

# Manual

Version 2 software





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# **1. Packing and unpacking the Maxedia**

## 1.1 Unpacking the Maxedia

To unpack the Maxedia:

- 1. Remove the top cover from the flight case.
- 2. Remove the front and rear flight case covers. The Maxedia can be operated without removing it from its flight case.

# **1.2 Packing the Maxedia**

To pack the Maxedia:

- 1. Disconnect the console from power.
- 2. Disconnect any external video monitors.
- 3. Replace the front and rear flight case covers and then the top cover. Do not use excessive force.
- 4. The Maxedia can be wheeled, but for transport the flight case should be placed resting on its wooden rails.



# 2. Introduction

Dear Maxedia user,

Thank you for purchasing the Maxedia software.

# The Maxedia software is carefully designed to match the operating system. Do not install any other software. Doing so could seriously affect performance and make it impossible for the Maxedia to operate.

# Do not modify the system in any way, as this may make it impossible to provide service on the Maxedia!

The Maxedia user forum is available at http://www.martin.com/forum

# 2.1. Maxedia safety information

This product presents risks of lethal or severe injury due to electric shock. Read this manual before powering or installing the console, follow the safety precautions listed below and observe all warnings in this manual and printed on the console.

- Always ground (earth) the console electrically.
- Use only a source of AC power that complies with local building and electrical codes and has both overload and ground-fault protection.
- Do not expose the console to rain or moisture.
- Refer any service operation not described in this manual to a qualified technician.
- Do not modify the Maxedia or install other than genuine Martin parts.
- Do not lift or carry the Maxedia alone.

# 2.2. Included items

The Maxedia is shipped in a flight case that contains the following items:

- Power cable
- Maxedia 19" computer
- IO-Box
- 19" keyboard with touchpad
- OS DVD
- Maxedia Media Content DVDs



### 2.3. AC Power



For protection from electric shock, the Maxedia must be grounded (earthed). The AC mains supply must be fitted with a current overload circuit breaker or fuse and ground-fault (earth-fault) protection device.

The Maxedia accepts 100 - 240 VAC nominal, 50/60 Hz. Do not operate the Maxedia on supply voltages outside this range. The primary fuse is rated 6.3 A, 250 V slow-blow, high break capacity. Disconnect the device from power before changing the fuse. Replace the fuse only with a T 6.3 AH 250 V fuse.



No user-serviceable parts inside.

To apply power, set the power switch to the I position.

### 2.3.1. Power supply

The Maxedia comes with an auto-sensing, auto-ranging switch-mode power supply. Manual adjustments to the mains voltage and frequency are not necessary as the Maxedia automatically adapts.

### 2.3.2. Power connection



For protection from electric shock, the Maxedia must be grounded (earthed). The AC mains supply must be fitted with a fuse or current overload circuit breaker and ground-fault (earth-fault) protection.

Connect the Maxedia directly to AC power. Do not connect it to a dimmer system. Doing so may damage the system.

The Maxedia's 3 AC power output connectors provide a total of 6.3 A maximum. The voltage at these connectors is the same as the voltage applied to the AC power input connector. Use the power output connectors only to connect low-power devices such as the 19" Maxedia computer, external monitors and Ethernet switches.

### 2.3.3 Power cables

A power cable without a power connector is supplied. Only replace this cable with one of the following types:

- SVT, 18 AWG x 3 16 AWG x 3
- SJT, 18 AWG x 3 14 AWG x 3
- H05VV-F, 3G 0.75 1.5
- 4V-75, 250/440 V, 3G 0.75 1.0
- 227 IEC53 (RVV), 300/500 V, 3G 0.75 1.5

Maxedia

A 3-prong power plug with live, neutral and ground (earth) pins rated 250 VAC, 10 A minimum must be installed on the power cable following the plug manufacturer's instructions. Use a power plug of the approved type for your region. For example:

- USA: NEMA 5-15 A
- Europe: CEE or Schuko
- United Kingdom: UK BSI 13 A
- Denmark: SEV

The table below shows some possible pin identification schemes. If pins are not clearly identified, or if you have any doubts about proper installation, consult a qualified electrician.

Wire color	Pin	Symbol	Screw (USA)
Brown	Live	L	Yellow or brass
Blue	Neutral	Ν	Silver
Yellow/green	Ground	Ð	Green

# 2.4 Media content DVD end-user license agreement

### 2.4.1 Permitted use

The media files provided on the Media Content DVDs may be used on Maxedia Media Servers only. Owners of Maxedia systems may rent these files to another person, company, organization or other entity only as part of a Maxedia system.

The media files on the Media Content DVDs may be incorporated into artistic works such as live performances, films, videos, broadcasts, multimedia presentations, advertisements, World Wide Web page, presentation or print project.

The media files on the Media Content DVDs may not be used in a defamatory, scandalous, illegal, misleading, or otherwise unlawful manner and may not be used in or in conjunction with pornographic material.

For further information, please view the readme.htm file on each Media content DVD.

### 2.4.2 Copyright

The files included on the Media Content DVDs are trademark, property and copyright of their owners.

The media files on the Media Content DVDs may not be used, sold, licensed, reproduced, distributed as stock or effects imagery elements, made available as downloadable files or included in any other clip media/stock product, library, collection, or set of clips for distribution or resale.

We wish to thank the following media content providers for contributing their work for



use by Maxedia users:

- DigiGobos http://www.digigobos.com
- Dean Price http://www.maxedia.de
- A Luna Blue http://www.alunablue.com
- Main Concept http://www.mainconcept.com/texture\_loops.shtml
- Mode Studios http://www.modestudios.com
- Blue Pony Digital http://www.blueponydigital.com
- Sean Bridwell productions http://www.seanbridwellproductions.com
- Idyll Hands Imagery http://www.idyllhandsimagery.com

# 3. Connecting and starting up the Maxedia

### ! Always start up the Maxedia with both monitors connected.

The graphics card has two outputs. It is possible to connect a VGA monitor to the first output and a DVI monitor to the second. If required, a VGA monitor can be connected to the DVI output using a DVI-VGA adaptor.

The Maxedia starts up automatically and uses the DVI output for the second monitor (live output screen). If only one monitor is connected, the system will reset all the monitor settings.





# 3.1. What do I do if the monitor settings have been reset?

If the monitor settings have been reset, follow the procedure described below to restore them:

- 1. Start up the system and make sure that both monitors are connected.
- 2. Close the Maxedia software.
- 3. Right-click on the desktop and choose *Display Properties*.
- 4. Select Settings.
- 5. Click the Screen 2 button to activate it.
- 6. Mark the checkbox Extend my Windows desktop on to this monitor.
- 7. Click the *Apply* button.
- 8. Go to **Advanced** and choose **Displays**.
  - There are three possible options (see illustrations below):
    - Two VGA-monitors
    - One VGA-monitor and one DVI-monitor
    - One VGA-monitor and one TV
- 9. Click the Apply button.
- 10. Go to the Windows Start Menu and start up *Maxedia*.

Display Properties
Themes Desktop Screen Saver Appearance Settings
Drag the monitor icons to match the physical arrangement of your monitors.
Display:
1. Prestigio P171 on RADEON 9800XT
Screen resolution
✓ Use this device as the primary monitor.
Z Extend my Windows desktop onto this monitor.
Identify Troubleshoot Advanced
OK. Cancel Apply



- When the two VGA monitors are connected (see illustration below):
  - a) The left monitor must be 1.
  - b) The right monitor must be 2.

