MQ500

RGB function indication for every playback

12 multi purpose Macro/ Executes/Playbacks

8 Encoder wheels with soft buttons

Features

- Dual Inbuilt 15" displays
- Full HD 1920x1080 resolution
- Adjustable display viewing angle
- Multi touch with gesture support
- 200 universes direct from the console (licensed above 64)
- Inbuilt MagicVis Visualiser with full rendering of beams and gobos
- Inbuilt MagicHD Media Player for pixel mapping onto 200 universes
- Adjustable external monitor arm with VESA mount
- Designed and manufactured in the UK

Specification

- Universes: 200 (64 standard)
- Channels: 102,400 (32,768 standard)
- Number of fixtures: Up to 102,400 (32,768 standard)
- Cues: 5000
- Cue Stacks: 2000
- Palettes: 4096
- Groups: 5000
- Numbers of shows: Virtually unlimited
- Media server support: 50 (each different content)

Front Panel

- Playback section with 30 Playbacks (15 full fader, 15 flash)
- 12 multi purpose Macro/ Executes/Playbacks
- RGB function indication for every playback
- Programming section with Intensity Wheel and 100mm crossfaders for Theatre
- Dedicated Grand Master fader and DBO button
- Comfortable arm rest

Rear Panel

- Modular design - rear tray with PSU, processor and DMX card removes easily
- Powerful processor and graphics chipset
- Future proofed processor module design
- Network Switch with 4 etherCON network ports
- 110 to 240 VAC input via powerCON
- Inbuilt UPS

Product Code

0100-0601 MagicQ MQ500 Stadium Console (64 universes)
0100-0602 MagicQ MQ500 Stadium Console (200 universes)
0100-0610 Flight Case for MQ500 Stadium Console.

Dimensions

Width: 860mm (33.8")
Depth: 587mm (23.1")
Height: 188mm (7.4")

Stadium Wing

The Stadium Wing is an additional wing for use with MQ500, MQ80 and as part of a MagicQ PC Solution.

4 Multi purpose execute encoders

4 DMX outputs to expand DMX outputs from the console

Features

· 15 Fader playbacks with Fader and Select, Go, Stop and flash buttons
· 15 Execute playbacks with Select and Go buttons
· 4 Execute encoders legended on screen
· Inbuilt 15" display
· Full HD 1920x1080 resolution
· Adjustable display viewing angle
· Connect to MagicQ Stadium MQ500 console and MQ80 Compact Console
· Multi touch with gesture support
· MagicQ PC solution

ChamSys

Inspiring Performance

Specification

Encoders: 4
Faders: 15
Executes: 15
Direct DMX ports: 4
On board HD display: Up to 1920x1200
Inbuilt UPS

ChamSys Ltd
Unit 3B,
Richmond Works,
Pitt Road,
Freemantle,
Southampton,
SO15 3FQ

Product Code

0100-0430 MagicQ Stadium Wing
0100-0431 Flight Case for Stadium Wing

Dimensions
Width: 471mm (18.5")
Depth: 587mm (23.1")
Height: 188mm (7.4")

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ChamSys

Inspiring Performance

MagicQ
Stadium Series

The MagicQ Stadium series is a new generation of MagicQ consoles designed to operate at the highest level of show control. MagicQ Stadium enables shows to be designed from concept to reality including lighting, media, LED and scenic design.

About MagicQ Stadium Series

Full HD Multi Touch Displays

MagicQ Stadium consoles feature dual full HD resolution multi-touch displays with 8 encoder wheels around them - this provides simple attribute and palette selection

The displays provide all the information you need right in front of you without having to continually scroll around to find what you need.

Eliminating Processing Nodes

MagicQ Stadium consoles output all their universes directly from the console - no need for external processing nodes. When modern phones and tablets are capable of streaming HD movies, is it really believable that lighting consoles are limited to calculating only 8 or 16 universes on board?

ChamSys doesn't try to sell you expensive network processing nodes. The console is complete, fully functional, outputs all universes - one item, one price.

We test our consoles with every channel patched and executing cues to prove that the consoles are more than capable of meeting their specified performance.

Compatibility

ChamSys believes that it is important for Lighting Designers to be able to move between different MagicQ consoles and different MagicQ software versions without having complicated import and export procedures.

Nobody likes having to re-program their show just to meet a particular product version or software version.

With MagicQ it is simple. Any MagicQ show, any MagicQ console, any MagicQ software version. And don't forget - you can run MagicQ on your Windows PC, your Mac (native), or even on Linux.

