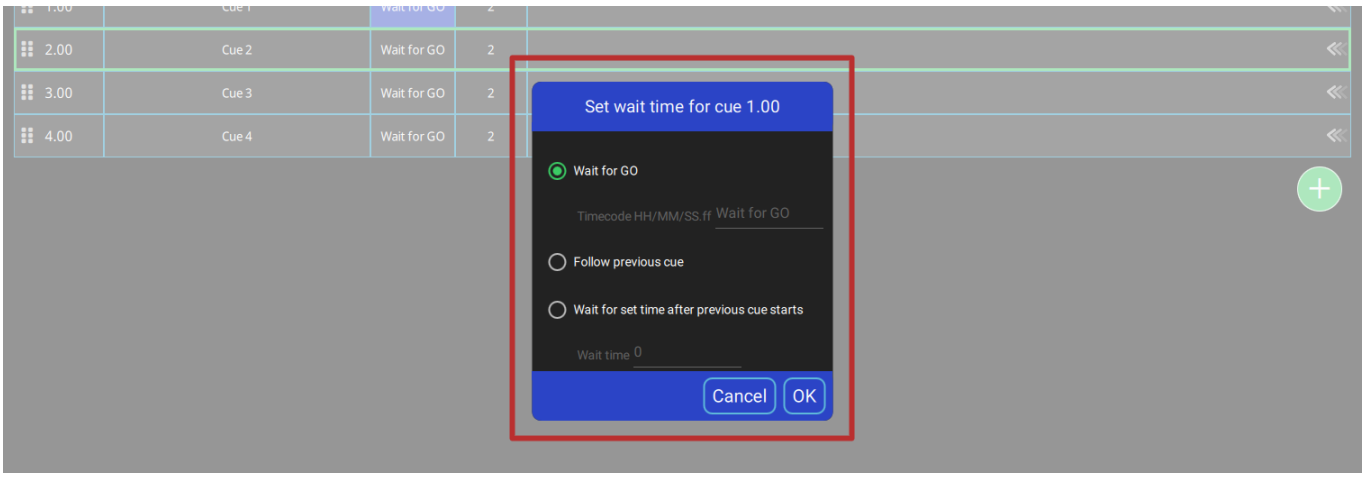
Cue Fade Times

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



The intensity fade in times can be edited.
The intensity fade out time is set the same as the fade in time. This can be changed to result in split timing.
The fade in of non-intensity attributes (Colour, Beam, Position) are set the same as the fade in time. This can be changed to result in modified timing - for example, colour could have a shorter or longer fade in time.

