

ChamSys

TouchScene

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Latest Update, 2026-01-22

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Setup and Installation

Product Overview

The GeNetix TouchScene range can be used in conjunction with MagicQ, QuickQ or GeNetix Systems to trigger Scenes on these devices. The QuickQ Rack, QuickQ DIN, MagicQ Rack, MagicQ DIN, MagicQ MQ250M Console, GeNetix GN5, GeNetix GN10, GeNetix GN10P, GeNetix GN10R and GeNetix Gateway all feature network ports allowing the TouchScene Wall Plates to be connected directly to them.

When connected to GeNetix Nodes (GN5, GN10, GN10P or GN10R), TouchScenes can be configured to trigger Scenes stored on the GeNetix Device, swap between configs (Custom presets of the Nodes configuration) or run in Gateway mode which allows the connected TouchScene wall plates to interface to a MagicQ or QuickQ systems allowing activation of Playbacks or Executes of these devices.

When Connected to MagicQ or QuickQ systems the TouchScene Wall Plates can be set to simple control of Playbacks 1-10 through to more complex setups with Zones allowing different TouchScene Wall Plates to control different programming.

This manual further describes how to setup and configure TouchScene Wall Plates with either GeNetix, QuickQ or MagicQ Control Systems.

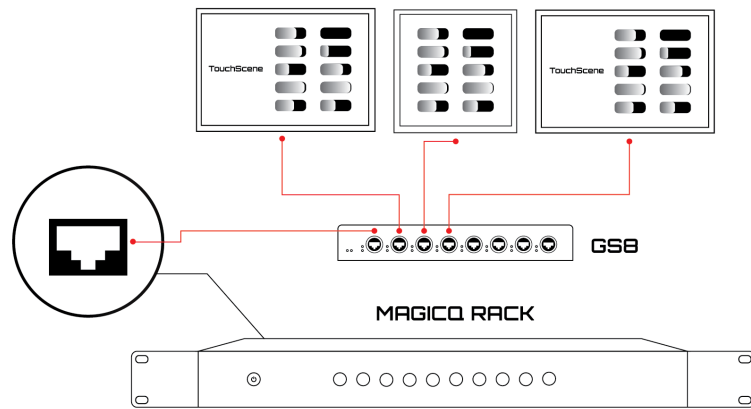
Installation

TouchScene Wall Plates are available in either a 4" or 8" configuration and fit into a EU/UK single gang backbox as well as a standard U.S dual gang backbox. TouchScene Wall Plates uses the standard RJ45 network connection for both power and data. The TouchScene Wall Plates use Power over Ethernet (PoE) to receive power and data from the host device. If connecting to a non-PoE enabled device a PoE Injector or PoE Switch; such as the GS8, will be required to provide power to the TouchScene Wall Plates.

System Configuration Options

As the TouchScene Wall Plates use standard network connections there can be as many TouchScenes as required connected to a single host device, as long as there are enough PoE power connections available.

When connecting multiple TouchScene Wall Plates to a single host device it is recommended to use a PoE Switch; such as the GS8, to provide sufficient power and network connections for all the TouchScene Wall Plates.