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1 <u></u>				32	
				Treads	estrate

- When one VGA monitor and one DVI monitor are connected (see illustration below):
  - a) The VGA-monitor must be 1.
  - b) The FPD-monitor must be 2.

📶 Color	📶 Options	📶 Rotalio	n 🛛 🗖 Overlag
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1 201	75 Hz		~~
	1 2		
	304	9	EP0
			900,600
	1		60 Hz
			Troubleshoot



• When one VGA monitor and one Composite or S-Video monitor are connected (see illustration below):

a) The VGA-screen must be 1.b) The TV must be 2.

📶 Colo	r	Ti Options	1	Rotation		Ti Overlav
Mi SMAR	TGART(tm)	411 3D	ATI VPL	Recover	📶 0V	ERDRIVE(tm)
General	Adapter	Monitor T	roubleshoot	Color Mana	agement	Mi Display
	Scheme Hotkey:	None			Save	
0	/	Monitor		м	lonitor	
		1280x1024 60 Hz	4			
9		т			FPD	
				[	Troublesho	ot



# **3.2. Connecting DMX devices**

- The Maxedia has 5-pin XLR sockets for DMX input and output. The pinput on all sockets is pin 1 to shield, pin 2 data cold/compliment (-), and pin 3 to data hot/true (+).
- Use shielded twisted-pair cable designed specially for DMX devices: standard microphone cable cannot transmit control data reliably. 24 AWG cable is suitable for runs up to 300 meters (1000 ft.) Heavier gauge cable and/or an amplifier are recommended for longer runs.
- To split the DMX link into multiple branches, use a splitter such as the Martin 4-Channel Opto-Isolated RS-485 Splitter/Amplifier. Never use a Y-cable.
- Do not overload the link. Up to 31 additional devices may be connected on any given DMX link.
- Terminate the link by installing a termination plug in the output socket of the last fixture. The termination plug, which is a male XLR plug with a 120 ohm, 0,25 watt resistor soldered between pins 2 and 3, "soaks up" the control signal so it does not reflect and cause interference. If a splitter is used, terminate each branch of the link. Please note that some fixtures and dimmers provide onboard termination and do not require an external terminator. Consult the user manual of the DMX device for details.
- Martin fixtures introduced before 1997 have reversed polarity data sockets (pin 2 + and pin 3 -). The socket polarity is labelled. Use a phase-reversing cable between the Maxedia and any device with reversed polarity.

# 3.3. Maxedia IO-Box connections

### 3.3.1. Diagram

This document describes how to connect the Maxedia with the IO-Box. All the cables needed are enclosed in the flight case.



- 1. Mouse connector (Green), keyboard drawer, mini DIN6.
- 2. Keyboard connector (Purple), keyboard drawer, mini DIN6.
- 3. Fire wire IEEE1394, peripheral cable, IEEE1394 6pin female.
- 4. USB, peripheral cable, USBA.
- 5. SPDIF Out, peripheral cable, male RCA.
- 6. Audio line in, peripheral cable, male stereo jack.
- 7. Audio line out, peripheral cable, male stereo jack.
- 8. Remote Network, peripheral cable, RJ45.
- 9. GUI, IO box, DVI.
- 10. MAXEDIA, IO box, DVI.
- 11. Ether DMX1, peripheral cable, RJ45.
- 12. Ether DMX2, peripheral cable, RJ45.
- 13. CVBS In, peripheral cable, BNC.
- 14. S-Video out, mini DIN4.
- 15. SDI In, peripheral cable, BNC (not used).

### 3.3.2. Actual representation

#### **IO-Box connections**



#### Overall cable arrangement

Standard routing for all cables is on the side of the flight case (see illustration below).



### 3.3.3. The different parts of the IO-Box



1. Camera Inputs:

CVBS IN = Composite video input. CVBS OUT = Buffered CVBS IN signal. SDI IN = SDI video input. SDI out = Buffered SDI IN signal.

#### 2. Maxedia

CVBS out = Composite video output from the Maxedia Engine.\* S-VIDEO out = S-Video output from the Maxedia Engine. \* DVI-out = The DVI output from the Maxedia Engine.

\* see section 1.1.1.

#### 3. GUI

DVI-out = The graphical user-interface output from the Maxedia (graphics card VGA signal).

#### 4. Network

IEEE-1394 = Firewire connection. 2x USB = 2 USB connections.

Remote = 1 Gbit Ethernet Connection to the maxedia. EtherDMX IN = ArtNet DMX input Connection. EtherDMX OUT = Artnet DMX output Connection.

#### 5. Sony

RS422 = Serial interface connection. RS232 = Serial interface connection.

#### 6. DMX-512

IN = 5-pin DMX input. OUT = 5-pin DMX output.

#### 7. AUDIO IN

LEFT = left audio input signal. (XLR) RIGHT = right audio input signal. (XLR)



#### 8. AUDIO OUT

SPDIF = Sony/Philips Digital Interface. LEFT = left audio output signal. (XLR) RIGHT = right audio output signal. (XLR)

### 3.3.4. The menu of the IO-Box

- The *Menu* button can be used for opening new menus and for returning to a previous menu.
- The two *arrow* buttons can be used for moving through a menu.
- The *Enter* button can be used for opening menus and executing commands.

The IO-Box-menu:

- 1. Test Images
  - 1.1. Normal
  - 1.2. Color Bar
  - 1.3. Luminance Bar
  - 1.4. Alignment
  - 1.5. Video 1 in
  - 1.6. Video 2 in

#### 2. DMX-In

- 2.1. Set DMX-Base Address
- 2.2. Set DMX Output Adjustment Address
- 2.3. Set DMX Layer Address
- 2.4. Set Number of Layers
- 2.5. Select DMX Protocol (DMX In/Artnet)
- 2.6. DMX Base Universe
- 2.7. DMX Output Adjustment Universe
- 2.8. DMX Layer Universe
- 2.9. DMX Base Active (On/Off)
- 2.10. DMX Output Adjustment Active (On/Off)
- 2.11. DMX Layer Active (On/Off)

#### 3. Global Settings

- 3.1. Set Boxname
- 3.2. Set Autoscroll (On/Off)
- 4. Defaults
  - 4.1. Save Userdefault
  - 4.2. Load Userdefault
  - 4.3. Load MFGDefaults
- 5. Diagnostics
  - 5.1. DMX Viewer
  - 5.2. Connection Test









# **3.5. Opening the Maxedia software**

If all connections have been made correctly, the Maxedia can be powered on. After start-up, a welcome-screen appears.



There are four possible options (see illustration above):

- 1. *New Show:* This option starts up a completely new blank show without any loaded cues. Do not forget to give the new show a name.
- 2. Load Show ...: This option loads a stored show.
- 3. *Quit:* This option closes the Maxedia software down.
- 4. *Continue:* This option reloads the last show.

