

MQ500

The powerful MagicQ MQ500 Stadium is the first product in the Stadium console range. It is a fully featured replacement to ChamSys extremely successful MQ100.



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

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



RGB function indication for every playback



12 multi purpose Macro/Executes/Playbacks



8 Encoder wheels with soft buttons

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)

Encoders: 8
Faders: 18
Direct DMX ports: 4
Network ports: 4
External monitor: Up to 1920x1200
USB ports: 6 (including 1 on front panel for easy access)
Audio input (1 channel, 7 band)
Remote Input
MIDI Notes in/out

LTC in/out
Inbuilt UPS
Variable speed fan
Illuminated soft buttons
Dual colour consoles lamps: 2
Dust cover
Power input: 110 to 240 VAC
Width: 860mm
Depth: 585mm
Height: 90mm high at front, 175mm high at rear (screens stored)

Flightcased Dimensions
Width: 940mm (37 inches)
Depth: 670mm (26.4 inches)
Height: 290mm (11.4 inches)

Product Code
0100-0601 MagicQ MQ500 Stadium Console (64 universes)
0100-0602 MagicQ MQ500 Stadium Console (127 universes)
0100-0610 Flight Case for MQ500 Stadium Console.



ChamSys

Inspiring Performance

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Stadium consoles are designed and manufactured in the UK using high quality components including Alps faders, HPRG encoders and Neutrik connectors.

We use industrial grade processor modules and power supplies, not cheap PC components.

We provide a 2 year parts and labour warranty on all products. We repair MagicQ products of all ages in our fully equipped repair shop in Southampton.

ChamSys

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MagicQ Stadium Series



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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



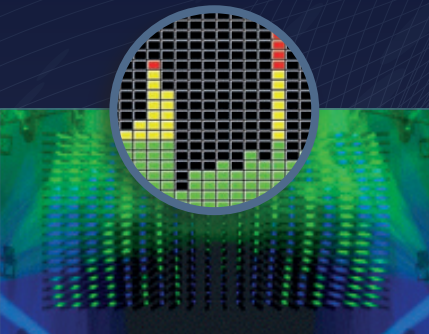
Dedicated Intensity Wheel



Dual 100mm crossfaders

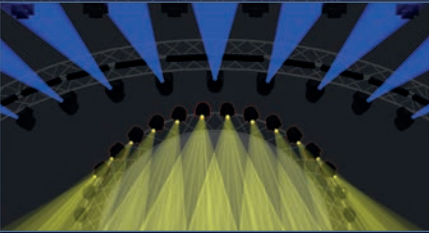
Pixel Mapping

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



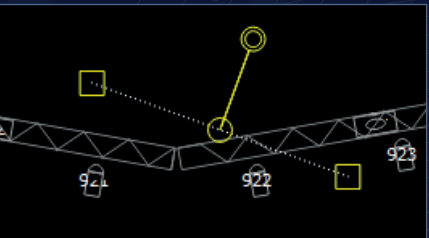
Focus Hold enables focusing of moving fixtures direct from the Plot view onto a single point massively reducing the time taken to create position focus' and enabling easy live tracking of artists' position.

- 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