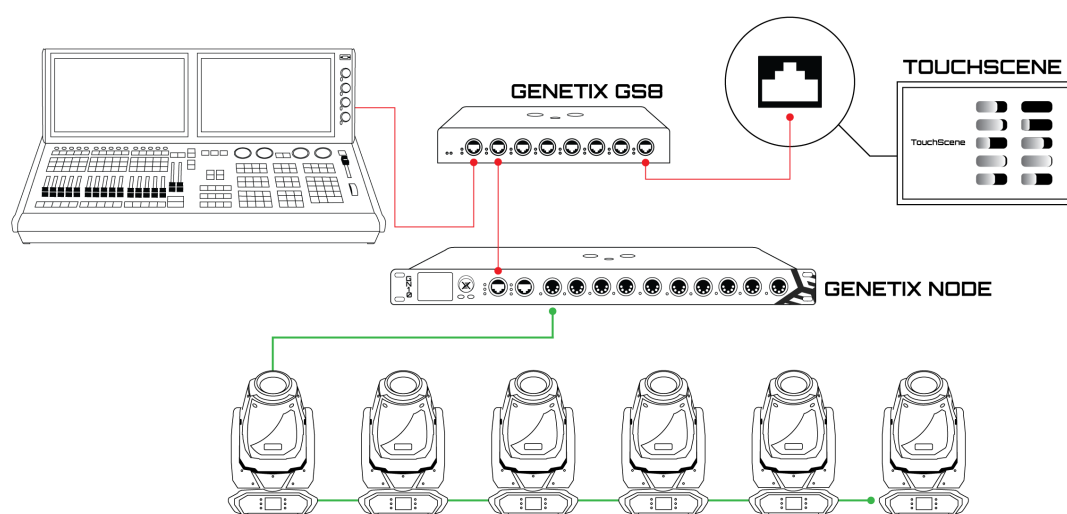


TouchScene Programming

Configuration with GeNetix Products (GN5, GN10, GN10P, GN10R and Gateway)

When connected to the GN5, GN10, GN10R and GN10P Nodes, TouchScene Wall plates can be used to trigger the 10 Static scenes that can be stored on the node.

In this configuration the GeNetix Node could be used as a simple houselight controller, where when a Lighting Console is connected and outputting Art-Net/sACN to the Node the Scenes can be set to auto disable.



For the above setup the GeNetix Node must have its 10Scene priority set to below input, this will ensure any connected console can override the scenes.

Using TouchScene Wall Plates with a GeNetix Node to trigger Local Scenes on the Node

Connect a powered TouchScene Wall Plate to the GeNetix Node via network cabling.

On the GeNetix Node, in the '10Scene Mode' Menu select one of the following options:

- Scenes Optional (Default)
- Only Scenes

When set to Scenes Optional scenes can be activated and deactivated as required, an active scene is not always required. e.g. it's possible to turn off all scenes.

When set to Only Scenes, one Scene is always active. This useful when the install always requires a Scene to be active e.g. lights always on.

Scenes can be stored on the GeNetix nodes by either sending scenes from a MagicQ/QuickQ

Console to the node, or via using the Nodes webserver or front display to 'snapshot' incoming DMX from an external console and store these as Scenes.

Using TouchScene Wall Plates with a GeNetix Node in Gateway mode to trigger scenes on a MagicQ/QuickQ console.

On the GeNetix Node, in the '10Scene' Menu select the Gateway option. Note the GeNetix Node must be in the same IP address range and Subnet as the MagicQ/QuickQ console. For example if the console IP address is 10.0.0.50 Subnet 255.0.0.0, the Node should be in the same range - for example it could be set to 10.0.0.60 Subnet 255.0.0.0

For configuration of TouchScene Wall Plates in MagicQ/QuickQ Software see the chapters below.

Configuration with QuickQ Products

QuickQ offers four operation modes for TouchScene Wall Plates:

- 10Scene toggles playbacks 1-10 on and off, in this mode TouchScene wall plates will toggle on and off playbacks recorded on right-hand side of the console, these can be either a cue or a chase.
- 10Scene toggles executes 1-10 on and off, in this mode TouchScene wall plates will toggle on and off the first 10 execute cues recorded in the Execute Window.
- 10Scene controls execute in zones set by groups
- 10Scene controls executes in rows, in this mode TouchScene wall plates will toggle executes in zones defined by rows. The execute grid must be 10 cells wide, for example: 10x1, 10x6 or 10x10.

QuickQ supports up to 10 Zones.

Sequential Zones can be joined together in the 10Scene Settings Window, for example Zone 1 and 2 joined allowing all 10 zones to be joined together if desired. This is useful for spaces like a ballroom, where there may be a temporary airwall fitted and have multiple entrance doors. Zones can be joined allowing the room to operate as 1. When Zones are joined 10Scene Wall Plates would control all linked zones. It's possible to use contact triggers to automate the joining and splitting of Zones.

