



Quick Reference Manual

For maXim and PaTPaD

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1.0 maXim Introduction

This QUICK REFERENCE provides a brief overview of the **maXim** plus step by step instructions for the *common tasks* that you perform. Comprehensive details of ALL functions can be found in the **maXim** Operator Manual.

1.1 YELLOW BANK

The yellow bank always controls the levels of the channels printed below each fader.

1.2 RED BANK

The mode of the red bank is selected by the [mode, red bank] button. The 3 modes are;

?? PRESET A duplicate of the Yellow bank. Set-up for two preset operation.

?? WIDE An extension of the Yellow bank. Set-up for single preset operation.

?? SCENE The faders become PLAYBACKS that can control the level of a recorded **Scene** or **Chase** or they may be empty. There are 9 pages of memory for the red bank and the function of each red playback depends upon the contents of the currently selected red page. You determine what each page contains when you **record** (or copy) scenes, chases or stacks into them. Although stacks can be recorded in the red bank memory, they can only be played back on the stack master.

1.3 BLUE BANK

The blue bank (L, XL & XXL models) consists of dedicated playbacks that can control the level of a recorded **Scene** or **Chase** or they may be empty. There are 9 pages of memory for the blue bank and the function of each blue playback depends upon the contents of the currently selected blue page. You determine what each page contains when you **record** (or copy) scenes, chases or stacks into them. Although stacks can be recorded in the blue bank memory, they can only be played back on the stack master.

1.4 MASTERS

The blue (L, XL & XXL models), red and yellow masters control the level of their respective banks.

The grab master (S, M & MP models) controls the level of the grab memory. Grab can store a snapshot, a scene, a chase or a stack.

The fade times for the above masters are by default set by the "in time" and "out time" masters. The stack master is used to control the level of stacks.

1.5 MEMORY

The red bank has 9 pages of memory and the blue bank has 9 pages of memory. Scenes, chases and stacks share the same memory within each bank. For example, if a "page and F/A (flash/assign) number" location has been used for a scene, then it cannot be used for a chase or stack. A chase or stack recorded in the same location would overwrite the scene. The red and blue bank memories are totally separate.

Repeated presses of either [page red bank] or [page blue bank] will step through their 9 respective pages of memory.

To switch *directly* to a red page; press and hold [page red bank], tap [F/A] (red 1 to 9).

To switch *directly* to a blue page; press and hold [page blue bank], tap [F/A] (blue 1 to 9).

To see the type of object recorded in each memory, press and hold either [page red bank] or [page blue bank]. The playback flash/assign buttons in that bank containing Scenes will light, playbacks containing Chases flash quickly, playbacks containing Stacks flash slowly and empty playbacks are not lit.

When you press [edit] or [assign copy] or any [record] button, all Playback flash/assign buttons flash twice, then show their contents as above. If you change pages whilst in “edit”, “assign copy” or “record” modes, the contents of each page is shown. When a red bank page is changed or when the red bank is selected to “scene” mode, the contents (scenes and chases) of the indicated red page are loaded into the red playbacks. When a blue bank page is changed, the contents (scenes and chases) of the indicated blue page are loaded into the blue playbacks.

Stacks occupy memory locations on the red and blue pages but do not load onto playbacks. They must be individually assigned from red or blue memory to the stack master for playback.

A “MODE/PAGE FREEZE” feature prevents the contents of any fader (be it a channel or Playback) from being changed if its fader is above 5% when the mode or page is changed. When it is faded down it will be automatically updated with its pending selection.

1.6 SELECT AND EDIT

The [select] button is used to take control of a playback. The recorded memory is not changed, only the way that it is currently being played back.

To take control of a playback press [select], [F/A] (playback to control).

Repeatedly press [function] to cycle through the parameters that you can control. If the playback contains a scene, you can vary the fade times. If the playback contains a chase, you can vary the speed, crossfade and the stepping mode. See “Controlling a Chase” below for details. When finished, press [select] again to de-select it. You are offered the option of saving the changes to scene or chase memory. If you do not save the changes they will be retained in the playback until you load a different page onto the playback. The changes will then be discarded.

[select] is most useful for making one off changes during a performance or for experimenting with changes without affecting the memory.

The [edit] button is used to permanently change the parameters of a memory. The changes are also seen live on the playback. To edit a memory, press [edit] [page] (optional) [F/A] (memory to edit). Repeatedly press [function] to cycle through the parameters that you can edit. When finished, press [edit] to de-select it. Changes are automatically saved.

1.7 FUNCTION BUTTON

?? When pressed during normal operations, it causes the display to momentarily show the current time IN or OUT settings of the time faders whilst it is held down. Subsequent presses will toggle between the two time settings.

?? When editing, it toggles through the various parameters that can be changed as indicated on the column of LEDs above the function button.

?? It accesses the secondary functions such as reset, disk or patch as indicated **below** the yellow and red bank [F/A] buttons. To perform secondary functions, press and hold [FUNCTION] then tap [F/A] (secondary function).

2.0 Scenes

2.1 RECORD A SCENE (RAPID METHOD)

To record the current output as a Scene, press;

[record scene]

[page] (optional) (select a page in either the red or blue banks)

[F/A] (flash/assign) (any of the red bank or blue bank flash/assign buttons).