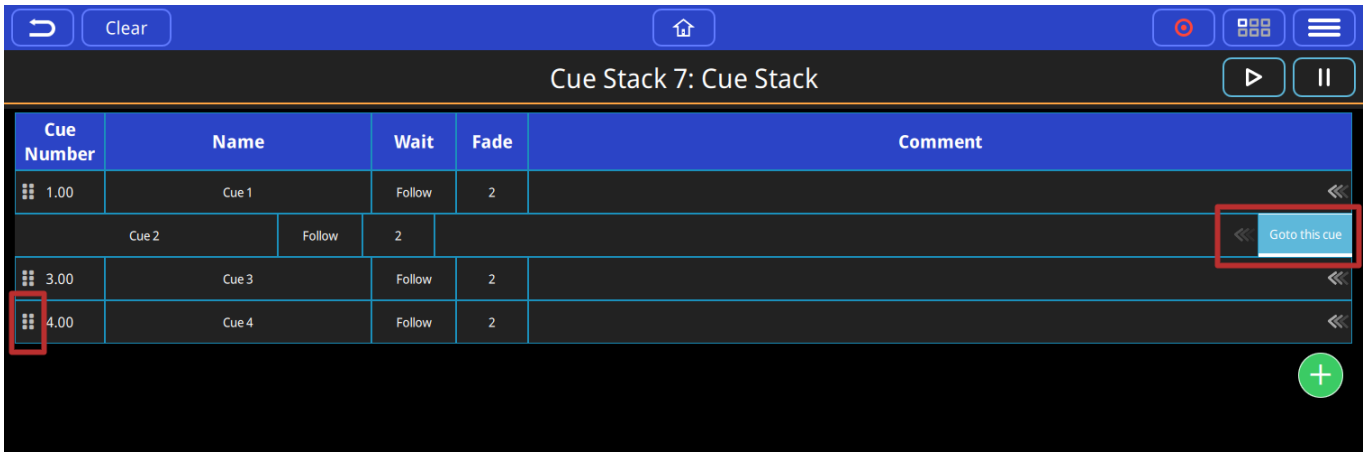
Cue Wait and Follow Times



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

Wait for Go: The cue will stop running after finishing the fader times and wait until you press the go button again.
Follow Previous Cue: This cue will start playing back automatically, immediately after the previous cue is finished.
This cue will start playing automatically after the previous cue starts, after waiting the time set here for wait time.

Go to a Cue



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

3.4 Editing Cues

Moving cues in a cue stack

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

Insert a cue

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

Deleting Cues

To delete a cue, select the main menu button, select remove and then select a cue to delete.

Record Merge

To add selected and captured attributes to an existing cue:

- Select some fixtures and make any required changes.
- Press record.
- Select (Show Options).
- Select Merge
- Select an existing cue to merge into.

