QuickQ 20 Console

General Overview

A. The product shall be a ChamSys QuickQ 20 Console as manufactured by ChamSys Ltd or approved equal.

1. The lighting control console shall be an all-in-one system specifically designed to provide complete control of stage, studio, and entertainment lighting systems. The console shall be the ChamSys QuickQ 20 console, as manufactured by ChamSys Ltd.
2. The system shall provide control of 2 DMX Universes, or 1024 DMX512 addresses on a maximum of 1024 control channels or parameters, with control of up to 1024 fixtures possible.
3. A maximum of 5000 cues may be contained in non-volatile electronic flash memory.
4. 20 multi-function faders shall provide selection and control of 20 fixture intensities, 20 fixture group intensities, and 20 single cues.
5. Another 10 configurable playback faders shall provide functionality for cue list control, either as cue stacks or chases.
6. The console shall have 1 inbuilt 9.7" colour multi-touch touchscreen. The touchscreen shall provide the primary interface for programming show data, multi-parameter control and system configuration.
7. A total of 30 bump buttons shall be provided, used to activate cues and select or deselect individual or multiple fixtures.
8. 4 multi-purpose attribute encoders shall be provided around the console display, as well as 2 dedicated hue/saturation encoders for colour control.
9. The console shall not require the use of an external monitor for normal use.
10. An external monitor port shall be provided to allow connection of an up to HD resolution (1920x1080) monitor for display of the Output & Home (Layout) console windows.
11. The console shall provide inbuilt Wi-Fi to connect to an iOS or Android device running a remote-control application to display and control any window independently of the console which can used as a secondary display or wireless focus remote.
12. Inbuilt Wi-Fi shall feature 'quick' connect where a QR code displayed on the console screen can be scanned by the remote device (phone or tablet) to connect a remote-control application.
13. The console shall be provided with a phone/tablet holder that may affix to the console to support the connected remote in a position directly above the in-built console display.
14. Console software upgrades shall be made by the user via USB drive. Changing internal components shall not be required to carry out such updates.
15. The console shall feature a recovery system, allowing for the console's operating system to be restored if required.
16. The console shall provide 2 USB ports, allowing show data to be saved for archival backups or transfer to other consoles or a personal computer.
17. Systems that do not provide the above capabilities shall not be acceptable.

Patching and Outputs

1. The console shall provide patching facilities for dimmers and multi-parameter devices via an inbuilt library of fixture profiles. The fixture library shall be updated via software-based updates.
2. The console fixture library shall contain access to over 32,000 fixture files.
3. Should any required fixture files not be present in the desk after an update, ChamSys support shall also be able to create fixture profiles upon request, free of charge.
4. A quick search function shall be provided via the Patch window to ensure finding required fixtures is a smooth process.
5. The console shall support automatic patching of the console and addressing of fixtures connected using Remote Device Management (RDM) on both local DMX/RDM ports.
6. Both DMX Universes can be output either via the DMX ports, or the single Ethernet port on the console via network protocols of ArtNet or sACN.
7. If output of a universe is set to use network protocols, this universe is still also output via the corresponding DMX output connector on the desk.

Fixture and Playback Faders

1. 20 multi-function faders shall be provided on the left side of the console, with 60mm potentiometers and bump buttons.
2. These faders shall provide direct manual control of intensity and selection for up to 20 fixtures, 20 fixture groups and 20 single cues. Channel levels can be changed at any time by using the individual channel faders or using the touch screen interface.
3. The mode of these faders (fixture, group, or cue) shall be selectable via the FIX, GRP and CUE physical buttons on the console, to the right of these faders.
4. The bump buttons below these faders can be used either to select fixtures and groups, or to activate stored cues, dependant on the current fixture mode.
5. If more than 20 fixtures are patched on the console, individual fixtures will be selectable via the Layout or Intensity windows in the console software.
6. There shall be space above and below these multi-function faders to provide a surface to legend these faders using adhesive tape.
7. RGB LED indicators shall be provided above each individual multi-function fader to provide feedback on the fader mode or the fixture(s) current colour.
8. 10 playback faders shall be provided on the right side of the console, with 60mm potentiometers and bump buttons.
9. These faders shall provide space to record and store multiple cues per playback fader, programmable as either cue stacks or chases.
10. The bump buttons below these faders can be used to activate the stored cues.
11. The console shall feature a dedicated Grand Master fader for overall level control.

