



# ChamSys

bringing innovation and technology to lighting design



## MagicQ MQ300 Pro Console

32 Universes

202 Playbacks

Quick and Easy to Program

Fully Featured Theatre Stacks

Advanced Media Server Support

In-built Media Engine

Fixture Morphing & Cloning

LED Pixel Mapping

Huge Show Storage

Powerful PC Show Editor

In-built Ethernet Switch

In-built UPS & Solid State Disk

# MagicQ MQ300 Pro Console



The MagicQ Pro series is the second generation of MagicQ Consoles, featuring the familiar and flexible GUI lighting control, media server connectivity options and in-built media server for LED grid arrays found in the original MagicQ consoles. MagicQ Pro utilises the same software and show formats as the original MagicQ consoles enabling compatibility between all products in the entire MagicQ range.

MagicQ Pro pushes the boundaries with a massive 32 universes all controlled and processed on-board without a need for external network processors. 16384 channels in a compact package, proven to run at full speed with all channels fully patched, there really is no similarly packaged console that can sustain this performance. MagicQ supports ArtNet, ArtNet II, Pathport and ACN. In addition there are 4 fully patchable direct DMX outputs on the rear panel.

MagicQ features an in-built high speed Ethernet Switch, with 4 separate high durability metal Neutrik Ethercon locking connectors enabling easy and reliable networking. As with the rest of the MagicQ console, the Ethernet Switch is protected by the UPS, thus ensuring that both the console and the network switch maintain operation even during power loss.

MagicQ features two separate external monitor outputs each up to 1440x900 resolution which can be touch screens.

Full theatre cue stack control on 58 different playback faders makes easy work of complex shows. Individual channel timing, fully configurable FX, and on screen cue editing enables total artistic freedom. The on screen windows enable instant access to palettes, range information and FX for those moments when busking is required.

The 58 playback faders are split into five different sections. Each section has separate page controls, enabling selection of different pages for different fixture types, e.g. generics, moving heads, led or video.

## Features

- Tracking / non-tracking option
- Fixture, FX and Gel Library
- In-built Fixture Editor
- In-built Media Engine
- LED pixel mapping
- Fixture morphing and cloning
  
- Rainbow colour picker (RGB, HSI)
- Individual fade times on any channel
- Easy fanning of parameters and times
- Configurable faders - HTP, LTP, speed, size, masters
- Theatre mark cues, split fades and inhibit masters
  
- Client/Server network architecture
- Multiple console Playback Tracking
- In-built Web Server
- Remote console control
- Visualiser support (including patch transfer)
- Architectural Zoning and Day/Date support
  
- In-Built UPS (~15 mins)
- Solid State Disk
- Handy armrest storage compartment
- MIDI & SMPTE option

## Specification

Universes	32
Channels	16384
Number of fixtures	Up to 16384
Cues	5000
Cue Stacks	2000
Palettes	3096
Groups	5000
Numbers of shows	Virtually unlimited
Media Server support	50 (each different content)
Encoders	8
Faders	13+48
Network ports	4
USB ports	4
Direct DMX512 ports	4
External monitor ports	2
Dimmable LED console lamps	4
Dual colour LED console lamps	Yes
Power input	110 to 240 VAC
Width	1310mm
Depth	578mm
Height	180mm
Weight	24kg

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