Recoding a new cue from current levels on stage

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

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

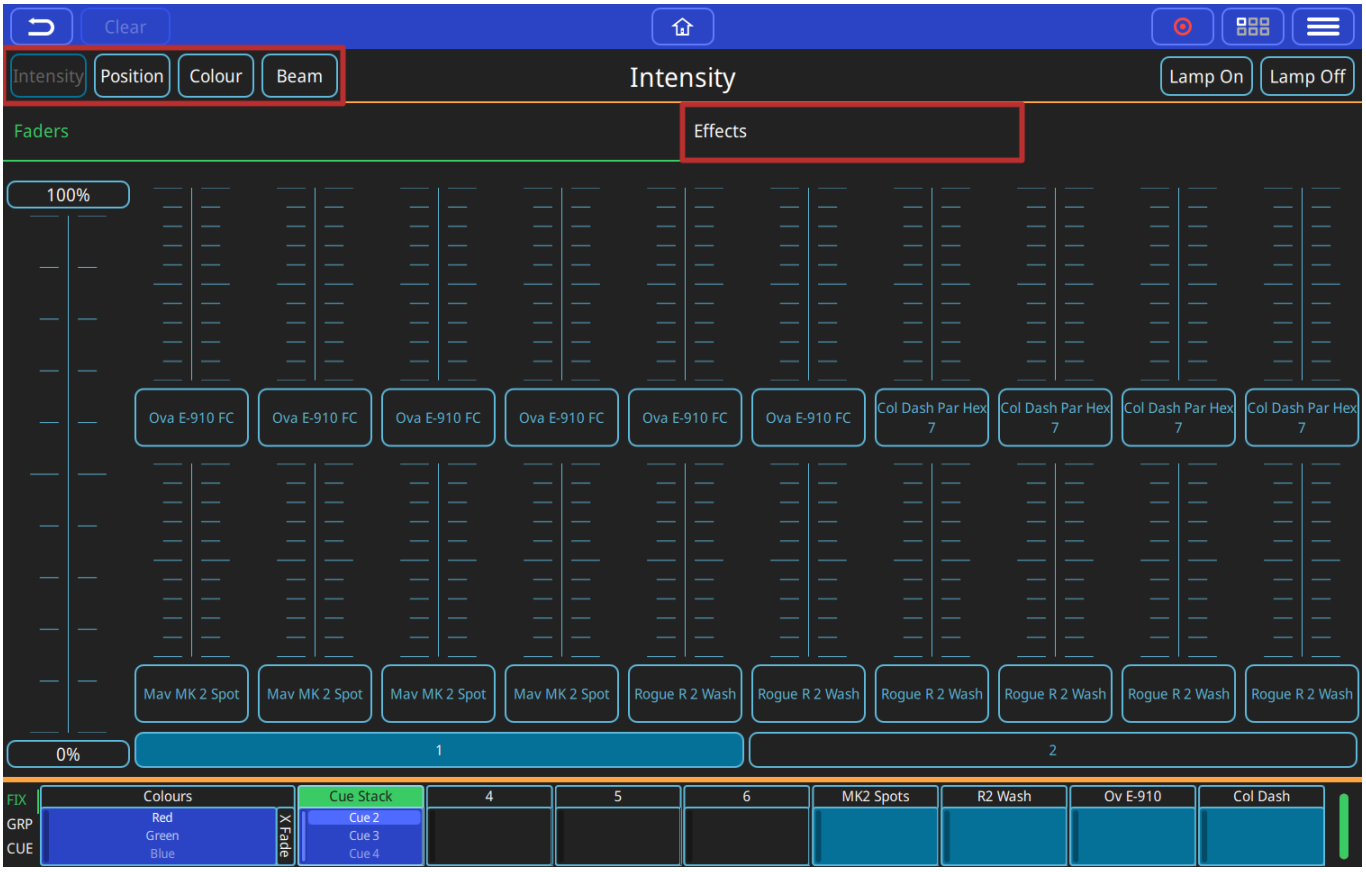
3.5 Effects

Introduction to Effects on QuickQ

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

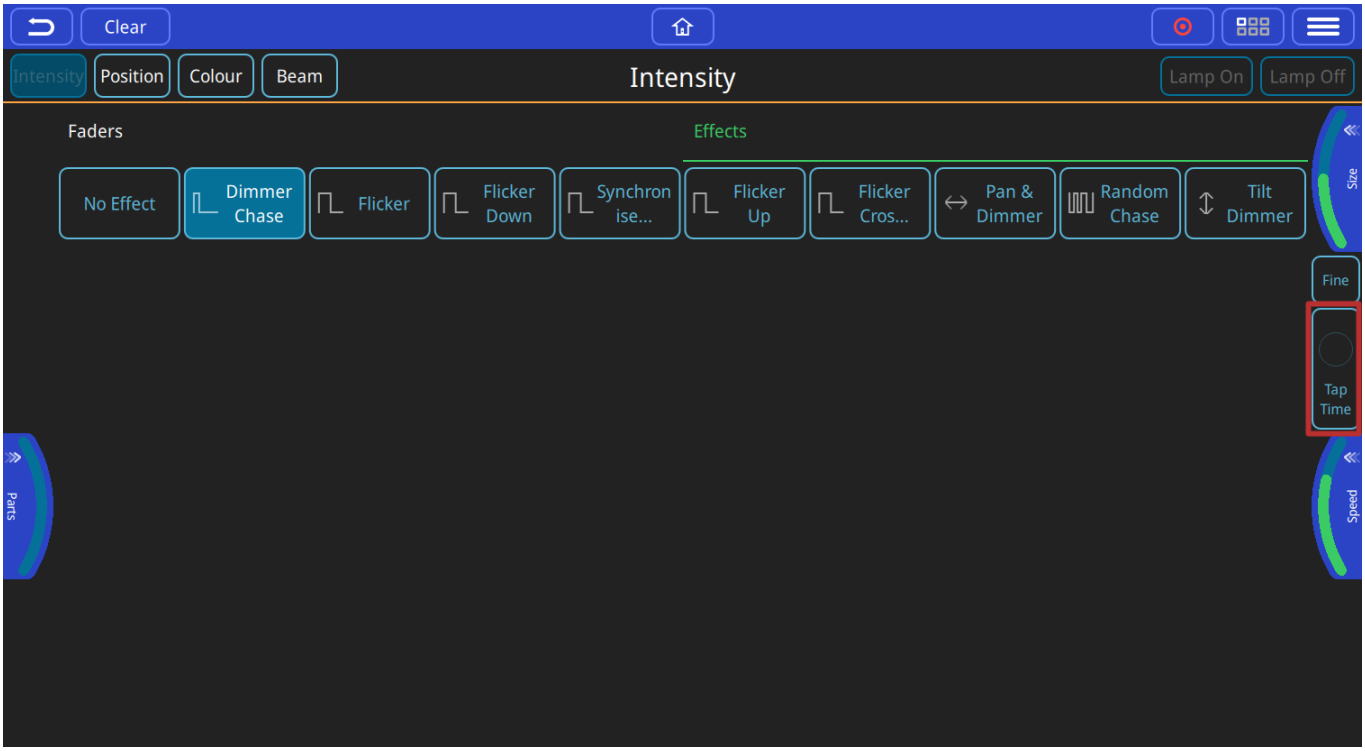
Adding FX to fixtures

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



Next you can choose the Effects Header located on the left of the screen

Quick Q will display all the applicable effects for that attribute type; each attribute type will have its own unique effects. Once on the effects tab of, the encoders will change to reflect the settings for those effects, you will also see a “Tap Time” button appear on the middle right edge of the screen. Once you choose the effect you will be able to manipulate the settings for that effect via the encoders.



The options are:

Parts – allows the effect to be broken up into multiple sets of fixtures IE: 2 parts will give an even/odd chase.

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

Size – Sets the amplitude of the effect, this is relative to the starting value of the attributes when you applied the effect. IE: if your fixtures are at 50% intensity, and you put a 100% size on your dimmer effect the lights will chase from 0%-100%, where a 50% size will chase them from 25% to 75%.

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

Recording FX to cues

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

