Files and File Extensions

QuickShow uses a variety of files. The file descriptions and extensions are listed below.

QuickShow Workspace - .qsw

The QuickShow Workspace file is a sort of “Master file” that contains all cue information, all Frames, Text, Effects, and some configuration-related information.

QuickShow Effect - .qeff

Effect files contain all information about a QuickShow Effect. Effect files can be saved and loaded at any time using the File menu in the QuickShow Effect editor. Note that QuickShow Effects are not compatible with any other program from Pangolin.

QuickShow Text - .qtxt

Text files contain all information about a Text effect used in QuickShow – whether the text is created using the QuickText feature, or using the Advanced Text editor. Text files can be saved and loaded at any time using the File menu in the Advanced Text editor.

QuickShow Frame/Animation - .qsbframes

Frame files contain vector and raster related information to control the laser. The information is not stored in a point-by-point manor as with ILDA files. Instead, an advanced coding method is used resulting in the smallest files possible. Frame files can be saved and loaded at any time using the File menu in the QuickShow Frame/Animation editor.

QuickShow Shape/Abstract - .qabs

Abstract files contain information about Shapes and Abstracts created using the QuickShape and Advanced Shape editors. Abstract files can be saved and loaded at any time using the File menu in the QuickShow Advance Shape editor.

QuickShow Timeline-based show - .qsho

Timeline-based show files contain information about cues and effects used on the timeline within QuickShow. Show files can be saved and loaded at any time using the File menu in the QuickTimeline editor.

QuickShow Clock - .qclk

Clock files contain all information about a QuickShow clock.

QuickShow Beam sequence - .qbem

Beam sequence files store the sequence and color of beams used in QuickShow.

QuickShow FX - .qfx

FX files contain all information about a the QuickFX found in the lower portion of QuickShow. FX files can be saved and loaded at any time by right-clicking in the FX section of QuickShow.

QuickShow data - .QSdat

QuickShow stores other types of configuration data into QSdat files.

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