Choose the option you want in the 10Scene Window Settings tab.

- ☐ 10Scene toggles playbacks on and off
- ☐ 10Scene toggles executes 1-10 on and off
- ☐ 10Scene controls executes in zones set by groups
- ☒ 10Scene controls executes in rows

Configuring TouchScene Wall Plates

TouchScene Wall Plates can be connected directly to the QuickQ Rack and QuickQ DIN's via the network Ports on these units. The GeNetix GN5, GN10, GN10P and GN10R can also be used to connect TouchScene Wall Plates to QuickQ Consoles assuming the TouchScene device is powered either via PoE or an external power supply.

QuickQ Consoles support up to 10 Zones and up to 10 TouchScenes in the Ecosystem.

Each TouchScene Wall Plate has a customisable IP. TouchScene Wall Plates ship with a default factory IP in the 10. range. When using Zones with QuickQ, the TouchScene Wall Plate zone can be set in the TouchScene app menu or in the network devices window of MagicQ/QuickQ.

Setting TouchScene Wall Plate IPs

Each TouchScene Wall Plate in the system should have a unique IP.

This can be set from within the TouchScene app by pressing the IP address on the main screen, this will open the IP configuration screen. Users should swipe down to the setting "Ethernet IP Mode" and select "Static IP" after this users can set the IP address, Subnet mask and Gateway as required.

Once the IP has been set on the TouchScene wall plate users can return to the TouchScene app by pressing the back arrow button.

The TouchScene wall plate IP can be reset to factory by going to the App Manager window on the TouchScene wall plate, selecting Admin Settings and then selecting TouchScene Factory Reset.

Configuration with MagicQ Products

MagicQ supports TouchScene wall plates, enabling up to 50 different zones of TouchScene operation.

TouchScene supports ten scenes (MagicQ Cues) programmed onto 10 buttons/faders which can be activated, released and adjusted from the TouchScene interface.

TouchScene Scene wall plates are connected to MagicQ via a network connection direct to

MagicQ PC, via network ports on GeNetix GN5/GN10 or via the network ports on MagicQ Rack, MagicQ DIN and MagicQ MQ250M. Utilising the GeNetix GS8 switch with PoE (Power over Ethernet) capability will allow TouchScene wall plates to be powered directly from the network connection removing the need for separate power supplies and allowing for multiple TouchScene wallplates to be used in MagicQ.

MagicQ includes a demo show ZoneDemo.shw for training. After loading the show you should set the 10Scene action setting as this is a console setting and will not be set when loading the show.

Note TouchScene wall plates do not provide any unlocking to MagicQ PC Systems, which is required to use 10Scene on PC systems.

TouchScene Enable

To enable TouchScene Wall Plates set the 10Scene option in Setup, View Settings, Ports to Inbuilt and Gateway or Inbuilt, Gateway, Remote.

When set to disabled, there is no communication with TouchScenes Wall Plates. 10Scene zones can still be used internally through automations and macros if the 10Scene action or 10Scene zones are configured.

10Scene Action

The 10Scene action is configured in Setup, View Settings, Ports, 10Scene action.

PB1 to 10	All TouchScenes control PB1 to PB10
Exec 1	All TouchScenes control Exec Grid 1, items 1 to 10
Exec 1 Multi	TouchScenes with Zone IDs 1 to 10 control Exec Grid 1, Zone ID1 controls item 1 to 10, Zone ID2 controls 11 to 20, etc...
Exec 1 Groups	TouchScenes control Exec Grid 1, items 1 to 10, but using Groups named with the Zone ID to determine which heads they control.
Exec Grids	TouchScenes control Exec Grids - Zone ID 1 controls Exec Grid 1, Zone ID2 controls Exec Grid 2, etc...
Custom	The action for each zone is configured separately using the Type, P1 and P2 fields in Macro, View Zone

The state of the Zones is shown in Macro, View Zone. The Zone Type field in this window should be set to "Action" for all Zones, except when using Custom action.