2.2 RECORD A SCENE (FULL METHOD)

To record the current output as a Scene, press;

[record scene]

[function]

Rotate the EDIT wheel to set the IN time. When a time is set *lower* than 0 seconds, it is controlled by the “in time” manual fader.

Press [function] again.

Rotate the EDIT wheel to set the OUT time. When a time is set *lower* than 0 seconds, it is controlled by the “out time” manual fader.

Press [page] (optional) (select a page in either the red or blue banks)

Press [F/A] (flash/assign) (any of the red bank or blue bank flash/assign buttons (or the grab F/A button – S, M & MP models only) to make the recording.

2.3 PLAYBACK A SCENE

If the scene was recorded on the red bank, press [mode, red bank] until the “scene” LED lights. If necessary, select the page containing the scene using [page, red bank]. Fade up the red Playback containing the scene and also the red master. If the scene was recorded on the blue bank, select the page containing the scene using [page, blue bank]. Fade up the blue Playback containing the scene and also the blue master.

2.4 CONTROLLING A SCENE

To control a scene you can either [select] the playback holding the scene or [edit] the memory of the scene.

“Select” allows you to change the fade times live on stage without affecting the original memory. If you want to keep the changes you can save them to memory when you finish using “select”.

“Edit” can also change the fade times plus you can edit the contents of the scene. The changes are automatically saved as you edit.

2.4.1 “Select” Scene Playback

Press [select] [F/A] (scene number)

Press [function]. The “in” LED lights. Rotate the EDIT wheel to set the fade “in” time. When a time is set *lower* than 0 seconds, it is controlled by the “in time” manual fader.

Press [function]. The “out” LED lights. Rotate the EDIT wheel to set the fade “out” time. When a time is set *lower* than 0 seconds, it is controlled by the “out time” manual fader.

When finished, press [select] (to de-select it). The display asks if you want to save the changes. Press [YES] to update the scene memory or press [NO] to retain the original memory but retain the changes on the playback until a different scene or a chase is loaded.

2.4.2 “Edit” Scene Memory

Press [edit] [page] (optional), [F/A] (scene number).

Press [function]. The “level” LED lights. To select a channel and read its level, press [F/A] (channel number). Whilst the channels F/A button is held down, the display shows the channel number. When the F/A button is released, the display shows the level of that channel in the scene. The channel’s F/A indicator flashes to show which channel’s level is being displayed. To edit the level of the selected channel, rotate the EDIT wheel. If the level is varied **above** its recorded value the display shows a “+” sign and if it is set **below** its recorded level the display shows a “-“ sign. If the level is restored to its original value, no sign is shown.

Press and release further channel F/A buttons to read and/or edit their levels.

Press [function]. The “in” LED lights. Rotate the EDIT wheel to set the fade “in” time. When a time is set *lower* than 0 seconds, it is controlled by the “in time” manual fader.

Press [function]. The “out” LED lights. Rotate the EDIT wheel to set the fade “out” time. When a time is set *lower* than 0 seconds, it is controlled by the “out time” manual fader.

When finished editing, press [edit] to end the editing function. All changes are automatically saved.

2.4.3 Naming a Scene

Each scene is by default given its bank, page and F/A number as a name. For example, b1:01 (blue bank, page 1, scene 1).

To edit the name press and hold [function], tap [F/A] (name), a yellow bank function button.

Press [page] (optional), [F/A] (scene number).

The default name is automatically deleted or the existing name is shown and the blinking cursor on the display is ready for you to enter characters. Either rotate the EDIT wheel or press the yellow bank [F/A] buttons for the desired characters as labelled below the buttons. On the S, M & MP models where several characters are printed below each button, multiple presses select the next character in a similar fashion to a mobile telephone keypad. Press [<] or [>] to move the cursor and press [remove] or [add] to remove or add characters or spaces. Names may be up to 15 characters long.

When finished, press [ok].

2.5 GRAB THE OUTPUT IN GRAB MASTER (S, M & MP MODELS ONLY)

To record the current output into the Grab master, press

[record scene]

[F/A] (grab master)

3.0 Chases

3.1 RECORD A CHASE

To record a Chase in the current page, press

[record chase] [page] (optional) (select a page in either the red or blue banks)

[F/A] (chase number) (any of the red or blue bank flash/assign buttons (or the grab F/A button S, M & MP models only).

Each step of a Chase consists of an existing scene or a snapshot of the output, which is taken with the [record scene] button.

To record a snapshot, create the look for the step on the output, then to record it press [record scene].

Create the next look on the output. To record this step, press [record scene]

Continue to create and record steps as above.

To record a scene as step, press [F/A] (scene number).

If the scene is in a different page to the currently selected red or blue page, press

[red page] or [blue page] (select required page number) [F/A] (scene number)

When all steps have been recorded, complete the chase by pressing [record chase]

3.2 PLAYBACK A CHASE

If the chase was recorded on the red bank, press [mode, red bank] until the “scene” LED lights. If necessary, select the page containing the chase using [page, red bank]. Fade up the red Playback containing the chase and also the red master. If the chase was recorded on the blue bank, select the page containing the chase using [page, blue bank]. Fade up the blue Playback containing the chase and also the blue master.

3.3 CONTROLLING A CHASE

To control a chase you can either [select] the *playback* running the chase or [edit] the *memory* containing the chase.