Programming

MagicQ has world beating control

- Up to 102,400 channels
- Numerous head selection options
- Powerful fanning and timing
- Group and Palette based FX
- Flexible copying of head data
- Extensive macro support

MagicQ supports:

- 5000 Groups
- 4096 Palettes
- 5000 Cues
- 2000 Cue Stacks

Fixture Management

- Over 15000 personalities
- Inbuilt Fixture editor
- Personality search
- Support for complex fixtures
- Fixture Morphing
- Fixture Cloning
- Patch Offsetting
- Palette expanding
- Show/Palette/FX import and export

Live Playback

- 202 Playbacks
- 200 Playback pages
- Wide ranging Cue Stack options
- Group, Intensity, FX Speed and Size masters
- Live split timing
- Live Focus Hold from Plot View
- Custom Execute Windows

Theatre

- Familiar theatre syntax
- Multi Cue, Track sheet editing
- Timeline view
- Move when dark, Intensity masters
- Advanced times and flexible cross fade
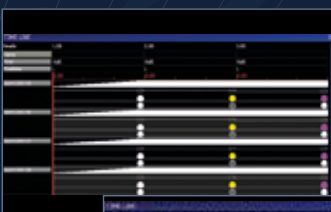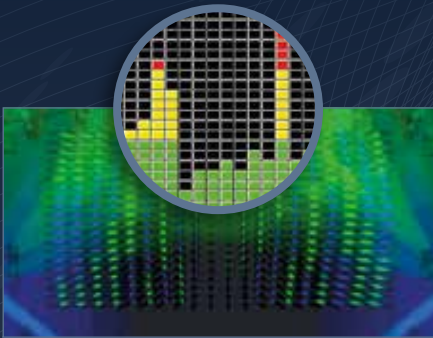- Printing of any window to printer/pdf

Macro/Playback Buttons

MagicQ Stadium consoles have 12 multi purpose Macro/Executes/Playback complete with on screen legending. These can be configured as:

- Playbacks
- Execute Windows
- Macros
- Groups
- Position Palettes
- Colour Palettes
- Beam Palettes

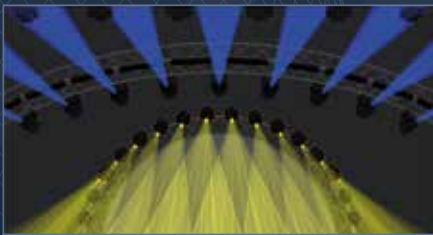**Dedicated Intensity Wheel**

Dual 100mm crossfaders

Pixel Mapping

MagicQ Stadium consoles have inbuilt MagicHD media server enabling pixel mapping direct out to all universes. export5000 Cues

- 100 grids with easy set up
- Movies, images, live feeds, text
- 2D FX, 3D FX, Colour FX, audio FX
- Live control, multi element support
- Direct to Grids from MagicHD

Visualisation

MagicQ Stadium consoles have inbuilt MagicVis 3D visualiser with high quality beam and gobo rendering. Supports:

- Blind preview
- Next Cue preview
- Selected playback preview
- Media feeds
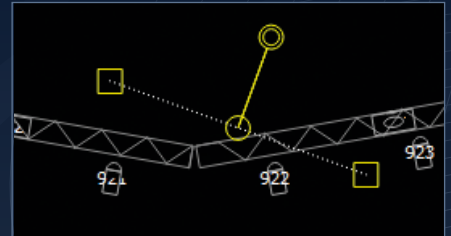- Moving trusses
- Camera control
- Shadows

Focus Hold

Focus Hold enables focusing of moving fixtures direct from the Plot view onto a single point massively reducing the time taken to create position focus' and enabling easy live tracking of artists' position.

- Select Fixtures from the Plot view
- Press Focus Hold
- Press a position on the plot
- Fixtures move to the position
- Use times as required
- Follow spot operation
- Quick palette generation

Plots

- Design view for creating plots
- Zooming and scrolling under encoder control
- Selection from Plot
- Filtering by group, selected heads, trusses and pipes
- Full reports and paperwork

Focus Line

Focus Line enables even more powerful looks to be created by automatically aligning selected fixtures to a flexible line on the plot adjustable in position, orientation and length - this for example enables a group of lights to be fanned across the complete down stage edge at the touch of a button regardless of the physical orientation of the fixtures in the rig.

- Select Fixtures from the Plot view
- Press Focus Line
- Drag the line around the plot
- Rotate the line
- Fixtures follow the line regardless of fixture orientation
- Quick "look" generation
- Mirror Line for creating symmetrical looks