FX on dimmer channels

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

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

3.6 Execute Window

The Execute Screen is a special window designed to allow customization of the look and feel of the QuickQ. The layout of the window is configurable into three sizes, giving the user a grid of buttons that can have items such as cues and effects recorded to them.
-It is also accessible on the MagicQ remote iOS and Android applications.

To access the Execute screen, simply click on the Menu button and then click on Execute.
To re-size the Execute Screen simply click on the Menu button again then Grid Size.
From there a pop up window will give you choices for sizes, 6x4, 8x6 and 10x6

The user can choose where they want to place any items in the execute screen. Just create your look or make your effect, press Record and press a tile on the screen

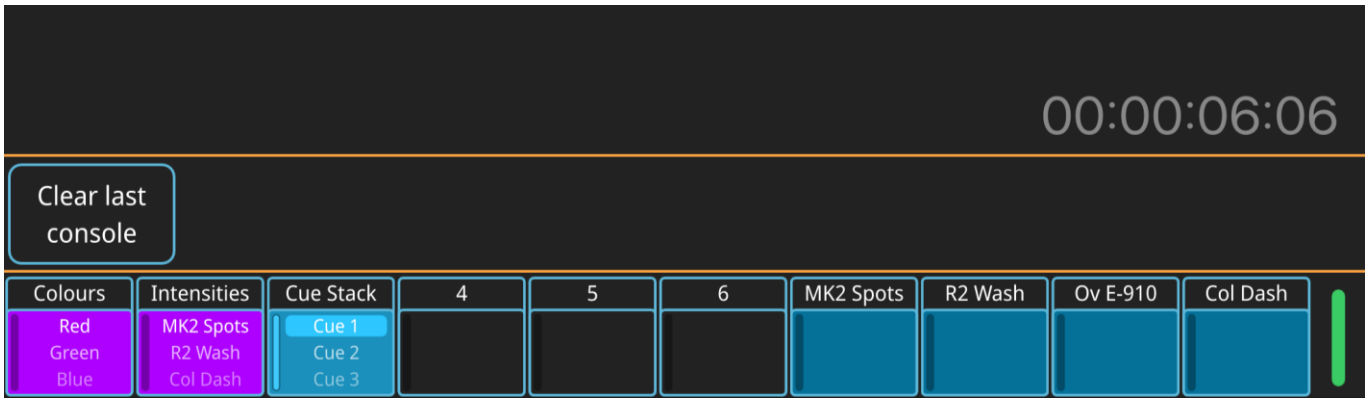
Using the 'link' option will allow for clicking on an execute to release any other executes that are 'linked' to it. In order to Link executes, they must be directly next to each other horizontally. Use the Action Menu to link and unlink execute Items.

3.7 MIDI Notes and Timecode

QuickQ consoles support input via MIDI notes and MIDI timecode, enabling users to control cue stacks remotely. Enabled by default, there's no setup required on QuickQ for MIDI input, simply insert a 5pin MIDI cable into the MIDI input port located on the rear of the console.