“Select” allows you to *change* the RUN TIME conditions (rate, fade, mode and direction) on the *selected Playback*. When you have finished controlling the chase, and you exit “Select” the *maXim* asks “Save Changes To Memory?” If you answer “no”, the original memory is not affected, but the changes that you have made are retained in the Playback until such time as the Chase is replaced on that Playback (by changing pages or mode). If you answer “yes”, the changes are also copied to memory.

“Edit” allows you to directly change the memory settings of the chase. In addition to changing rate, fade, mode and direction you can *add* or *remove* steps and edit the *contents* of each step. These changes are automatically saved to memory as you edit. If the chase is currently on a Playback, then these changes are also seen live on that Playback.

3.3.1 “Select” Chase Playback

Press [select] [F/A] (Chase number)

?? To control the **RATE** rotate the EDIT wheel.

?? To change the **FADE** between steps, press [function] until “in” & “out” LEDs light, then rotate the EDIT wheel.

?? To change the **MODE** or **DIRECTION**, use the buttons beneath the EDIT wheel as per the following description.

BUTTONS	ACTION
[step/stop]	STOPS a running chase. STEPS a stopped chase (in the direction indicated by the flashing [>] or [<] direction button).
[>] (Forward)	Changes the DIRECTION of a reverse running chase (runs it forward). Changes the DIRECTION of a STOPPED reverse chase (prepares it to run or step forward). STARTS a stopped forward chase.
[<] (Reverse)	Changes the DIRECTION of a forward running chase (runs it reverse). Changes the DIRECTION of a STOPPED forward chase (prepares it to run or step reverse). STARTS a stopped reverse chase.
Hold [>], Tap [<]	Selects BOUNCE mode.
Hold [<], Tap [>]	Also selects Bounce mode.
[>]	Deselects Bounce mode (runs forward).
[<]	Deselects Bounce mode (runs reverse).
Hold [Step/stop] Tap [>]	Selects SINGLE SHOT mode.
[>]	If [>] is flashing, it runs a Single Shot in the forward direction. If [<] is flashing, it snaps the chase to the first step and flashes [>] in preparation to running a forward single shot.
[<]	If [<] is flashing, it runs a Single Shot in the reverse direction. If [>] is flashing, it snaps the chase to the last step and flashes [<] in preparation to running a reverse single shot.
Hold [Step/stop] Tap [>]	De-selects single shot mode and enters stop mode.
Hold [>] Tap [<]	De-selects single shot and enters Bounce mode.

When finished, press [select] (to de-select it). The display asks if you want to save the changes. Press [yes] to update the chase memory or press [no] to retain the original memory. In both cases, the changes that you have made are retained on the playback until a different chase or scene is loaded.

3.3.2 Edit Chase Memory

Press [edit] [page] (optional) [F/A] (Chase number).

Use the same buttons as described above to edit the speed, mode or direction. You can also add or remove steps, modify the contents of a step or use an audio signal to step the chase.

3.3.3 Add a Step

To add a step, first edit the chase (above), then press [step stop] to *stop* the chase and then press again to *step* the chase to the step **prior** to the point where the new step is to be added. Press [add], then create the look for the new step on the output. To record the new step press [record scene].

If necessary press [>] or [<] to start the chase again in the desired direction then press [edit] to end the editing function. All changes are automatically saved.

3.3.4 Remove a Step

To remove a step, first edit the chase (above), then press [step stop] to stop the chase and then press again to step the chase to the step to be removed. To remove the step, press [remove] [yes]

If necessary, press [>] or [<] to start the chase again in the desired direction then press [edit] to end the editing function. All changes are automatically saved.

3.3.5 Modify a Step

To modify the channel levels of a step, first edit the chase (above), then press [step stop] to stop the chase and then press again to step the chase to the step to be modified.

Press [function] until the “chan” LED indicator lights.

To select a channel and read its level, press [F/A] (channel number). Whilst the channels F/A button is held down, the display shows the channel number. When the F/A button is released, the display shows the level of that channel in the step. The channel's F/A indicator flashes to show which channel's level is being displayed. To edit the level, rotate the EDIT wheel.

Press and release further channel F/A buttons to read and/or edit their levels.

To modify other steps, press [step/stop] to step the chase, then again select any channels to be modified with their F/A buttons.

When finished modifying, if necessary press [>] or [<] to start the chase again in the desired direction then press [edit] to end the editing function. All changes are automatically saved.

3.3.6 STL (Sound to light) (Bass Step)

Chase stepping may be synchronised to the beat of an audio input signal. To enable STL, first edit the chase (above), then press the [function] button until the STEP number is displayed. Press and hold [function], tap either [STL1] or [STL2] (which are flashing).

Press [yes] to make the connection, then press [edit] to save the chase.

When the connected STL produces an output pulse, the chase will step to the next step. The output pulses of the STL are dependent upon the level and frequency of the audio input.

To adjust a STL audio level press and hold [function], tap [F/A] (STL1) or (STL2), [yes] [yes]. Rotate the EDIT wheel to set the level then press; [ok].

To adjust a STL frequency press and hold [function], tap [F/A] (STL1) or (STL2), [yes], [no], [yes]. Rotate the EDIT wheel to select the frequency then press; [ok].