→ Click Load Show to continue and open the Martinmaxediashow.mxshow file. The location of this file is c:\programfiles\martin\maxedia2\martinmaxediashow.mxshow



	Dimmer		Red	Gree	n	Blue	Ci Sele	ueA ection	CueA Pa	e Si	CueB election	CueB P	age (	ueBlur	Wipe Mod		Wipe Selection	
	U Transition	W	u ipe Blur	LiveText Dimmer	Live1 Selec	ext tion	LiveText Effect	Volume d Ou	soun V tput	'olumeSoun d Input	VolumeSo d Wav	oun e	Control	SpeedA	Speer	#	Output Preset	
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	DMX Adjusti KeyLeft Move	ment Char Kej Ro	nnels – yLeft state	KeyRight Move	KeyRight Rotate	Key] Mo	fop ve	KeyTop Rotate	KeyBo Move	Key Ro	Bot ate F	KeyAll Rotate	Framing LeftMove	Framin	g Fra t Righ	ming tMove	Framing RightRot	
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	Framing TopMove	Fra	ming pRot	Framing Bot Move	Framing Bot Rot	Fram	ing P lot P	reserved	Mask Selectic	n Mask Sele	Bank H stion F	/laskX losition	MaskY Position	Mask Sc	ale M. Ro	ask Itate	Mask Blur	(
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			Ba	ase					Adjustme	nt		T			Layers			
			_															

# 3.6. Structure of the Graphical User Interface

The Maxedia's Graphical User Interface (GUI) consists of three main parts (see illustration above):

- 1. Screen Selector: This bar represents the different pages which can be displayed.
- 2. *Action field*: Here most of the action takes place: all cues are made, media are imported and manipulated and the shows are created.
- 3. Command Bar: This bar represents all standard commands:
  - 1. *Record:* Storing items
  - 2. Copy: Make a copy of items
  - 3. Move: Change location of items
  - 4. Delete: Remove items
  - 5. *Edit:* Add items
  - 6. *Clear:* Undo a command
  - 7. Enter: Execute a command
  - 8. *Config:* Display the configuration screen
  - 9. *Medialibrary:* Display the media library
  - 10. Quit: Close down Maxedia



# 4. Tutorials

# 4.1. Representing cues

Click the Outp	out Mixer button	in the Scree	en Selecto	or-bar.		
<sup>1</sup> DMX VIEWER <sup>2</sup> MEDI	A SELECTOR <sup>3</sup> PLUG-INS	LAYER EDITOR	s Empty	6 CUE PAGE	<sup>7</sup> OUTPUT MIXER	8 OUTPUT ADJ

This is the *Output Mixer* screen:



Before a cue can be played back, it must be selected from the *cue selection list*. Only selected cues (cues in a *yellow frame*) will be visible on the Output screen.



# 4.2. Clearing cues

The selected cues can easily be deleted by clicking the *Clear Programmer* button in the *Layer Editor* (see drawing below).

# 4.3. Making cues

Cues can be made with *plug-ins* by following this procedure (see illustration below):

- 1. Click the Video Effects button.
- 2. Double click the *Video Plug-in* icon. The *plug-in* will be loaded.
- 3. Click on a *video file*.
  - a) *Media Groups:* group and directory can be selected.
    - b) Media Selection: items can be selected.

The first cue is produced and will appear on the Output screen.





! It is possible to load 20 plug-ins in a cue. Repeat steps 2 to 4 to load plugins.

**!** Making cues is also possible by using the **Plug-in** button in the **Screen Selector**. Follow the four steps above in this case also.

# 4.4. Recording cues

Choose	Cue F	Page in	n the S	Scree	n Sele	ector.		-					
1 DMX VIEWE	R <sup>2</sup> MEDI	A SELECTOR	<sup>3</sup> PLL	IG-INS	4 LAYER E	DITOR	Empty	6	CUE PAGE	<sup>7</sup> OUT	PUT MIXER	<sup>8</sup> OUTP	UT ADJ
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	11		23	14	15	16	17 3 a 27 (10)	18	19	20		Cue A	
						36	37	39	39	40	<b>^</b>		
	41	42	43	4		44	47 Magaz 8	44		50			
	51	52	53 	54 	55	58	57	58	<u> </u>	eo 		Cue B	
Me	61	<sup>62</sup>	63 	64 	<sup>65</sup>	66 	67	68 	<sup>69</sup>	<sup>70</sup>			
AB-Prev	21 	72 82	<sup>73</sup>	74 	<sup>75</sup> 85	76 98	77 87	78 89	79 89	a: 			
alection 2		92	93	94	 95		97		99			Preview	
Due Si	101	102	 103 	104	105	105	 107 	108	109				
	9												J
t Preview					1.			Cue A					
Outpu				0	n		5	Preview					
1 Record	Сору	Мо	ve	Delete	Edit	0	lear	Enter		Config	Media Libra	ry	Quit

Follow the procedure mentioned below (see illustration above):

- 1. Click the *Record* button.
- 2. Click in an *empty box*.

The cue is now recorded.

# 4.5. Adapting cues

Choose Layer Editor in the Screen Selector.



This is the Layer Editor screen:

1	DMX VIEWER	<sup>2</sup> MEDIA SE	LECTOR	PLUG-INS	4 LAYER EDITO	R <sup>5</sup> Em	oty	CUE PAG	iE <sup>7</sup>	OUTPUT MIXER	8 OUTPI	JT ADJ
🐼 Plugins		Video 2D E Effects 3 2 O E 2 D E 3 3 7 8	Iffects         Image: 3 period            4             9	ts 4 5 10	▶ ▲ ▼	© Media Groups	<sup>1</sup> User Video <sup>2</sup> <sup>3</sup> <sup>10</sup>	User f rextures 4 11	User <sup>4</sup> Us Flash <sup>5</sup> <sup>12</sup>	er 3D Svideo IN 6 13	<sup>6</sup> Beacon Video 7  14 	<ul> <li></li> &lt;</ul>
🐼 Media Selection	3	Player media	der <sup>a</sup>       	4 5	6 21 21						13 14 28	
	5 Adju	3ase Istment	S Layers	4 12 	3 13	4 5 14 15	6 16	··· 7 ··· 17		8 9 18 19	[10 [20	
	L	ayers		6)		Global Outp	ut Media	Dimmer	Layer L Enable B	ayer Camera uffer Lock	Default Channels	А
Disable	Base	Defaults	aters	(at		3D Spee	d Layer Mo	de			Default Layer	в
(Enable/	Adjustme	nt Defaults	er Param	4		Effects					Clear Program mer	Preview
	Layers	Defaults	C Leve			Video		65535	On	Off Off	8 Bit	Auto
	Record	Сору	Move	Delete	Edit	Clear	Enter		Config	Media Libra	y	Quit

This screen offers the possibility of fine tuning and improving cues.

The Layer Editor-screen contains 6 different panels (see illustration above):

- 1. *Plug-in:* plug-ins are selected.
- 2. *Media Group:* media type and the group are selected.
- 3. *Media Selection:* media are selected.
- 4. *Layers:* The internal representation of a cue (one cue consists of 20 layers)
- 5. **DMX Enable/Disable:** Adjust the DMX access to control this board from the lighting panel.
- 6. *Layer Parameters:* The fine tuning of each layer and the possibility of adjusting parameters such as 3D movement, 3D rotation, blending, color and effects.



