

# maXim

## SMALL FADER BASED DESKS FEATURE BENEFITS

*General:* The **maXim-S** and **maXim-M** are the two smallest desks in the large **maXim** family of fader based lighting controllers. Both models offer manual and memory operation and are great “learning” desks for the educational, worship, rental and small theatre sectors of the market. There is enough power within to allow the advanced user to create more complex shows – concurrently running multiple scenes and sequences like a MINIM but also incorporating a **theatrical style cue Stack** and In and Out **Time Masters**.

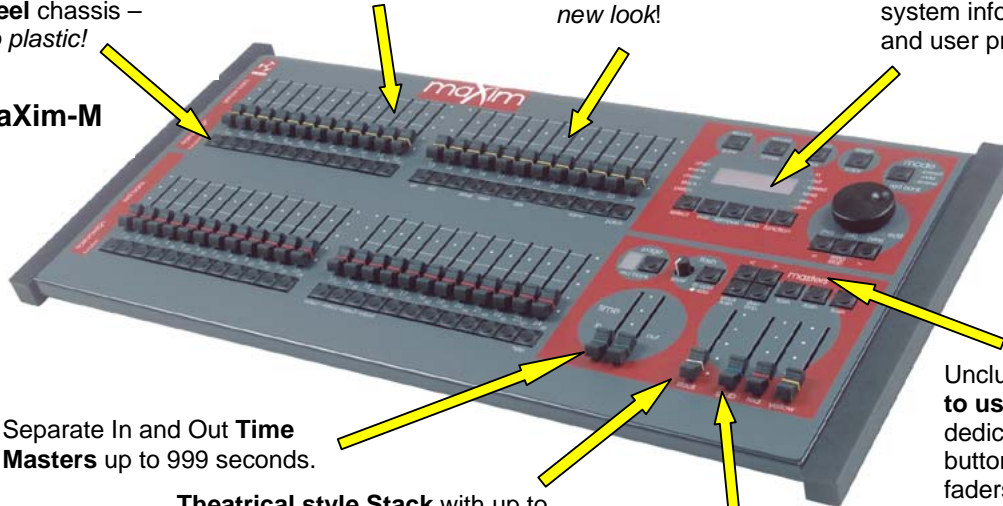
**Robust**, ergonomic design with **rubber** side bumpers and corrosion resistant **steel** chassis – *no plastic!*

All faders have integral dust covers – **longer life** and *smoother operation.*

**Durable** rear-screened polycarbonate front panel – easy to clean and maintains that *new look!*

**Large screen** displays scrolling system information and user prompts.

**maXim-M**



Separate In and Out **Time Masters** up to 999 seconds.

**Theatrical style Stack** with up to 500 steps each and direction, pause and **GO** buttons.

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

Uncluttered, **easy to use layout** with dedicated function buttons and faders.

**Optional SVGA** port to display desk output, memory information and multi-lingual “Help” screens.

**Internal** universal switchmode power supply 90-264 VAC, 47-440Hz with **brown-out protection** and Auto-Save on power loss.

**maXim-S**



**On Board keyboard** layout for naming of memories – *no extra peripherals required!*

Up to 25 scenes and chases on MAX/M can be played simultaneously – 13 on the MAX/S.

**Optional Disk Drive** for saving and loading shows, and for upgrading software.

**Fully proportional softpatch** to 512 dimmers.

- Lower fader bank can run in **three different modes** –
- Second Preset Bank (Preset Mode)
  - Extension to first Preset Bank (Wide Mode)  
*Double the number of faders!*
  - Memory Playback Masters (Scene Mode)