3.3.7 Naming a Chase

Each chase is by default given its bank, page and F/A number as a name. For example, b1:01 (blue bank, page 1, chase 1).

To edit the name press and hold [function], tap [F/A] (name), a yellow bank function button. Press [page] (optional) [F/A] (chase number).

The default name is automatically deleted or the existing name is shown and the blinking cursor on the display is ready for you to enter characters. Either rotate the EDIT wheel or press the yellow bank [F/A] buttons for the desired characters as labelled below the buttons. On the S, M & MP models where several characters are printed below each button, multiple presses select the next character in a similar fashion to a mobile telephone keypad. Press [<] or [>] to move the cursor and press [remove] or [add] to remove or add characters or spaces. Names may be up to 15 characters long.

When finished, press [ok].

4.0 Stacks

4.1 RECORD A STACK

To record a stack, press:

[record stack] [page] (optional) (select a page in either the red or blue banks)

[F/A] (stack number) (any of the red bank or blue bank flash/assign buttons) (or the grab F/A button, (S, M & MP models only).

Each step of a stack consists of either a previously recorded scene, a snapshot or a chase.

?? To select a scene as a step, press [page] (optional) [F/A] (scene number).
The fade times from the scene will be used for the step in the stack.

?? To record a snapshot (of the current *maXim* output) as a step, press [record scene].

?? To select a chase as a step, press [page] (optional) [F/A] (chase number).

As each step is added, you can repeatedly press [function] to set the fade IN time, fade OUT time and LINK time (automatically links to next step after link time expires).

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].

4.2 PLAYBACK A STACK

Stacks can only be played back on the stack master. To assign a stack to the stack master, press [assign] [page] (optional) (select a page in either the red or blue banks)

[F/A] (stack number) (red or blue banks) [stack flash]

Fade up the stack master to reveal the first step.

4.2.1 Initiating a Crossfade

To crossfade from the *current* step to the *next* step, press [>] (forward).

While the crossfade is *in progress*, the > (forward) button flashes for the duration of the IN fade and the < (reverse) button flashes for the duration of the OUT fade.

4.2.2 Stopping a Crossfade

To stop a crossfade *in progress* press [step/stop].

The > (forward) button, < (reverse) button and step/stop buttons all flash.

4.2.3 Starting a Stopped Crossfade

To start a stopped crossfade in the forward direction, press [>] (forward).

To start a stopped crossfade in the reverse direction, press [<] (reverse).

The crossfade can also be momentarily re-started by holding down [step/stop].

4.2.4 Stepping a Stack

To instantly step (snap) a stack in the forward direction hold [step/stop] tap [>] (forward)

To instantly step (snap) a stack in the reverse direction hold [step/stop] tap [<] (reverse)

4.2.5 Clearing the Stack Master

To clear the stack master, press [remove] [stack flash] [yes].

4.3 EDITING A STACK

When you edit a stack, you can add or delete steps, change fade and link times or edit the contents of each step.

4.3.1 Add a Step in a Stack

Press [edit] [page] (optional) [F/A] (stack number) or,

if the stack is already assigned to the stack master, press [edit] [stack flash].

Step through the stack using the [◀] or [▶] buttons below the EDIT wheel. Select the step PRIOR to the point where the new step is to be inserted then press, [add].

?? To select a scene as the added step, press [page] (optional) [F/A] (scene number).

?? To record a snapshot (current *maXim* output) as the added step, press [record scene].

?? To select a chase as a step, press [page] (optional) [F/A] (chase number).

Exit from edit mode by pressing [edit]. Changes are automatically saved.

4.3.2 Remove a Step in a Stack

Press [edit] [page] (optional) [F/A] (stack number) or,

if the stack is already assigned to the stack master, press [edit] [stack flash].

Step through the stack using the [◀] or [▶] buttons below the EDIT wheel.

Select the step to be removed and press [remove] [yes]

Exit from edit mode by pressing [edit]. Changes are automatically saved.

4.3.3 Edit the Fade Times of a Step in a Stack

Press [edit] [page] (optional) [F/A] (stack number) or,

if the stack is already assigned to the stack master, press [edit] [stack flash].

Step through the stack using the [◀] or [▶] buttons below the EDIT wheel to select the step to be edited. Press [function]. The “in” LED lights. Use the EDIT wheel to set the “in” fade time. When a time is set *lower* than 0 seconds, it will be controlled by the “in time” manual fader.

Press [function] again. The “out” LED lights. Use the EDIT wheel to set the “out” fade time. When a time is set *lower* than 0 seconds, it will be controlled by the “out time” manual fader.

Press [function] again. The “in” and “out” LED lights. Use the EDIT wheel to set the “link” time. A link time causes the stack to automatically step to the next step after link time expires.

Exit from edit mode by pressing [edit]. Changes are automatically saved.

4.3.4 Edit the Channel Levels of a Step in a Stack

Press [edit] [page] (optional) [F/A] (stack number) or,

if the stack is already assigned to the stack master, press [edit] [stack flash].

Step through the stack using the [◀] or [▶] buttons below the EDIT wheel to select the step to be edited. Repeatedly press [function] until the display reads “Edit Channel Levels” and the “scene” LED beside the display flashes.

Press the [F/A] button of the channel to be edited and set the level by rotating the EDIT wheel. The display shows the channel level. Select and edit other channels using their [F/A] buttons and the edit wheel. When finished press [ok].