PB1 to 10

All TouchScene Wall Plates control PB1 to PB10. Pressing a TouchScene button activates the Playback at 100%. Pressing again releases the Playback, users can also drag the fader on the TouchScene to set the playback to a specific level.

The TouchScene ID is not used. Regardless of their ID, all TouchScene Wall Plates control the 10 playbacks or the first 10 items on Exec Grid 1 respectively. The IDs can remain at factory settings.

Exec 1

All TouchScene Wall Plates control items 1 to 10 in Exec Grid 1. Pressing and releasing a TouchScene button has the same effect as pressing and releasing in the Execute Window. Items in the Execute window can be set to toggle (normal) or to flash.

The 10Scene ID is not used. Regardless of their ID, all 10Scene Wall Plates control the 10 playbacks or the first 10 items on Exec Grid 1 respectively. The IDs can remain at factory settings.

Exec 1 Multi

All TouchScene Wall Plates control Exec Grid 1 with the Zone ID determining which items are controlled. Zone ID1 controls item 1 to 10, Zone ID2 controls 11 to 20, etc...

Exec 1 Groups

MagicQ handles activation of the Cues in the Exec Grid 1 based on Groups. MagicQ handles converting the Cues to only affect the heads in the specific group for the zone. Cues are expanded to include all the heads in the Group to make it simple to program and to make the system expandable without having to reprogram Cues.

Groups must be created for each zone with the Group names containing the word "Zone" followed by the zone ID - for example "Zone 1", "Zone2". Capitalisation does not matter. There can be further data after the Zone data such as "Zone 1 Room 21" - this is useful for the 10Scene app which displays Zone names.

It is important to ensure that there is only one Group with each Zone ID - if you have multiple Groups e.g. two Groups named "Zone 1" then it will use the Group with the highest group ID.

By default the ID of the TouchScene Wall Plates maps directly to the Zone ID - with ID1 to ID50 being supported - Wall Plate ID1 corresponds to Zone 1, Wall Plate ID2 corresponds to Zone 2. The mapping of IDs can be modified by configuring the Min and Max fields in the Zone data.

Exec Grids

The TouchScene wall plates work in zones with each Zone controlling items 1 to 10 of an Execute Grid. Zone 1 controls Grid 1, Zone 2 controls Grid 2.

Custom

When 10Scene action is set to Custom the function of the Zone is determined by the Type field.

When set to Playback, the Zone will control 10 playbacks starting from the playback specified by P1.

When set to Exec Grid, the Zone will control items 1 to 10 of the Exec Grid with Grid ID set by P1.

When set to Action the Zone will not control anything.

Joining Zones

When TouchScene action is set to Exec 1 Groups, Exec 1 Multiple, Exec Grids or when zones are configured individually to control an Execute grid using a group then it is possible to join zones together. When two or more zones are joined together they operate as one zone. All Cues are expanded to include all heads of the group from each zone that is joined together.

In manual mode any zone can be joined to any other by setting the required zone to join in the Join Zone field and setting the Zone Switch to Joined.

When using Exec 1 Groups a zone can only be joined to the previous zone - i.e. Zone 2 can be joined to Zone 1, Zone 3 can be joined to Zone 2. The Zone Switch field is used to Join this zone.

In manual mode the joining of zones can be temporarily enabled and disabled for each zone.

The Zone Switch can also be operated from an automation, enabling automatic operation from a remote input. In Macro, View Autom insert an automation of Type Remote, and with Function set to Zone Switch.

When joining and separating zones the Execute state from the joined/separated from zone is maintained and expanded to the newly joined or newly separated zone.