### 4.5.1. Changing cue media

#### Choose Layer Editor in the Screen Selector.

1	DMX VIEWER	<sup>2</sup> MEDIA SELE	CTOR <sup>3</sup>	PLUG-INS	<sup>4</sup> LAYER EDITO	DR 5	Empty	6 CUE P	AGE	<sup>2</sup> OUTPUT	MIXER	<sup>8</sup> OUTP	UT ADJ
🐼 Plugins		eo ects <sup>2</sup> 2D Effe	ects <sup>3</sup> 3D Effect 4 9	s 4 5 10	▶ ▲ ▼	Media Groups	1 User Video 2 9	2 User Textures 3 4 10 1	<sup>3</sup> User Flash <sup>4</sup> f <sup>11</sup> 1	<sup>4</sup> User 3D Objects 	5 Video IN 6 	<sup>6</sup> Beacon Video <sup>7</sup> <sup>14</sup>	<ul><li></li><li></li><li></li></ul>
😵 Media Selection	Image: Play in the second se	ver dia <sup>2</sup> Shade media		4		7 9 <b>1</b> 2	*  ********************************				<sup>2</sup> [ 1 <sup>3</sup> [ 2 7 [ 2	a	▶ ▲ ▼
	Base Adjustme	nt	Defar	alt 2	1	4 14	5 15	6 16	7 17	8 18	9 - 19 -		· · · ·
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Disable	Base Defa	ults	eters	(d)		3D S	ipeed Layer	Mode				)efault Layer	в
X Enable,	Adjustment De	efaults	er Param u0	4		Effects					P	Clear rogram mer	Preview
MD 🔕	Layers Defa	ults	C Ley			Video		65535	5 On	Off	Off	8 Bit	Auto
	Record	Сору	Move	Delete	Edit	Clear	Ent	er 🛛	Config		1edia Library		Quit

**!** Use the **Media Library** to add or delete media (at the bottom right in the Command bar. See section 2.8.).

Change cue media in two steps (see illustration above):

- 1. Select the layer or create the layer (see section 2.3.)
- 2. Select the media. The following media are now available:
  - Media Groups: group and directory can be selected.
  - Media Selection: items can be selected.

### 4.5.2. Adjusting parameters

#### 4.5.2.1. Global



#### 1. **Output:**

- Dimmer
- Layer on/off
- Layer Buffer on/off
- Camera Lock on/off
- 2. **Speed:** Here the speed can be adjusted.

#### 3. *Media:*

- Group
- Subgroup
- Item
- Output: layers can be added, subtracted and multiplied (eg. Taking the maximum of both layers, taking the minimum of both layers, making black transparent, making black transparent). Always select the last layer and then apply the operation.
- 4. Layer Mode: Advanced layer modes

**!** Click the **Default Channels-button** to put the original parameter values back.

### 4.5.2.2. 3-D

-		_( 1 )_( 2 )						
	Global	3D Postion 3D Rotation	×	Y	Z	-	Default Channels	A
fers	3D	Layer Size					Default Layer	в
L Parteme	Color Effects						Clear Program mer	Preview
	Video		33204	32768	25777		8 Bit	Auto

- 1. **3D Position:** Determine the position by using the X-, Y- and Z-bars.
- 2. **3D Rotation:** Determine the rotation by using the X-, Y- and Z-bars.
- 3. **3D Layer Size:** Determine the layer size by using the X-, Y-, Z-bars and Aspect Ratio.

! Click the **Default Channels-button** to put the original parameter values back.

#### 1 Blue Red Green Global RGB Default Channel: A 3D Default Layer Color Clear Program Preview Effects 8 Bit Auto Video 57671 33204 4806

1. *RGB:* Determine the color by using the *Red-, Green-* and *Blue-bars.* It is possible to add or subtract the color depending on the position of the bar.

! Click the **Default Channels-button** to restore the original parameter values.

#### 4.5.2.3. Color

### 4.5.2.4. Effects



#### 1. Shader Effects:

- Reverse: Inverts color values (first bar only).
- Greyscaling: Turns the screen into black and white (first bar only).
- Edge: Makes edges visible (first bar only).
- R-edge: Applies Reverse and Edge at the same time (first bar only).
- Postarization: Appllies postarization (first bar only)
- Separate Shift: Shifts colors (first bar only).
- Separate Rotation: Shifts and rotates colors (first bar only).
- Gaussian Blur: Blurs the video (first bar only).
- Zoom (Shine-effect): Allows zooming along the three axes (first three bars only).
- Replace: Replaces colors (first bar only).
- Glare: Creates a glow (first two bars for amount of glow and fine tuning).
- R-glare: Creates reverse glow (first two bars for amount of glow and fine tuning).

#### 2. Image effects:

- Tile: Adjusts screen division or tiling.
- Dot: Transforms image into small dots.
- Mosaic: Transforms the image into a mosaic.
- Mirror: Reverses the image (the X-axe, Y-axe and both at the same time).
- Oil Paint: Applies an oil painting-texture.
- Ring: Transforms the image into a ring-shaped form.
- Cube: Transforms the image into a cube-shaped form.
- Cube Vision: Applies Cube and Tile effects at the same time.
- 3. **Shader Media:** Generates a mask to apply the Shader (black and white equal both at 100%).
- Click the **Default Channels** button to restore original parameter values.



### 4.5.2.5. Video

		Global	Video	IN	OUT	Loop Mode	Default Channels	A
ß	and Black	ЗD			I		Default Lauer	в
amete		Color			E		Clear	
/er Par	On	Effects			I		Program mer	Preview
C Lay		Video		0	65535	65535	8 Bit	Auto

This differs depending on the plug-in used (see Appendix A).

**!** Default Layer makes it possible to apply all the Defaults the same time. All parameters and media will be returned to their original values.

By using 8 Bit-16 Bit all parameters can be set with precision.

# 4.6. Mixing cues

The Maxedia software mixes cues from A to B and back.



This is the **Output Mixer** screen:

1 DMX VIEWER 2 MEDIA SELECTOR	<sup>a</sup> PLUG-INS	4 LAYER EDITOR	5 Empty 6 C	CUE PAGE 2 OUTF	PUT MIXER <sup>8</sup> OUTPUT ADJ
Oue Selection A					
Cue A 5 GU Cue B Fade 6.0 s Blur S Blur S Blur S	peed Speed Audio Du	suotistee 1 1 1 1 1 1 1 1 1 1 1 1 1	<sup>2</sup> Additive <sup>3</sup> Dip To Black <sup>4</sup> Dip Whi <sup>7</sup> Direct <sup>8</sup> <sup>9</sup> <sup>9</sup> <sup>12</sup> <sup>13</sup> <sup>14</sup> <sup>14</sup> <sup>17</sup> <sup>18</sup> <sup>19</sup> <sup>19</sup> <sup>22</sup> <sup>23</sup> <sup>24</sup> <sup>24</sup>	To 5 Image Mask 10	Transitio     Base       Adjustment       anges       Origination       Wipe       Wipe
Oue Selection B					
Record Copy Mo	ve Delete	Edit	Clear Enter	Config	Media Library Quit

The *Output Mixer* screen contains five different panels (see illustration above):

- 1. Cue Selection A: Load a cue by clicking on it.
- 2. Cue Selection B: Load a cue by clicking on it.
- 3. **DMX Enable/Disable:** Gives the DMX console access to the parameters on this screen.
- 4. *Transitions:* Allows selection of different kinds of transition.
- 5. **Output:** Allows adjustment of transition parameters, output monitor display or switching between one cue and another (manually or automatically).





### 4.6.1. Mixing cues in 4 steps

If the function of each panel in the *Output Mixer* screen is clear, then the mixing of the cues can start:

- 1. Select a cue in A.
- 2. Select a cue in **B**.
- 3. Choose the desired transition
  - Either via the Transition Page
  - Either via the *Wipe Page* (Wipe regulates the transition on the basis of greyscales. Wipe can be set precisely by using the *Blur Parameter*.)
- 4. Clicking the **Go** button starts the transition from A to B or from B to A.





# 4.7. Adjusting the Output Monitor

#### Choose Output Adj in the Screen Selector.

This option makes it possible to change the colour (to add or to subtract colour), to cut off angles and to keystone.