Exit from edit mode by pressing [edit]. Changes are automatically saved.

4.4 NAMING A STACK

Each stack is by default given its bank, page and F/A number as a name. For example, b1:01 (blue bank, page 1, stack 1).

To edit the name, press and hold [function] tap [F/A] (name), a yellow bank function button. Press [page] (optional), [F/A] (stack number).

The default name is automatically deleted or the existing name is shown and the blinking cursor on the display is ready for you to enter characters. Either rotate the EDIT wheel or press the yellow bank [F/A] buttons for the desired characters as labelled below the buttons. On the S, M & MP models where several characters are printed below each button, multiple presses selects the next character in a similar fashion to a mobile telephone keypad. Press [<] or [>] to move the cursor and press [remove] or [add] to remove or add characters or spaces. Names may be up to 15 characters long.

When finished, press [ok].

4.4.1 Naming Each Step in a Stack

If a step is a scene, it is by default given its bank, page and F/A scene number as a name. For example, b1:01 (blue bank, page 1, scene 1).

If a step is a snapshot, its default name is "SNAP".

To edit a step name, press [edit] [page] (optional) [F/A] (stack number) or, if the stack is already assigned to the stack master, press [edit] [stack flash].

Step through the stack using the [<] or [>] buttons below the EDIT wheel. When the desired step is selected, press and hold [function] tap [F/A] (name).

Either rotate the EDIT wheel or press the yellow bank [F/A] buttons for the desired characters as labelled below the buttons. Press [<] or [>] to move the cursor and press [remove] or [add] to remove or add characters or spaces. Names may be up to 15 characters long.

When finished, press [ok].

You can select other steps and edit their names as above.

When finished editing, exit from edit mode by pressing [edit]. Changes are automatically saved.

5.0 Flash

5.1 FLASH "ADD/SOLO" BUTTON

Pressing [flash] toggles between "Add" mode and "Solo" mode.

5.1.1 Add (Flash Button not Lit)

Pressing the flash/assign button of any channel, playback or master will *add* its contents to the output (at a level set by the flash "level" knob).

5.1.2 Solo (Flash Button Flashing)

Pressing the flash/assign button of any channel, playback or master will cause only its contents to appear on the output at a level set by the flash "level" knob. All other outputs are blacked out.

6.0 Patch

6.1 EDIT THE PATCH (Patching)

To patch moving fixtures see “Section 7”

To edit the patch, hold [function] tap [patch]. Press [edit]

6.1.1 Patching DMX Slots (Addresses) to Channels

Rotate the EDIT wheel or press [<] or [>] to select the DMX slot. *maXim* models with 2 DMX universes (2 outputs) use U1 or U2 to indicate DMX Universe. When the DMX slot is incremented above the highest number in universe 1 (U1-512), it changes to universe 2 (U2-1). To patch the selected DMX slot to a channel, press the [F/A] button of the channel number.

?? The F/A LED will be lit on any maXim channel that is patched to a DMX slot. This indicates used maXim channel numbers.

Select another DMX slot with the EDIT wheel, [<] or [>] and patch it to a channel as above.

?? As each DMX slot is selected with [<] or [>] or the Edit Wheel, if the DMX slot is patched to a maXim channel, then the F/A LED of that channel will *flash*.

To save the patch, press [edit]

6.1.2 Patching Multiple Channels

When patching a channel to a DMX slot (above) to automatically patch a sequential range of desk channels to a sequential range of dimmers, press [<] or [>] or rotate the EDIT wheel to select the DMX slot for the first dimmer.

Hold [F/A] of the first channel to be patched, then tap [F/A] of last channel to be patched.

All channels in the selected range will be patched directly to their respective dimmers.

6.1.3 Set a Proportional Patch Level

When patching a channel to a DMX slot (above), hold down the flashing [F/A] button of the channel. The display shows the patch level. Whilst holding down the channel [F/A] button, rotate the EDIT wheel to set the patch level.

6.1.4 Unpatch a DMX Slot from a Channel

To remove a single patch, select the DMX slot (above) then press [remove], [yes] or set the proportional patch level to zero.

6.1.5 DMX Slots Patched to a Channel

Each channel may be patched to more than one DMX slot. To determine which DMX slots are patched to a channel, when patching a channel to a DMX slot (above) hold down [function] then repeatedly tap the [F/A] button of the channel in question. The display will cycle through all of the DMX slots patched to that channel.

If a DMX slot is already patched to a channel and you attempt to patch it to a different channel then the display will ask “DMX # patched to channel # - replace?”. If you press [no], the patch remains. If you press [yes], the patch is deleted and the new patch made.

To save the patch, press [edit]

6.2 REMOVE (DELETE) ALL PATCHES

To remove all patches, hold [function] tap [patch]. Press [remove] [yes]

This automatically bypasses the patch, directly connecting maXim channel faders to their matching DMX slot number. If any patch is then made, the bypass is automatically removed.

6.3 1 TO 1 PATCH

To add a “1 to 1 patch”, hold [function] tap [patch]. Press [add] [yes]

7.0 PaTPad Moving Light Controller

[PM] refers to the **Parameter Matrix** buttons on the **PaTPad**.

7.1 PATCHING MOVING FIXTURES

7.1.1 Adding Templates into the Library

Insert the floppy disk containing the Template(s) into the disk drive.

Press [menu], [PM] (LIBRARY), [PM] (Add)

Press the [PM] button beside the required Template name.

Press [menu].

7.1.2 Adding All Templates

To add all Templates on the disk to the library press;

[menu], [PM] (LIBRARY), [PM] (Add), [all], [yes].

7.1.3 Removing a Template from the Library

Press [menu], [PM] (LIBRARY), [PM] (Remove).

Select the Fixture Template by manufacturer/model.

Press the [PM] button beside the name of the Template.

7.1.4 Removing All Templates from the Library

Press [menu], [PM] (LIBRARY), [PM] (Remove), [all], [yes].

7.1.5 Loading Templates from the Library into the Patch

Hold [function] tap [patch]. Press [edit], [PM] (LIBRARY).

Select the Fixture Template by brand/model using the [PM] buttons.

Press [edit].

7.1.6 Patching Fixtures

Hold [function] tap [patch] Press [edit].

If the Fixtures Template is not in the patch, load it from the library as described above.

Press [PM] (Template name) (It flashes).

Select the DMX slot using the EDIT wheel or [<] or [>] buttons.

Press [F/A] (Fixture Number) to patch the Fixture.

The DMX slot automatically advances.

Patch further Fixtures to their [F/A] Fixture Numbers.

Press [edit] to save the patch.

7.1.7 Patching Multiple Same Type Fixtures

Hold [function] tap [patch]. Press [edit].

If the Fixtures Template is not in the patch, load it from the library as described above.

Press [PM] (Template name) (It flashes)

Select the starting DMX slot using the EDIT wheel or [<] or [>] buttons.

Hold [F/A] (first Fixture Number), tap [F/A] (last Fixture Number).

All Fixtures from first to last are automatically patched.

Press [edit] to save the patch.

7.2 PROGRAMMING

7.2.1 Fixtures

When a fixture is loaded onto the **PaTPad** it is automatically Hi-lighted. To load a Fixture press [get], [F/A] (Fixture Number).

To load several Fixtures,
press and HOLD [get], tap [F/A] (Fixture Number), [F/A] (Fixture Number), etc.

To load only fixtures with intensity above zero (**and clear all other fixtures from the PaTPad**) press; [get], [F/A] (flash yellow master).

To load all patched Fixtures,
press [get], [all].

To clear all Fixtures from the **PaTPad**
press [clear], [all].

To select a loaded fixture press either end of the [fixture displayer].

To directly select a loaded fixture, hold the centre of the [fixture displayer], tap [F/A] (fixture number).

When multiple fixtures are loaded in the one operation, “all mode” is automatically activated (blue LED). All fixtures of the same type as the selected fixture are controlled simultaneously. To toggle “all mode” off or on, press [all].

7.2.2 Groups

To store a Group, load the required Fixtures onto the **PaTPad** then press;
[store], [group], [F/A] (Group Number).
Only Hi-lighted fixtures will be stored in the Group.

To load a Group, press [get], [group], [F/A] (Group Number).

To load several Groups, press [get], press and HOLD [group], tap [F/A] (Group Number) [F/A] (Group Number), etc.

See also “Hi-lights” below for more group functions.

7.2.3 Filters

If any filters are applied, only filtered parameters are included when you “store” or when you apply presets or palettes. Only FLASHING parameters will be included.

To apply a Filter, select the Fixture on the **PaTPad** then press;
[filter], [PM] (parameter to Filter).

To apply several Filters, press and HOLD [filter] for ½ a second. It locks ON.
Press [PM] (parameter to Filter) [PM] (parameter to Filter) (etc),....Press [filter] to end.

To apply Filters to **altered** (a) parameters ONLY,
press [colour/beam/focus], [filter].

To apply Filters to groups of Colour, Beam or Focus parameters,
press [colour/beam/focus], [colour/beam/focus], [colour/beam/focus], etc until the required group of parameters are filtered. Press [filter] to finish.

To clear all filters,
press [clear], [filter].

7.2.4 Hi-Lights

When a fixture is loaded onto the **PaTPad** it is automatically Hi-lighted. Only Hi-lighted fixtures are included when you “store” scenes or when you apply presets or palettes.

Only FLASHING parameters will be included.

To clear the Hi-light of a Fixture;
press [clear], [F/A] (Fixture Number).

To clear the Hi-lights from all loaded fixtures;
press [clear], [fixture displayer].

To Hi-light a fixture;
press [get], [F/A] (Fixture Number).

To Hi-light all loaded fixtures;
press [group], [fixture displayer].

To ONLY Hi-light the fixtures in a group (and clear the Hi-lights of all other fixtures), press;
[group], [F/A] (group number).

To ONLY Hi-light the fixtures in several groups (and clear the Hi-lights of all other fixtures);
press and HOLD [group], then tap; [F/A] (group number), [F/A] (group number), [F/A] (group number), etc.

7.2.5 Home

Homing a fixture sets all of its parameters to their home values and sets the parameter times to their default values.

To set a Fixture to its home position press;
[home], [fixture displayer]

To momentarily send (flash) a Fixture to its home position, press;
[home] [F/A] (Fixture Number).

To send *filtered* (flashing) parameters to their home positions, press;
[home], [filter].

Only FLASHING parameters will be homed.

To send ALL Fixtures on the **PaTPad** to their home positions, press;
[home], [all].

To send ALL *patched* Fixtures to their home positions, clear the **PaTPad**
[clear], [all], then press; [home], [all].

To send ALL Fixtures that have an *intensity* level on the output to their home positions, press;
[home], [F/A] (flash yellow master).

7.2.6 Clone

Only flashing parameters will be cloned.

To clone the Fixture on the **PaTPad** to another Fixture, press;
[clone] [F/A] (destination Fixture Number)

To clone the Fixture on the **PaTPad** to a Group, press;
[clone] [group] [F/A] (Group Number).

7.2.7 Palette

To store a Palette, press;

[store] [palette] [Colour, Beam, Focus] (optional page) [F/A] (Palette Number)

To load a Palette, press;

[palette] [Colour, Beam, Focus] (optional page) [F/A] (Palette Number)

To include a link to a Palette in a scene, load the Palette, then without altering any “E” parameters, store into the desired scene.

To remove a link to a Palette from a scene, clear the **PaTPad**, press; [clear], [all].

Load the scene onto the **PaTPad**, press; [get], [store], [page] (optional), [F/A] (scene number).

Clear the link to the Palette, press; [clear], [palette].

Use either [record] (all current output) or [store] (only flashing parameters) to save the scene back into the same memory location.

Palette Playback (E-Mod)

If press and HOLD [palette], it will lock on.

You can now use the yellow [F/A] buttons for live playback your palettes.

Press [palette] again to de-select E-Mod mode.

7.2.8 Preset

To store a Preset, press;

[store] [preset] [Colour, Beam, Focus] (optional page) [F/A] (Preset Number).

To load a Preset, press;

[preset] [Colour, Beam, Focus] (optional page) [F/A] (Preset Number)

To include a link to a Preset in a scene, load the Preset, then without altering any “P” parameters, store the desired scene.

To remove a link to a Preset from a scene, clear the **PaTPad**, press; [clear], [all].

Load the scene onto the **PaTPad**, press; [get], [store], [page] (optional), [F/A] (scene number).

Clear the link to the Preset, press; [clear], [preset].

Use either [record] (all current output) or [store] (only flashing parameters) to save the scene back into the same memory location.

Preset Playback (P-Mod)

If press and HOLD [preset], it will lock on.

You can now use the yellow [F/A] buttons for live playback your presets.

Press [preset] again to de-select P-Mod mode.

7.2.9 Times

To change the times of a parameter;
press and HOLD [PM] (parameter to change).
Tap the ends of the displayer to select either.

Mov. Move time.

Dly Delay time that must expire before the Move time starts.

Flags---- Flags shows which flags (if any) have been set to yes.

Tapping the centre of Flags selects the FLAGS menu. When the FLAGS menu is selected, tapping either end of the displayer steps through the available flags. Tapping the centre of a displayer selects that flag.

Flags: - - - No Flags

Flags: - P - As Pan

Flags: EP - End Pan

Flags: - T - As Tilt

Flags: ET - End Tilt

Flags: - - C As Chase

When the As Chase flag is set to Yes, this parameter when played back as part of a CHASE, will ignore the time setting and instead use the crossfade setting of the chase.

7.2.10 Record Scene

To record a scene of the entire output, press;
[record scene] [page] (optional) [F/A] (scene number).

7.2.11 Store

To store a scene of only selected (flashing) **parameters**, press;
[store] [page] (optional) [F/A] (scene number).

7.2.12 Store + Level

To store a scene consisting of;
?? Selected (flashing) parameters.
?? All intensity levels on the output.
?? All parameters of any fixtures not loaded on the **PatPad** but with an intensity above zero on the output. press;
[store + level] [page] (optional) [F/A] (scene number)

7.3 EDITING

7.3.1 Edit Scene

To edit a scene in the current page, press [edit] [F/A] (scene number).

To edit a scene in a different page, press
[edit] [red page] or [blue page] [F/A] (Scene number).

The fixtures are loaded onto the **PaTPad**. Use the **PaTPad** in the normal way to alter (edit) any parameter settings.

When finished editing, press [edit]

The changes are saved according to the maxim rule;

Only FLASHING parameters will be INCLUDED.

7.3.2 Clearing (Removing) Parameters from a Scene

To clear a parameter(s) from a scene, Filter the parameter(s) to be cleared so that they are the only parameters flashing then, press [store] [clear] [page] (optional) [F/A] (scene number)

Only FLASHING parameters will be CLEARED.

7.3.3 Direct Attribute Control

To directly control an attribute of a Fixture, press [select] [F/A] (Fixture Number).

In Channel View video, a grey background shows the attribute to be controlled which is selected with the [<] and [>] buttons below the EDIT wheel.

To alter the selected attribute, rotate the EDIT wheel.

When finished, press [select]

8.0 Utilities

8.1 SAVE SHOW TO DISK

To save a show to disk, place a formatted disk in the disk drive, press and hold [function], tap [F/A] (disk), release [function]

The display asks "Save show to disk?". Press [yes]

By default the *maXim* offers a name of "SHOW1". To accept the show number, press [ok].

To change the show number, rotate the EDIT wheel. Up to 9 show numbers may be used.

To save the show number, press [ok]. To confirm, press [yes].