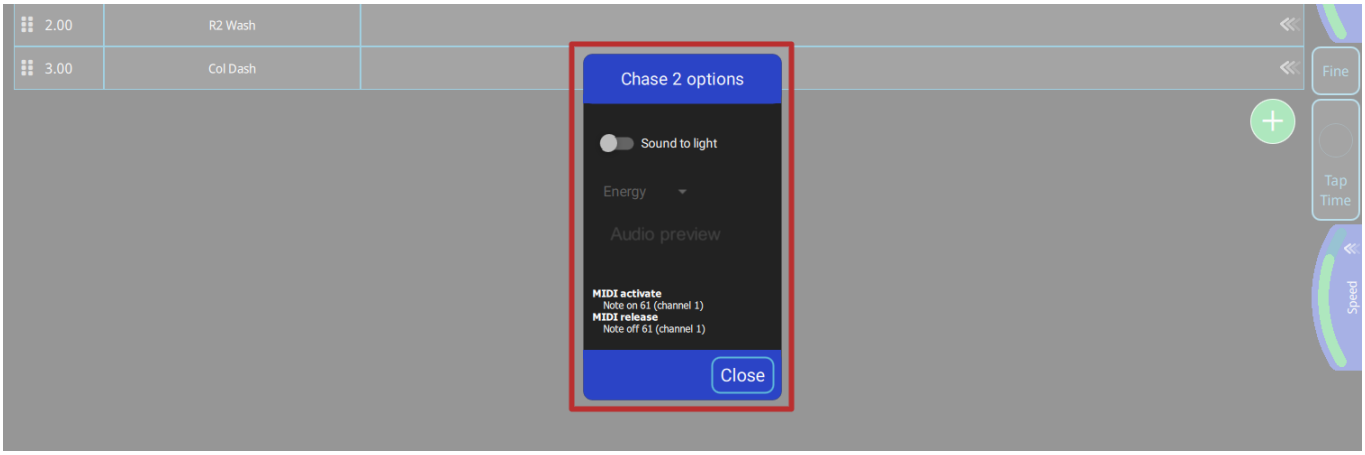
The incoming MIDI timecode signal can be viewed within the settings window. Once connected, the current timecode value will be displayed in the lower left corner (shown below).

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



MIDI notes are pre-set on QuickQ with Playbacks 1-10 responding to MIDI notes 60 (C4) to 69 (A4). Simply send a note-on signal to launch and a note-off signal to release each Playback.

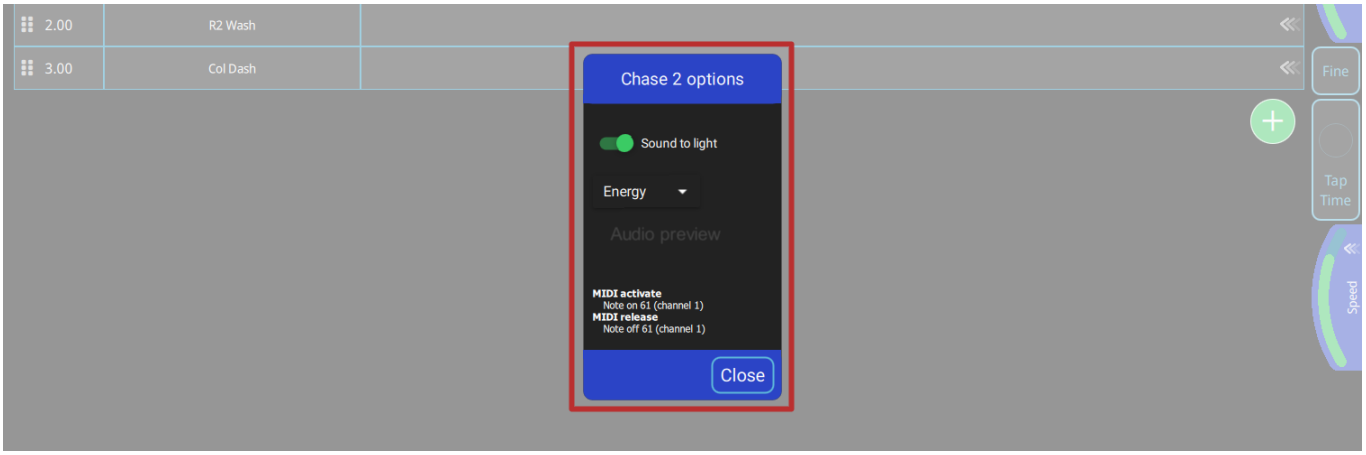
Each Playback's corresponding MIDI note can be found within the "Chase Options" menu. To view this, open the chase by either holding or double tapping on the desired playback legend. Once open, access the chase options by selecting the menu button and pressing "Chase Options" (shown below).