					4	19 <u>2</u> //	
<sup>1</sup> DMX VIEWER	<sup>2</sup> MEDIA SELECTOR	<sup>3</sup> PLUG-INS	<sup>4</sup> LAYER EDITOR	5 Empty	6 CUE PAGE	<sup>7</sup> OUTPUT MIXER	8 OUTPUT ADJ
			12				

	<sup>1</sup> DMX VIEWER <sup>2</sup> MEDIA SELECTOR	<sup>3</sup> PLUG-INS	4 LAYER EDITOR	5 Empty	6 CUE PAGE	<sup>7</sup> OUTPUT MIXER	8 OUTPUT ADJ
	Open		- Shift		- Botation		Default
	Staircase		Upper Bottom	Left Right	Upper Bottom	Left Right	All
(1	ColorBar	2					riaming
	Alignment	F					
	Video 1 Red Green	Blue	32768 32768	32768 32768	32768 32768	32768 32768 3	2768 KeyStone
	Default Col						
			asks 2 3	···· 4 ··· 5			
(4		3 🔺					
	te	g 31 32	<b>3</b> <sup>21</sup> <b>24</b> 33 34	25 26 35 36	27 28	··· 29 0 39 4	•
	State A Scale Rot Output Blur	Sk Selecti	43 44	45 46	47 48		•
	Default Mask Clear Mask	₩ ₩ 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	53 54	55 56		59 6	·
	Record Copy Move	Delete	Edit	Clear Enter	Config	Media Library	Quit

This is the **Output Adj-screen**:

- 1. **Color Adjustment:** Allows adjustment of output colors. Also allows different types of test cards to be displayed to calibrate the screen or beamer.
- 2. Adjustment: Allows adjustment of size, rotation and keystoning of the output.
- 3. *Mask Selection:* Selects the type of mask that will be used.
- 4. *Mask Adjustment:* Adjusts the desired mask.



# 4.8. Importing media

The *Media Library* must be used to import own media.

Choose Media Library in the Command bar.



This is the *Media Library* screen:





#### The *Media Library-screen* contains 4 parts:

- 1. *Viewer:* Allows browsing through the Maxedia's physical discs. USB memory sticks can also be used. These sticks will be detected automatically.
- 2. This area allows the information stored on the discs to be loaded internally.
- 3. *Groups:* Allows selection of different types of media. The media that are recognized by the Maxedia software will be divided into seven groups. The first five groups are visible at the bottom left of the screen.
  - These toolbars function as filters for the Viewer.
     Example 1: To load Textures, the Texture group must be clicked first. Then a Texture file can be selected.
     Example 2: To load video clips from a disc, the Video group must be clicked first. Then a Video file can be selected.
- 4. **Subgroups:** Here the subdivisions of the types of media can be browsed through.
- 5. *Items:* Here the media files of each subgroup can be browsed through.
- ! The process of importing media is faster if no cues or programs are activated.

# 4.8.1. Importing media in four steps

Choose *Media Library* in the *Command bar*.

1 DMX V	IEWER	<sup>2</sup> MEDIA SEL	ECTOR	PLUG-IN	IS	4 LAYER EDITO	IR 5	Emp
1		Back	For	ward	Multi s	elect	Show All	
P 🛃	Address	E:\avi						
A:\ 2	¢	2	3	<b>\$</b> }	5	° 👙	7 ©)(11)(@	8
■ <b>2</b>	<sup>14</sup>	15 (CIRIO)	**	17	18	19	20	21
4 👟 H:\	27	28	23	30		32		34
5	40	41	42	43	4	45	46	47 
	53 	54 	<sup>55</sup>	56 	57 	58	59 	<sup>60</sup>
2	1	2	3 	4	5	6		1
<sup>1</sup> User Video	<sup>7</sup>	8	9 	10 	11	12	<b>^</b>	7
<sup>2</sup> User Textures	13 	14	15	16	5	18		13
<sup>3</sup> User Flash	19 	20	21	22		24		19 
<sup>4</sup> User 3D Objects							-	
<sup>5</sup> User Scripts	37			40	41	42		37
							Options	
			Apply Char	nges				
4 Recor	d	Сору	Move	De	lete	Edit	Clear	



- 1. Select the drive which contains the desired media.
- 2. Select the media type.
- 3. Select the desired media.
- 4. Click the *Record* button in the *Command bar.*
- 5. Click on an empty box in the left panel below the media (The panel with the AVI-folder).
- 6. Click the *Create directory for selected resource(s)* button to confirm.

It is possible to select more than one item at a time by double-clicking on the first item and clicking once on the last item. All items in between will be selected.



1 DMX V	IEWER	<sup>2</sup> MEDIA SEL	ECTOR	PLUG-IN:	5	LAYER EDITO	R	Empty
		Back	For	ward	Multi selec	et	Show All	
' 🦣	Address	E:\avi			_			
2 📀	<sup>1</sup> 🕸					° 👙	7 (3)(31)(62)	1
	<sup>14</sup> ())	15 (3.833)	芾	17	18	19 10 10	20	21
4 📚 H:\	27	28	29	30	31	32		34
5	40	41	42				46	
	53 	54	55 	56 	57 	58 	59 	60 
	t ew director	2	3 	4	5	6 		1 <b>@</b>
<sup>1</sup> User Video	7	8	9 	10		12 		7
<sup>2</sup> User Textures	13	14	15	16 	17	18 		<sup>13</sup>
<sup>3</sup> User Flash	19 		21 	22 	23 	24 		19 
<sup>4</sup> User 3D Objects	25 	26 	27	28 	29 	30 	-	25 
<sup>5</sup> User Scripts	31	32	33	34	35	36		31
	37	38	39 	40	41	42	Options	37
		3	Apply Char	nges				
Record		Сору	Move	Del	ete 1	Edit	Clear	

Now the show contains a folder with your own media. To give this folder a new name:

- 1. Click the *Edit* button in the *Command bar*.
- 2. Click the desired folder and fill in a new name.
- 3. To make sure the show contains the new media, you have to click the *Apply Changes* button. The Maxedia will load all the new media to the hard drive, where the show is stored.

# 4.9. The DMX Viewer

The *DMX Viewer* is a special screen within Maxedia. It is generated by clicking the *Screen Selector* button.

1 DMX VIEWER 2 MEDIA SELECTOR 3 PLUG-IN	LAYER EDITOR 5 Empty	y <sup>6</sup> CUE PAGE <sup>7</sup> OUTPUT	MIXER <sup>8</sup> OUTPUT ADJ

This is the DMX Viewer screen:

1	DMX VIEWER	<sup>2</sup> ME	DIA SELE	CTOR	PLUG	INS	4 LA	'ER EDITOF	3	E	impty	ſ	CUI	e pagi	E 7	OUTPUT	MIXER	<sup>8</sup> OU	TPUT ADJ
	DMX Base	Channels -																	
	Dimmer		Red	Gree	n	Blue	s	CueA election	CueA	Page	Ci Sele	ueB ection	Cue	B Page	e Cu	eBlur	Wipe Mo	le	Wipe Selection
	0		0	1 0		0		0		)		0		0		0	0		0
	Transition	n Wip	oe Blur	LiveText Dimmer	Live Sele	eText ection	LiveTex Effect	t Volur d C	neSoun utput	Volun d I	neSoun nput	Volume d Wa	eSoun ave	Co	ntrol	SpeedA	Spee	dB	Output Preset
	0		0	0		0	0		0		0	0				0	0		
		tment Chan	nels —								_	_		_			_		
	KeyLeft Move	Key Rot	Left ate	KeyRight Move	KeyRigh Rotate	t K	eyTop Move	KeyTop Rotate	Keş Ma	Bot ove	KeyB Rota	ot te	KeyAl Rotate	3	Framing LeftMove	Framin LeftRo	ig Fra ot Righ	aming tMove	Framing RightRot
	0			0	0		0	0		0	0		0		0	0		0	
	Framing TopMove	e Fran Top	ning Rot	Framing Bot Move	Framing Bot Rol		raming AllRot	Preserved	Ma Sele	ask oction	Mask B Select	ank ion	Mask≯ Positio	< n	MaskY Position	Mask Sc	ale M	ask otate	Mask Blur
	0			0	0		0	0		0	0		0		0	0		0	
	DMX Layer	Channels																	
	Dimmer	Red	Green	Blue	Position X	Positi Y	on Positi Z	on Rotati X	on Rot	ation Y	Rotation Z	Funct n	tio S	Script Ampl	Script Speed	Speed Plugin	Mode ALL/A/B	Laye Contri	r bl
		0	0	0	0	0	0	0		0	0	0	Ţ	0	0	0	0	0	
		0	0						┽─		0		┿	U					
XX	0	0	0	0	0	0	0	0		0	0	0		0	0	0	0	0	
Ô		0	0	0	0	0	0	0		0	0	0		0	0	0	0	0	
(۳)									1000										
AXEn	Base								Adjust	ment							Layers		
	Base Defaults							A	djustment	t Defaul	ts					Lay	ers Defaults		
	Record	Сору		Move		Delete		Edit	CI	ear		Enter			Config	м	edia Library		Quit

This special screen allows the user to constantly monitor all the commands sent from the DMX to the Maxedia.



The *DMX-viewer* screen contains two panels:

- **DMX:** This panel gives an overview of all the DMX values used.
- DMX Base/Adjustment/Layers and DMX Base/Adjustment/Layers Defaults: These panels are used to accept or reject DMX commands. The Defaults will restore the original values.

When DMX is accepted without a DMX signal entering, the output will remain black. To repair it the Default buttons can be used.

<sup>1</sup> DMX VIEWER <sup>2</sup> M	EDIA SELECTOR	6 LAYER EDITOR	5 Empty	6 CUE PAGE	<sup>7</sup> OUTPUT MIXER	OUTPUT ADJ
General Input Video Input DMX Input	DMX Input ENABLE DM Base	Rase Defaults				
	Layers	Adjustment Defaults Layers Defaults		25	ART NET No IDBox Found	
Output About						
Record Cop	y Move Del	ete Edit	Clear	Enter	Media Library	Quit

- 1. **DMX Input** can be used to adjust the DMX universes and channels by which the Maxedia communicates with the lighting table. The communication from the DMX to the Maxedia can be checked using the **DMX Viewer** screen.
- 2. This is also possible via the IO-Box. Settings can be adjusted by the IObox (see appendix C).

Maxedia is not always synchronised with the IO-Box. All changes in the Maxedia software will be visible in the IO-Box and vice versa.

# 4.10. Determining the layout

The Maxedia can be customized to make it more user-friendly. You can create your own main screens.

G	o to <b>En</b>	npty Pa	ige.							
1	DMX VIEWER	<sup>2</sup> MEDIA SE		PLUG-INS	4 LAYER EDITOR	5 Em	pty 6	CUE PAGE	OUTPUT MIXER	8 OUTPUT ADJ
С	hoose	Config	in the <b>C</b>	Commar	ndbar.				7	
				<b>.</b>		Class	Enter	Casta	Market Server	

Follow the procedure described below to create a customized screen (see illustration below):

Gui Configuration Page 1	Layout Panel	
3		Enable edit
Gui Configuration Page 2		Close All Windows
Engine Configuration		
	Load Layout	Load Default Layout
	Save Layout	Save Default Layout

- 1. Click *Gui Configuration Page 1* button.
- 2. Click *Enable edit* button.
- 3. Click Gui Configuration Page 2 button.

<sup>1</sup> DMX VIEWER <sup>2</sup> MI	EDIA SELECTOR	<sup>3</sup> PLUG-INS	LAYER EI	DITOR	s Empty
General					
Load/Save	Cue	e Selection		Lave	ers
Show Management		Page	Cue A		Size:
Gui Configuration Page 1		Page	Cue B		Size:
Gui Configuration Page 2		Page Page	Cue A-B-P		Size:
aar comgaradoi 11 age 2		Add Preview	eft Right		Size:
Engine Configuration					

4. Click the *Cue A* button.



5. Click anywhere in the empty grid.



6. The *Cue A* screen appears. Click and drag the handle in the lower right corner to make the screen larger or smaller.

Go back to the config-screen and click the *Gui Configuration Page 1* button and the *Disable Edit* button to store the layout.

 Click the Save Default Layout button to keep the layout at the next start-up. To save the layout in a file, choose Save Layout.

- ! All screens can be added:
  - 1. Gui Configuration Page 1

	Disable edit	DMX Enable/Disable	302
	Close All Windows		572
		DMX Enable/Disable	2x3
Load Layout	Load Default Layout	DMX Enable/Disable	6x1
Save Layout	Save Default Layout		-

- 1. *Layout Panel:* This panel offers the possibility of (de)activating the production of panels. It also enables the formed layout to be recalled or saved.
- 2. *DMX Panel:* This panel allows buttons to be added to the layout which enable the access to certain DMX channels.

Cue Selection	Layers	Layer Parameters
Page Cue A	2. Size: 10×2	Plugins
Page Cue B	Size: 5×4	Layer Parameters Parameters
Page Cue Preview	Size: 4×5	
Add Left Right	Size: 2×10	Add Left Right
Output Preview Framing and Keystoning Output Preview	Output Mask: Mask adjustment Output Color: Color Adjustment Output Mixer: Output Mixer Add Preview Left Right	Media Groups Select Mask: Mask Selection Transition Media Groups Media Selection

2. Gui Configuration Page 2

- 1. *Cue Selection:* Adds all cued-related panels.
- 2. Layers: Adds all kinds of layer panels.
- 3. Layer Parameters: Adds parameter panels concerning layers.
- 4. **Output Preview:** Allows creation of a screen that determines how the output monitor will represent the cues.
- 5. *Media Groups:* Allows the creation of panels to browse through all kinds of media.



# **Appendix A: Plugins**

This appendix gives an overview of all the plug-ins.

### A1. Video Plugin



This plug-in plays video and picture media.

Parameters:

- VIDEO In: Sets video start frame.
- VIDEO Out: Sets video stop frame.
- **VIDEO Loop Mode:** Determines whether the video repeats from the beginning or stops on the last frame.

### A2. Random Zoom Plugin



This plug-in zooms the video and picture media randomly.

Parameters:

- **INTERVAL Interval:** Determines whether the zoom changes periodically.
- **SCALING Scale X:** Determines width (X-axis).
- SCALING Scale Y: Determines height (Y-axis).
- SCALING Scale Z: Determines depth (Z-axis).
- **SCALING Keep Aspect:** Determines whether or not media should keep proportions during resizing.

### A3. Smoke Plugin



This plug-in generates two-dimensional smoke.

Parameters:

- SMOKE smoke: Determines the amount of smoke.



### A4. 2D Plasma Plugin



This plug-in generates two-dimensional plasma.

Parameters:

- No extra parameters

### A5. 2D Fluid Plug-in



This plug-in generates a fluid effect which transforms the video and picture media.

Parameters:

- FLUID Effects script: Determines the fluid effect.
- **FLUID Amplitude:** Determines the degree of the fluid effect.

### A6. 2D Particles Plugin



This plug-in generates a two-dimensional particle effect which transforms the video and picture media into small fragments.

Parameters:

- **OPTIONS Effect Script:** Determines which script the plug-in uses to generate the particles.

### A7. 2D Text



This plug-in generates a two-dimensional text. It is possible to work with the font and the size of your choice.



### A8. 3D Ocean Plugin



This plug-in generates a three-dimensional ocean.

Parameters:

- WAVE Height: Determines the height of the waves.
- WAVE Wind: Determines the wind force.
- **WAVE Suppression:** Determines the flatness of the waves.
- **TEXTURE Texture:** Determines the degree of the texture.
- **TEXTURE Fresnell:** Determines the degree of the Fresnell Shader
- **TEXTURE Resolution:** Determines the level of detail shown in the texture.
- COLOR High RGB
- COLOR Low RGB

### A9. 3D Tunnel Plugin



This plug-in generates three-dimensional tunnel effects.

Parameters:

- **OPTIONS Direction:** Determines the direction of the camera.
- **OPTIONS Depth 1:** Determines the depth of the view.
- **OPTIONS Depth 2:** Determines the depth of the view.
- **TUNNEL CAMERA Camera:** Determines the type of camera travelling through the tunnel.
- **UV U:** Determines the width of the texture in the tunnel.
- **UV V:** Determines the height of the texture in the tunnel.



### A10. 3D Landscape Plugin



This plug-in generates a three-dimensional landscape effect.

Parameters:

- **OPTIONS Distance:** Determines how far the texture will be stretched out over the landscape.
- **OPTIONS Height:** Determines the vertical size of the landscape
- **OPTIONS Fog:** Determines the dipping of the horizon.
- **TWIST Heading:** Determines in which direction the camera will travel.
- **TWIST Bank:** Determines the position of the camera facing the horizon.

### A11. 3D Ribbons Plugin



This plug-in generates a three-dimensional ribbon effect.

Parameters:

- **OPTIONS Amount:** Determines the visible amount of ribbons.
- **OPTIONS Shift:** Determines the distance between ribbons.
- **OPTIONS Radius:** Determines the proximity of ribbons to the center.
- SHAPE Width: Determines the width of ribbons.
- SHAPE Height: Determines the height of ribbons.
- SHAPE Radius: Determines the length of ribbons.

### A12. 3D Spikes Plugin



This plug-in generates a three-dimensional spikes effect.

Parameters:

- SHAPE Amount: Determines the amount of spikes.
- **SHAPE Shape1:** Determines the thickness of spikes.
- **SHAPE Shape2:** Determines the distance between the centres of spikes.
- SHAPE Shape3: Determines the length of spikes.



### A13. 3D Objects Plugin



This plug-in loads a three-dimensional object which has to be \*.x format.

Parameters:

- **RIGHTHAND LEFT Righthand Left:** Determines how the object will be mirrored.

### A14. 3D Blob Plugin



This plug-in generates a three-dimensional blob effect.

Parameters:

- **SHAPE Shape 1:** Determines the transformation of the star.
- **SHAPE Shape 2:** Determines the transformation of the vertical disc.
- **SHAPE Shape 3:** Determines the transformation of the horizontal disc.



# Appendix B: The Configuration screen

The Maxedia-settings can be changed via the configuration screen.

#### Choose Config in the Command bar.

While restarting Maxedia, the **Load Show-button** gives also access to Load/Save or Show Management.

Record	Сору	Move	Delete	Edit	Clear	Enter	Config	Media Library	Quit

a) Load/Save

	<sup>1</sup> DMX VIEWER	<sup>2</sup> MEDIA SELECTOR	<sup>3</sup> PLUG-INS	4 LAYER EDITOR	5 Emp	ty a	CUE PAGE	<sup>7</sup> OUTPUT MIXER	<sup>8</sup> OUTPUT ADJ
J	General								
Ca	Load/Save								
	Show Management								
	Gui Configuration Page	=1	Show Pane	li .			Media content		
	Gui Configuration Page	• 2		Save a show	Save Show				
	Engine Configuration	1		Load a show	Load Show.		Save c	ue media	
			Load	the default Show	Load New Sh	iow	Save	all media	
			Ena	ble/Disable Auto Continue	Auto Continu	• <u>!</u>	)	2	
				2 					
	Input Output								
	About								
	Record	Сору Моч	e Delete	Edit	Clear	Enter	Config	Media Library	Quit

*Load/Save* can be used to save a whole show in one MX Show file. Normally, the media are not saved, but this can be changed by using *Save Cue Media* and *Save All Media* (see illustration above).

- 1. Save Cue Media: This offers the possibility of saving the media content of the cues.
- 2. **Save All Media:** This offers the possibility of saving all media, including the ones that were not used in the cues.



**!** The MX Show files can become very large, depending on the media used in the show.

**!** The **Auto Continue** button supplies an automatic restart after 30 seconds (see ! illustration on previous page).

### b) Show Management

1	DMX VIEWER	<sup>2</sup> MEDIA SE		PLUG-INS	4 LAYER EDITOR	5 Em	pty <sup>6</sup> C	CUE PAGE	DUTPUT MIXER	OUTPUT ADJ
Bu	General Load/Save Show Managem i Configuration P i Configuration P Engine Configura	ent age 1 tion	Show Manage BACKUP Dri 1 3 5 7 9 9	ment ve 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Dpions	3	==>	EXTERNAL Driv	re 2 Testshoz 4 8 10 Delete 5	Coptions
	Input Output About									
	Record	Сору	Move	Delete	Edit	Clear	Enter	Config	Media Library	Quit

Back-ups can be made via **Show Management** by copying shows from the **External Drive** to the **BackUp Drive** (see illustration above).

- 1. BackUp Drive (D:\)
- 2. **External Drive** (E:): Loading shows is only possible when the shows are on the External Drive.
- 3. This offers the possibility of moving a selected show from the BackUp Drive to the External Drive. Maxedia will ask if the existing show may be overwritten.
- 4. This offers the possibility of moving a selected show from the External Drive to the BackUp Drive. Maxedia will ask if the existing show may be overwritten.
- 5. The shows can be deleted from both drives by using the *Delete* buttons. NOTE! This is a *dangerous* action. The entire show will be deleted.

All media will be saved. Consequently, the saving-process may take a while.



### c) Engine Configuration

1         DMX VIEWER         2 MEDIA SELECTOR         3	PLUG-INS	)R <sup>5</sup> Empty	6 CUE PAGE	<sup>7</sup> OUTPUT MIXER	<sup>8</sup> OUTPUT ADJ
General					
Load/Save					
Show Management					
Gui Configuration Page 1					
	Adjustment Filtering	Enabled	Smart Speed Contr	Disabled	
C C 1	Transition Filtering	Disabled			
Engine Configuration	Mixer Filtering	Enabled			
	Engine	Resolution			
	Z No	ormal Mid	High		
Imput					
Output					
About					
Record Copy Move	Delete Edit	Clear Ente	er Config	Media Library	Quit

*Engine Configuration* allows the engine of the software to be set (see illustration above).