NOTE: Saving a show takes a few moments. During this time normal operation of the maXim is not possible.

When the save operation is complete the display confirms "Show # saved to disk."

Press [ok].

8.2 LOAD SHOW FROM DISK

When you load a show from disk, you replace the entire contents of the *maXim*'s memory with the show data from the disk. This includes all Scenes, Chases, Stacks, and the Patch.

WARNING: Once a load from disk is initiated, the current contents of the maXim's memory will be erased and cannot be recovered.

To load a show from disk, place the disk in the disk drive, press and hold [function] tap [F/A] (disk), release [function].

The display asks "Save show to disk?". Press [no]

The display asks "Load show from disk?". Press [yes]

The display shows a show number. Rotate the Edit wheel to change the show number.

To load the show, press [ok]

The display asks "Load "Show#" - are you sure?". Press [yes]

NOTE: Loading a show takes a few moments. During this time normal operation of the maXim is not possible.

When the load operation is complete the display confirms "Show # loaded." Press [ok]

8.3 RESET

8.3.1 System Reset

Performing a system reset will **not** affect any of the recorded memory or settings, except that the **maXim** resumes operation in PRESET mode with the patch bypassed.

Press and hold [function] tap [F/A] (reset), release [function]

The display asks "Do SYSTEM RESET?". Press [yes], [yes].

8.3.2 Total Reset

Total Reset will **ERASE** all the recorded memory from the **maXim** and reset the operating system. All Scenes, Stacks Chases and Patches are erased. The **maXim** resumes operation in PRESET mode with the patch bypassed.

Press and hold [function] tap [F/A] (reset), release [function]

The display asks "Do SYSTEM RESET?". Press [no]

The display asks "Do TOTAL RESET?". Press [yes]

The display asks "RESET will clear all memories - Continue?". Press [yes]

8.3.3 Power On Resets

To perform a "system reset" at power on, hold [function], switch on the power, release [function]. To perform a "total reset" at power on, hold [no], switch on the power, release [no].

8.3.4 Hardware Reset

To perform a hardware reset, remove the power then insert a small insulated pointer to press the RESET switch on the rear of the **maXim** beside the DMX Universe1 connector by.

Re-connect the power and switch on.

8.4 SETUP PREFERENCES

8.4.1 Default Times

To set your own default times that are used when you record scenes (in and out), stacks (in, out and link) and chases (speed and crossfade %) Press and hold [function] tap [F/A] (set-up).

The display asks "Set Preferences?". Press [yes] "Set default times and speeds?".

Press [yes]. Follow the prompts and set the times with the EDIT wheel. When a time is set *lower* than 0 seconds, it will be controlled by the manual "time" fader.

To accept the setting, press [ok]

8.4.2 Yellow Master Inversion

To invert the operation of the Yellow Master:

Press and hold [function] tap [F/A] (set-up).

The display asks "Set Preferences?". Press [yes] "Set default times and speeds?".

Press [no]. "Set Language default?". Press [no]. "Set FILE NAME Default?".

Press [no]. "Set Yellow Master Inversion?", Press [yes]

The display asks "Yellow Master is not inverted - Invert?" Press [yes]

8.5 VIDEO

Connect a SVGA or better video monitor to the video connector (optional on S & M models).

The video screen is divided into several areas:

- ?? The main part of the screen *always* shows the fixture intensities (bargraphs) at the top, a message area in the middle and the status of the playbacks and masters at the bottom.
- ?? The left side of the screen is selected by the operator and shows either:
 - 1 of 4 selectable video pages (see below), or
 - If none of the 4 pages are selected it further divides the left side into 4 areas and allows you to select any 4 Playbacks or the stack master and “pin” a status display for that Playback or stack into any of the 4 positions.

8.5.1 Selectable Video Pages

To turn on one of the 4 video pages on the left of the screen,

Press and hold [function] tap [F/A] (video 1 to 4).

- ?? Video 1 is “**Channel View**”
- ?? Video 2 is “**DMX Output & Patch**”
- ?? Video 3 is “**Stack Cue List**”
- ?? Video 4 is “**PaTPad View**”

To turn off the current video page on the left of the screen,

Press and hold [function] tap [F/A] (video 1 to 4).

8.5.2 Pinned Displays

When none of the 4 video pages are displayed, any Playback status or the stack status displays that have been “pinned” are revealed.

To “pin” a Playback status display into any of the 4 areas firstly de-select any of the 4 selectable video pages, which might be active (see above) then press:

[select] [F/A] (playback to pin) or [stack flash]

Press and hold [function] tap [F/A] (video 1 to 4)

Video 1 is at the top left of the screen and video 4 is at the bottom.

Whilst holding [function] tapping [F/A] (video 1 to 4) a second time turns OFF (unpins) the display.

Up to 4 pinned displays may be viewed at the same time.

When finished making your selection, press [select] (turns "select" off).

8.5.3 Pop up Windows

To see the memory contents of the red or blue bank;
press and HOLD [page] (red or blue bank).

To see a list of patched fixtures (PatPad only);
press [get] (toggle action).

To see a groups (PatPad only);
press [group] (toggle action).

To see a list of preset (PatPad only);
press [presets] (toggle action).

To see a list of palettes (PatPad only);
press [palette] (toggle action).



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