3.8 Audio Input

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

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



In this options window you can enable sound to light for this chase. You can also set the “Energy” option to look for specific audio frequencies. It this option is left as Energy, it will use the entire frequency spectrum.

3.9 Upgrading Console Software

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

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

Update procedure

- Download latest QuickQ console software from www.chamsysquickq.com
- Copy downloaded file to a USB Drive.
- Unplug any HDMI monitors from the console and power on the console.
- Insert the USB memory stick into the one of the USB sockets on the console (on the rear panel)
- Select menu button on the top right, then select settings, then update.
- Select update from USB DRIVE.
- Select the file for you console system on the USB drive.
- The software will be copied from the USB stick (takes 10 seconds or more) and then QuickQ will automatically restart with the new software running.

3.9 FCC Part 15 Notice

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

(1) This device may not cause harmful interference; and
(2) this device must accept any interference received, including interference that may cause undesired operation.

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

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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

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

4.0 Technical Specifications

	QuickQ 10	QuickQ 20	QuickQ 30
Touch Screen	9.7"	9.7"	9.7"
Universes Supported	1	2	4
DMX Outputs 5-Pin XLR	1	2	3
Fixtures Supported	512	1024	2048
Fixture Faders	20	20	40
Bump Buttons	Y	Y	Y
Dedicated Hue/Saturation Encoders	Y	Y	Y
Attribute Encoders	0	4	4
Master Faders	2 Chase 1 Cue Stack	10 Multiple Function Playbacks	10 Multiple Function Playbacks
Cue Stacks	1	Multiple	Multiple
Dedicated Home Button	Y	Y	Y
USB	2	2	2
Network	1 x 10/100 Mbps port	1 x 10/100 Mbps port	1 x 10/100 Mbps port
External Monitor	1920 x 1080 HDMI	1920 x 1080 HDMI	1920 x 1080 HDMI
Audio In/Out	Mini Jack In/Out	Mini Jack In/Out	Mini Jack In/Out
sACN	Y	Y	Y
ArtNet	Y	Y	Y
Pathport	Y	Y	Y
OSC	N	Y	Y
MIDI	N	5 pin Midi In/Out	5 pin Midi In/Out
MIDI Timecode Support	N	Y	Y
Fixture Types supported	LEDs and Dimmers	LEDs, Dimmers & Moving Lights	LEDs, Dimmers & Moving Lights
Wifi	802.11bgn 2.4G	802.11bgn 2.4G	802.11bgn 2.4G
Size (WDH mm)	525 x 350 x 106	525 x 350 x 106	760 x 350 x 106
Weight	4.7KG	5.2 kg	6.1KG
Power Input	12v DV	12v DV	12v DV
Power Supply	External 12V 2amp	External 12V 2amp	External 12V 2amp
Item code	100-710	100-720	100-730

RoHS

Disposal and Recycling of unwanted consoles

Please be aware that ChamSys products must be disposed of in accordance with the WEEE disposal and recycling regulations (http://ec.europa.eu/environment/waste/weee/index_en.htm). ChamSys products must not be disposed of through normal household waste.

For non-UK customers please contact your local distributor.

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

WEEE Producer registration number WEE/FF5605UX.

QuickQ Console Warranty Certificate

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

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

This QuickQ console was manufactured on: ……

The warranty is valid for two years from this date.

The Serial Number of this console is:

Before leaving ChamSys this console has completed full testing including:

Full production test of console completed by:

Safety test including PAT test completed by:

Console packed with all accessories by: