LSC
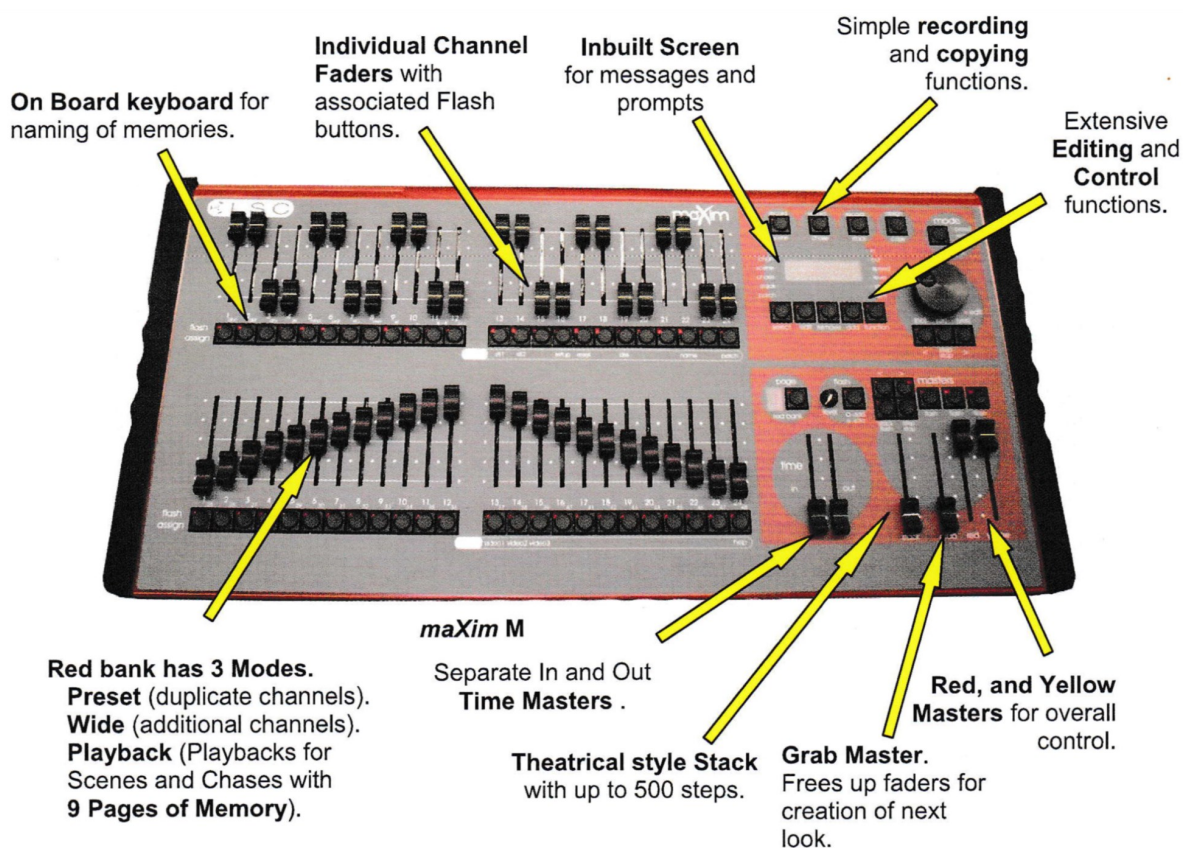## LIGHTING SYSTEMS

MAXIM S

The maXim–S and maXim-M models are the smaller desks in the extensive maXim family of fader based lighting controllers. Both models offer manual and memory operation with enough power within to allow the advanced user to create more complex shows – concurrently running multiple scenes and sequences and also Incorporating a theatrical style cue Stack and In and Out Time Masters.

On Board keyboard for naming of memories.

Individual Channel Faders with associated Flash buttons.

Inbuilt Screen for messages and prompts

Simple **recording** and **copying** functions.

Extensive **Editing** and **Control** functions.

maXim M

Red bank has 3 Modes.
Preset (duplicate channels).
Wide (additional channels).
Playback (Playbacks for Scenes and Chases with **9 Pages of Memory**).

Separate In and Out **Time Masters** .

Theatrical style Stack with up to 500 steps.

Grab Master. Frees up faders for creation of next look.

Red, and Yellow Masters for overall control.

The **S** and **M** models are very similar, varying only in their number of faders and memories. At any point in this manual where the model affects the specification, the text will describe the *maXim* **S** followed by the *maXim* **M** in brackets.
For example; "The Yellow bank has faders for channels 1 to 12 (24)".

2.2 FEATURES
The *maXim* incorporates the following features;
- Manual faders for all channels with associated Flash buttons.
- "Preset", "Wide" and "Playback" modes of operation.
- 9 pages of non volatile memory.
- Separate In (up) and Out (down) fade times (0 to 999 seconds).
- Scene Fade Times can be derived from the Time Faders or from Memory.
- Electronic labelling of all scenes, chases, stacks and stack steps.
- Fully proportional Softpatch.
- Flash level control, with associated Add or Solo mode button.
- Page freeze retains active output when pages or modes are changed.
- User prompts appear on the display and active buttons flash to make operations simple.
- Different languages are available.
- Optional Multi display SVGA colour video output.
- Fully Isolated DMX512/1990 output signal.
- Power supply is auto selecting, 90–260 volts, 47/63Hz.

1.1   RECORD A SCENE

To record the output as a Scene, press;
[**record scene**] [**f/a**] (scene number) (any of the red bank flash/assign buttons).

1.2   GRAB THE OUTPUT IN GRAB MASTER

To record the output in the Grab master, press;
[**record scene**] [**f/a**] (grab master)

1.3   RECORD A CHASE

To record a Chase press;
[**record chase**] [**f/a**] (chase number) (any red bank flash/assign buttons) (or the grab f/a).
Each step of a chase consists of either a previously recorded scene or a snapshot of the **maXim** output.

- To add a scene as a step, press;
  [**f/a**] (scene number) (any of the red bank flash/assign buttons).
- To record a snapshot (of the current **maXim** output) as a step, press; [**record scene**]

Continue to add steps as above.
When all steps have been recorded, complete the chase by pressing;
[**record chase**].

1.4   PLAYBACK A SCENE OR CHASE

Select "Playback" mode by pressing;
[**mode red bank**]
until the "p'back" LED lights.
If necessary, select the page containing the scene or chase by tapping [**page red bank**]. Fade up the red Playback containing the scene or chase and also fade up the red master.

1.5   CONTROLLING A SCENE OR CHASE

Use [**select**] to alter a playback without affecting the recorded memory.
Press;
[**select**], [**f/a**] (playback to control).
Repeatedly press [**function**] to cycle though the control parameters. See "Chase Modes" below for details.
When finished, press;
[**select**].

Use [**edit**] to permanently change the contents of a memory. The changes are also seen live on the playback if the playback fader is up.
Press;
[**edit**], [**page**] (optional), [**f/a**] (memory to edit).
Repeatedly press [**function**] to cycle though the parameters that you can edit. See "Chase Modes" below for details.
When finished, press;
[**edit**].
Changes are automatically saved.

1.6   CHASE MODES

To change the settings of a chase, press either;
[**select**] or [**edit**] (see above for differences), [**f/a**] (Chase number).
To set the **SPEED**, rotate the **EDIT wheel**.
To set the **FADE** between steps, press [**function**] until both the "in" & "out" LEDs light, then rotate the **EDIT wheel**.

To change the **MODE** or **DIRECTION** of a chase use the 3 buttons below the EDIT wheel.

BUTTONS	ACTION
[**step/stop**]	**STOPS** a running chase then **STEPS** a stopped case
[**>**] (Forward)	**RUNS A CHASE FORWARD**
[**<**] (Reverse)	**RUNS A CHASE REVERSE**
Hold [**>**] Tap [**<**]	Selects **BOUNCE** mode
[**>**] or [**<**]	De-selects BOUNCE mode
Hold [**step/stop**] Tap [**>**]	Selects **SINGLE SHOT** mode
[**>**] or [**<**]	**RUNS A SINGLE SHOT**
Hold [**step/stop**] Tap [**>**]	De-selects single shot mode

When finished, press [**select**] or [**edit**].
To step a chase press its [**f/a**] button.

1.7   RECORD A STACK

To record a stack, press;
[**record stack**],
[**page**] (optional),
[**f/a**] (stack number) (any red bank f/a buttons).
To add a scene or chase as a step, press;
[**page**] (optional),
[**f/a**] (scene or chase number) (any of the red bank f/a buttons).
To add a snapshot (of the output) as a step, press;
[**record scene**].
As each step is added, you can repeatedly press [**function**] to set the fade IN time, OUT time and LINK (automatically to next step) time.
Pressing [**function**] again shows the current step number and allows you to record the next step.
Continue to record steps as above.
When all steps have been recorded, complete the stack by pressing;
[**record stack**].

1.8   PLAYBACK A STACK

To assign a stack to the stack master, press
[**assign**],
[**page**] (optional),
[**f/a**] (stack number),
[**stack flash**].
Fade up the stack master to reveal the first step.
To crossfade to the *next* step, press [**>**].
To stop a crossfade press [**step/stop**].
To start a stopped crossfade press [**>**].
To momentarily start hold [**step/stop**].
To reverse a stopped crossfade press [**<**].
To fade back one step, press [**<**] (reverse).
You may only crossfade back one step but you may "step" back to any step.
To instantly step a stack in the forward direction, hold [**step/stop**], tap [**>**].
To instantly step a stack in the reverse direction, hold [**step/stop**], tap [**<**].
To randomly select a step HOLD [**step/stop**] and rotate the **EDIT wheel**.
To clear the stack master, press;
[**remove**], [**stack flash**], [**yes**].