QuickQ Rack, Basic Operating Instructions

The QuickQ Rack (QQR) can be accessed in three ways.

1.   Plug a monitor into the HDMI socket in the panel below the QQR, and a mouse (wired or wireless) into the USB socket, either on the QQR, or the one on the panel below.

2.   Connect a tablet or phone, with the QuickQ Remote software installed, to the wireless network of the QQR using the QR code on the AV cupboard door.

Controlling the QQR remotely using a laptop is not currently possible.

To experiment at home, or set up new Shows (see below), install QuickQ Designer on a laptop.

The software can be found at: https://chamsyslighting.com/products/quickq?variant=7841704738852

The software loads as three separate windows. To replicate the look of the QQR, the Designer Fixture Controls window should be closed or minimised. The Visualiser window can be useful when playing with the software away from the Hall, but otherwise, it too should be closed, minimised, or hidden using the bar menu (see below). The main window should then be maximised to full screen. This window defaults to the Home Page, denoted by the classic "Home" symbol at the top centre of the screen, which is greyed out when that screen is showing. That symbol is the route back to the Home page, from anywhere else.

This window has two menus which are located at the top right hand corner.

The menu revealed by clicking on the 3 bars (bar menu), is context sensitive, and therefore varies.

The menu revealed by clicking on the 6 squares (square menu), is a fixed menu, containing the basic elements, Release All, Move, Rename, and Delete. Release All stops all active cues, but does not delete them. Move, Rename and Delete are slightly unintuitive, in that you click on " Move", "Rename" or "Delete" first, and the item you want to move, rename or delete afterwards.

The Move option can be used to move Cue Stacks/Chases (see later) directly from one button to another, if the button you want to move them to is empty. If it isn't empty, and you want to keep what's on it, you can still do it by clicking on the Bar menu > Execute. When the screen opens, change the grid size to anything other than 10x1, which refuses to work. Then move the contents of the target button onto a square on the grid (Click on Move, then the target button, then the grid). After that move the contents of the source button to the now empty target button, in the same way, and then move the original contents of the target button that's on the grid to the now empty source button. It's rather like playing solitaire !

Different lighting setups are stored in the QQR, and can be backed up to a USB stick, as files known as Show files. On power on, the QQR loads the last show file used. If you want to change to another one, click on the Bar menu > File > Load Show, as for any other piece of software. By using the Show files, we can extend the operation of the 10 buttons by any multiple, if we want to.

The Home page contains rectangular symbols for all the lights. To select the lights that you want to control, just click on them, and the outlines will change to green. You can select multiple lights individually or by selecting groups (just below top left of screen).

When lights are active, these rectangles also show the colour each light is set to, and the level of its Intensity.

There are also two buttons on this screen labelled 0%, and 100%, which are useful as a quick way to turn the selected lights on and off.

The ten sliders at the bottom of the screen are best hidden (Bar menu > Hide Faders), as they are not available when accessing the QQR - they don't exist in the QQR software. If you want to use them, they replicate the ten buttons. Sliding them all the way up or down has the same effect as pressing a button - on or off. *However, the difference between the buttons and the sliders, is that the sliders can also be used to control the Intensity of the lights controlled by that button, depending on how far up they are.* The slider to the right labelled DBO acts as a Master for all active buttons.

The ten rectangles above the sliders show the name of the operation that has been assigned to that slider/button, and also show Cue Stacks or Chases where they have been set up (see later).

Once you have selected the lights that you want to control, you then select the attribute that you want to change - Intensity, Position, Colour, or Beam. The changes will apply equally to however many units you have selected.

The various pages differ in layout.

Intensity

This screen shows either sliders or effects, depending on the tab selected. On the slider tab, the sliders for the lights selected are highlighted, and can be used to set up the desired level to be recorded for the units, or to temporarily override prerecorded levels. There is a Master slider on the left. The effects tab is used to select preset effects.

Position

This screen only applies to the moving washes, and has a position tab and an effects tab. On the position tab they can be controlled using the central pad, or the individual controls which pull out from the sides. Click on the Fine button for fine control. On the effects tab, preset movements can be selected and adjusted using the pull out controls from the side.

Colour

This screen has a number of tabs which give different ways of selecting colours, and a number of presets at the top, all of which are self explanatory. The effects tab just has to be played with, as not all of them work as you would expect, but they do give a lot of options. **The other slightly strange thing is that if you want the moving washes to change from primary colour to primary colour, you have to click on the Warm White preset first, otherwise they bring in all sorts of intermediate colours.** No idea why. The top presets can also be used to limit colour effects to certain colours.

Beam

This screen also only applies to the moving washes, and in addition, only the Zoom control applies, on the Beam tab. Our lights haven't got Irises. Light effects such as changing the number of LEDs used, Strobing and Pulsing are controlled by using the Gobo 1 and Gobo2 tabs, and the side controls.

Recording

Recording is how you create a **Cue.** First set all the attributes you want, for a light, or group of lights. That can vary from one attribute only, or all four, and each light can have different attributes, depending on what you want to achieve. e.g. you can set a Cue for the correct position for the lights on one button, and different Cues giving a choice of colours and intensities on different buttons.

This works because more than one button can be selected at a time. If conflicting instructions are being given to any light by different buttons, the heirarchy is that the latest position, and the highest Intensity take precedence.

Once you have set the attributes, click on the record button, top right of any screen. The screen turns red, and you then have to select the item that you want to record to, by clicking on it. In this case it will be the rectangle for the button you want to use for that Cue (combination of attributes, for one or more lights).

The settings will be recorded, and the software will briefly ask you to name the action that you are recording, which is highly recommended, as it makes it much easier to work out what's going on if there's a problem. The first time you record to a new button, you will be naming the button, not the Cue. **After recording, you must click on clear (top left of screen).** If you don't, the settings you have set up will continue to affect all the lights that you have selected, and override the recorded settings. That can be very confusing, when you test your button and it doesn't work.

If you want a button to control multiple actions, then set up the next set of attributes, and record them in the same way, to the same button. Once you have more than one Cue recorded on a button, you have created a **Cue Stack**.

Once you have created a Cue Stack, then you have Name, Wait, Fade, and Comment, for each Cue within it, which may need to be edited. This is where it gets more complicated.

First, double click on the rectangle for the Button that you want to edit, to open it, and make the Cues visible. Each section of each recorded Cue is activated for editing by a double click. Name and Comment are self explanatory. The other two work as follows:

1. Wait controls how the Cue Stack works, and it defaults to "Wait for GO". A double click reveals the alternatives "Follow previous cue", and "Wait for set time after previous cue starts". If you choose the latter, you have to select the length of time to wait, as well.

2. Fade does what it says, and controls Fade In, and Fade Out for light intensity. It can also be used for Non-Intensity Attributes. Again you may need to experiment. Putting a fade on a position setting will make the lights move slowly, and on a colour change can produce the wrong effect, by introducing a cross fade.

To move a Cue within a Cue Stack

Click and hold on the 6 dots at the left, until the Cue becomes highlighted, and then drag and drop it.

To edit a Cue Stack

First open it (double click on the Button/Cue stack rectangle), and establish which Cue you want to edit (that's when naming them pays off). Then, follow this sequence:

1. Using the generic Play and Pause buttons which are at the top right of this screen, move the green outline Cue highlight down the stack until the correct Cue is highlighted.

2. Set up the new attributes for the lights on that Cue, that you want to change.

3. Click on Record.

4. At the top right of the screen click on "Show Options".

5. At the top left of the screen click on "Merge".

6. Then, and only then, click on the rectangle for the Cue Stack/Button you are editing.

7. Select "Just Cue x", checking that it is the correct number. **Click on "Clear".**

8. N.B. If there is only one Cue in the Stack, then you don't have to select it first, and clicking on "Merge" will automatically merge the changes into the one Cue.

The basic purpose of a Cue Stack is to set up a number of lighting changes that you can then step through one be one, using the generic Play and Pause buttons at the top right of the Cue Stack/Button screen. If you want a particular action to involve two or more Cues, that is when you change the Wait column from "Wait for GO" to "Follow". When that sequence is complete, it will stop at the next "Wait for GO" Cue. Theoretically, you could set up all the lighting changes for an entire theatrical production in this way.

One note of caution. If you set a number of colour changes in a series of Cues which are set to follow one another, you will have to set the follow time, otherwise they will change so fast, you won't see them all.

It is possible to set up a Cue Stack so that the whole sequence of Cues follows one another in an endless loop, but if you want to achieve this effect, it is much simpler to **change the Cue Stack to a <u>Chase</u>.** A chase is much easier to set up, and has more options.

If you want to create a Chase that involves the Bars, and the Moving Washes, you must set up the Bar Cues first, and then add the Moving Washes. (Only spent 2 hours trying to do it the other way round).

A chase is most useful for something like a party disco set up, which involves changing colours, and moving lights, possibly to the rhythm of the music.

<u>To create a Disco type Chase</u>

1. Create the Cues for the Bar lights, as above.

2. Set up the attributes for the Moving Washes. **You must set the basic timing and crossfades of any colour changes at this stage.**

3. Click on "Record".

4. Click on "Show Options".

5. Click on "Merge".

6. Click on the rectangle for the Cue Stack/Button.

7. Select "All Cues". This will merge the Moving Wash settings into the Cue Stack, and *you will note that it doesn't create a new Cue*. **Click on "Clear".**

8. Go to the Bar menu > Change to Chase.

9. Activate the Chase, in the Chase/Button screen, by clicking and dragging on the double << at the right hand end of the first Cue, and clicking on "Go to this Cue", which appears.

10. Once activated, the only way I can find of stopping it, is to click on Bar menu > 10Scene, which brings up a screen with the 10 buttons, and click on the appropriate button twice. It's easier in the Designer software, with the bottom sliders visible, as the Play and Pause buttons are duplicated there - but that is no help, if you're working on the QQR in real time.

11. With the Chase running, adjust the Crossfade and Speed of the Chase, using the pull out controls. *You will note that this only changes the Bars, and doesn't affect the Moving Washes.* No idea why not.

12. To activate Lights to Sound,click on Bar Menu > Chase Options. Activate the dialogue box.

One of the other advantages of setting up a Chase is that in the Chase window, you can set it to run forwards, backwards, bounce, or random, using the buttons at the top right of the screen.