The joining and separation of zones will only affect the zones that are part of the join/separate. All other zones will continue to operate without interruption, even if they themselves are made of several zones joined.

The Zone Switch can also be added to the Execute windows - ASSIGN SPECIAL, select 10SCENE ZONE and enter the Zone ID. The Zone Switch item in the Execute window shows active when the Zone Switch for that zone is set to joined. The text of the item indicates which Zone it is joined to. Pressing the item will change the state of the Zone Switch.

TouchScene Customisation

The TouchScene wall plates can be customised depending on the installation requirements. In MagicQ, this is configured via the **Macro** → **View TouchScene** window. In QuickQ, this is configured via the **Setup** → **10Scene** → **TouchScene** window.

Zone ID

The Zone ID used in MagicQ. This value cannot be modified.

Layout

Sets the layout of the TouchScene wall plate.

Layout	Description
Buttons with Faders	Default layout with 10 faders allowing users to set individual levels for each playback. They can also act as buttons.
Buttons	10 buttons only. Pressing a button toggles the associated playback or cue.
Four Buttons and Six Faders	4 buttons and 6 faders with mixed control.

Unprogrammed Items

Defines how unprogrammed items appear on the TouchScene wall plate.

Layout	Description
Do not show	Unprogrammed items are hidden from the TouchScene wall plate.
Show	Unprogrammed items appear as grey buttons and do not perform any action when pressed.

Logo Image

Allows a custom logo image to be uploaded to the TouchScene wall plate.

Location

Determines the location of the logo image on the TouchScene wall plate.

Theme

Sets the overall theme of the TouchScene wall plate.

Colour Scheme

Sets the colour scheme of the TouchScene wall plate. Available options are **Light** and **Dark**.

Background Colour

Sets the background colour of the TouchScene wall plate. A custom colour can be specified using a hexadecimal colour code in MagicQ whilst in QuickQ, the background colour is set using a colour wheel.

Brightness Min

Sets the minimum screen brightness.

Brightness Max

Sets the maximum screen brightness.

Brightness Value

Sets the current screen brightness between the configured minimum and maximum values.

Screensaver

Enables or disables the TouchScene wall plate screensaver.

Screensaver Image

Allows a custom image to be uploaded for use as the screensaver.

Screensaver Delay

Sets the time, in seconds, before the screensaver activates.

Interface PIN

Sets a 4-digit PIN to restrict access to the TouchScene wall plate interface. The PIN is required when the screensaver is active or when accessing the TouchScene App interface.

Admin PIN

Sets a 4-digit PIN to restrict access to the TouchScene wall plate administrative settings. The PIN is required when accessing the admin settings from the TouchScene App Manager.

Appendix A - FCC Part 15 Notice

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference; and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause interference with radio and television reception. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Use the cables marked with VW-1 for interconnecting, for US and Canada, the wires shall be additional marked CL2. 2.
- The product shall be supplied by a PS2 limited or LPS source

You may also consult your local ChamSys Ltd dealer or an experienced radio/TV technician for assistance.

NOTICE: The FCC regulations provide that any changes or modifications not expressly approved by ChamSys Ltd could void the user's authority to operate the equipment.





Appendix B - Disposal and Recycling of unwanted consoles

Please be aware that ChamSys products must be disposed of in accordance with the [WEEE disposal and recycling regulations](#).

ChamSys products must not be disposed of through normal household waste.

For non-UK customers please contact your local distributor.

For UK customers, please contact us on +44 (0)23 8023 8666, or email support@chamsys.co.uk.

WEEE Producer registration number WEE/FF5605UX.

Appendix C - TouchScene Warranty

TouchScenes come with a two-year parts and labour warranty which covers the device for component/material failure. This warranty does not cover physical damage caused by damage in transit or damage to components caused by factors such as liquid damage/spills onto the console.

For Warranty claims please contact the dealer you purchased the console from. If you are based outside the UK please contact your local dealer. Your local dealer can be located here: www.chamsys.co.uk/contact