Programming Tools

1. The console shall provide a 9.7" colour multi-touch touchscreen. The display shall provide access to show programming, parameter control and system configuration options.
2. The touch interface contains programming windows including Intensity, Position, Colour and Beam, with controls for fixture parameters sorted into these windows for ease of use.
3. An inbuilt RGB colour picker shall be accessible via the Colour window for use with colour mixing fixtures, along with inbuilt palettes and gel libraries for quick colour selection.
4. The layout view provides a customisable 2D stage layout display. It shall be possible to rearrange the graphical position of individual fixtures and groups to closely mimic the positions of said fixtures in the venue.
5. This view shall also provide a visual representation of intensity levels and colours for fixtures and groups laid out here.
6. Effects shall be available via each attribute window (Intensity, Position, Colour and Beam) and are customisable via speed, size, and parts controls.
7. Tap to time controls shall be available to set the speed of effects and chases.
8. It shall be possible to assign multiple effects to fixtures and be stored within a single cue.
9. Fixture selection shall be made via the fixture selection faders, Intensity window, or Layout view.
10. Selection of multiple fixtures shall be possible using groups via the fixture selection faders set to group mode, or via the Layout view.
11. Connection to an external, PC-based visualiser system shall be possible via the console Ethernet port, sending data over the ArtNet or sACN protocols.
12. User levels shall be provided to allow different access levels of control over the console, notably so that programming and configuration of the console can be password protected.
13. A choice of 7 languages shall be provided for the console user interface, providing a native user interface in: English, German, Spanish, French, Polish, Romanian, and Dutch.
14. Two programming modes shall be provided; Theatre or Live Mode, which shall be user selectable, globally modifying the 10 playbacks from Cue Stack to Chases, respectively.

Playback Controls

1. Up to 5000 cues may be stored within a single show file on the console. Users shall be able to save and load multiple show files within the console memory.
2. Cues shall be able to be individually recorded and deleted.
3. Cues shall be editable via merging in or removing parameters and channels.
4. Multiple cues and other items shall also be deleted via the selection menu.
5. An Execute view with customisable grid sizes and storage for up to 60 cues shall be accessible via the console touch screen.
6. Cues stored on the Execute grid shall be activated and released via the touch screen and can also be linked together to work in a solo configuration.

Remote Control Protocols

1. It shall be possible to remotely activate and release the ten playbacks by use of Midi notes.
2. It shall be possible to synchronise activation of cues via Midi timecode.
3. It shall be possible to remotely activate and release the ten playbacks by use of OSC.
4. It shall be possible to synchronise activation of cues in time to audio via Audio Input.
5. It shall be possible to remotely activate and release the 10 playbacks by use of remote UDP.
6. Playbacks and Execute window items shall have the ability to be triggered automatically at scheduled times or days without further user interaction.

Hardware Connections

1. The rear of the console shall provide access to all hardware connections, as listed below.
2. 12V AC or DC input for external power supply
3. DMX512 outputs via 5-pin XLR connectors: 2
4. USB Type-A connectors: 2
5. Ethernet connector: 1
6. HDMI display output: 1
7. Wi-Fi antenna connection (antenna provided with console): 1
8. Midi ports: 2 (in and out)
9. 3.5mm audio jack: 2 (in and out)

Physical Specifications

1. All operator controls and electronics shall be housed within a single desktop console of a portable size and weight, as below. The console shall be:
2. Equal to or less than 565mm (22.2 inches) wide.
3. Equal to or less than 350mm (13.8 inches) deep.
4. Equal to or less than 106mm (4.2 inches) high.
5. Weigh no more than 5.2kg (11.46 lb).
6. The console shall be able to be mounted to a standard VESA mount, with the use of additional mounting hardware (not supplied).
7. The console power shall be 12V AC or DC via an external power unit. The power unit shall operate with 90-240VAC line voltage, 50 or 60Hz.

Included Accessories

1. USB desk light: 1
2. Dust cover: 1
3. Tablet stand: 1
4. Wi-Fi antenna: 1
5. 12V power supply: 1
6. IEC power cable: 1