- 1. *Engine Filtering options:* Allow setting of Output-filters.
- 2. *Engine Resolution:* Allow setting of Engine-resolutions.
  - *Normal:* 512 pixels x 512 pixels
  - *Mid:* 1024 pixels x 512 pixels
  - *High:* 1024 pixels x 1024 pixels
- 3. **Smart Speed Control:** If this option is switched on, the speed of cue B will be reduced to zero whenever only cue A is visible.



### d) Video Input

	<sup>1</sup> DMX VIEWER	<sup>2</sup> MEDIA SELECTOR	<sup>3</sup> PLUG-INS	<sup>4</sup> LAYER EDITOR	5 Empty	6 CUE PAGE	<sup>7</sup> OUTPUT MIXER	<sup>8</sup> OUTPUT ADJ
ĺ	General							
( (								
	Video Input							
	DMX Input	Video Input	1	2	3		4	
		Sel	ect video	Select Source	Select F	vesolution		
		Vide	eoMate TV Capture	Video Tuner	Height: 240	Height: 288	NTSC_M NTSC_M	
				/ideo Composite	Width: 360 Height: 240	Width: 360 Height: 288	NTSC_433 PAL_60	
		2	3	Video SVideo	<sup>5</sup> Width: 640 Height: 480	Width: 640 Height: 576	PAL_B PAL_D	
			4		<sup>7</sup> Width: 720 Height: 480	Width: 720 Height: 576	7 PAL_H <sup>8</sup> PAL_I	
			Refresh					
	Output About							
	Record	Сору Моче	e Delete	Edit	Clear	Enter	Config Media Library	Quit

The screen above will be generated by clicking the *Input* button and the *Video Input* button. It contains the following elements (see illustration above):

- 1. **Select Video:** These devices can be connected by USB/FireWire/Analog Format.
- 3. VideoMate TV Capture: Video 1 In (will be detected automatically)
- 4. No Device: Video 2 In (will be detected automatically)
- 2. Select Source: Here the video source can be selected.
- 3. **Select Resolution:** Here the desired resolution can be selected.
- 4. Select Format: Here the desired standard can be selected.



# Appendix C: DMX Layout

# Maxedia Base fixture layout 24 Channels

#### **Standard DMX Channels**

- 1. Dimmer
- 2. Red
- 3. Green
- 4. Blue
- 5. Cue Selection
- 6. Cue Page
- 7. Cue B Selection (A/B Mode)
- 8. Cue B Page
- 9. Cue Blur
- 10. Transition / Wipe Mode
- 11. Transition / Wipe Selection
- 12. Transition
- 13. Transition Fine
- 14. Wipe Blur
- 15. Live-Text Dimmer
- 16. Live-Text Selection
- 17. Live-Text Effect
- 18. Volume Sound Output
- 19. Volume Sound Input
- 20. Volume Sound Wav
- 21. Control (Test Images)
- 22. Speed A
- 23. Speed B
- 24. Output Preset



#### Key to channels:

- Channel 1 Dimmer for the Output: Default = 256; Fade
- Channel 2. Red Default = 128; Fade Value 0- 127 = Black to Red Value 128 = Normal Value 129-255 = Red to White
- Channel 3 Green. Default = 128; Fade Value 0- 127 = Black to Green Value 128 = Normal Value 129-255 = Green to White
- Channel 4 Blue. Default = 128; Fade Value 0- 127 = Black to Blue Value 128 = Normal Value 129-255 = Blue to White

#### **Cue Selection**

- Channel 5 Cue selection. Default = 0; Snap Value 0 = Blackout Value 1 = Cue 1 ... Value 255 = Cue 255
- Channel 6 Cue Page. Default = 0; Snap Value 0 -1 = Cue Page 1 Value 2 = Cue Page 2
   ... Value 255 = Cue Page 255
- Channel 7 Cue selection B. Default = 0; Snap Value 0 = Blackout Value 1 = Cue 1
   ...

Value 255 = Cue 255

- Channel 8 Cue Page B. Default = 0; Snap Value 0-1 = Cue Page 1 Value 2 = Cue Page 2
   ... Value 255 = Cue Page 255
- Channel 9 Cue Blur. Default= 0; Fade Value 0-255 = No Blur to Full Blur



#### **Transition & Wipe Channels**

- Channel 10 Transition / Wipe Mode. Default = 0; Snap Value 0 = Transition Value 1 = Wipe Bank 1 ... Value 255= Wipe Bank 255
- Channel 11 Transition / Wipe selection. Default =0; Snap Value 0 -1= Transition / Wipe 1 Value 2 = Transition / Wipe 2
   ... Value 255 = Transition / Wipe 255
- Channel 12 & 13: 16 bit 'Transition'. Default = 0; Fade Channel 12 = MSB Channel 13 = LSB
- Channel 14 Wipe Blur. Default = 128; Fade

#### Live Text Channels

- Channel 15 Live-Text Dimmer. Default = 0; Fade
- Channel 16 Live-Text selection. Default = 0; Snap Not implemented
- Channel 17: Live-Text Effect. Default = 0; Snap Not implemented

#### Audio Volume

- Channel 18: Audio Volume OUT. Default = 100; Fade
- Channel 19: Audio Volume IN. Default = 0; Fade
- Channel 20: Audio Volume WAV. Default = 100; Fade



### Global

- Channel 21 Output Mode. Default = 0; Snap Value 0-4 = Default Maxedia Output Value 5-9 = Color Bar Value 10-14 = Staircase Value 15 -19 = Alignment Value 20-24 = Video In 1 Value 25-29 = Video In 2 Value 30-255 = Not used
- Channel 22: Speed A Default = 128; Fade
- Channel 23: Speed B Default = 128; Fade
- Channel 24 Output Preset Selection Default = 0; Snap Value 0 = No Preset, DMX override Value 1 = Preset 1 ... Value 255 = Preset 255



# Maxedia DMX Layer 22 channels

### **Standard DMX Channels**

25. Dimmer 26. Red 27. Green 28. Blue 29. Position X 30. Position X Fine 31. Position Y 32. Position Y fine 33. Position Z 34. Position Z fine 35. Rotation X 36. Rotation X Fine 37. Rotation Y 38. Rotation Y fine 39. Rotation Z 40. Rotation Z fine 41. Function 42. Script Amplitude 43. Script Speed 44. Speed Plug-in 45. Mode All/A/B 46. Layer control



#### Key to channels:

#### **Dimmer channels / RGB**

- Channel 1 Dimmer for the Layer: Default = 256; Fade
- Channel 2. Red Default = 128; Fade Value 0- 127 = Black to Red Value 128 = Normal Value 129-255 = Red to White
- Channel 3 Green. Default = 128; Fade Value 0- 127 = Black to Green Value 128 = Normal Value 129-255 = Green to White
- Channel 4 Blue. Default = 128; Fade Value 0- 127 = Black to Blue Value 128 = Normal Value 129-255 = Blue to White

#### **Position/Rotation**

- Channel 5 & 6: 16 bit 'Position X'. Default = 32768; Fade Channel 5 = MSB Channel 6 = LSB Value 0-16383 = Position ACLK Value 16384-49151 = Positioning Value 49152-65535 = Position CLK
- Channel 7 & 8: 16 bit 'Position Y'. Default = 32768; Fade Channel 7 = MSB Channel 8 = LSB Value 0-16383 = Position ACLK Value 16384-49151 = Positioning Value 49152-65535 = Position CLK
- Channel 9 & 10: 16 bit 'Position Z'. Default = 32768; Fade Channel 9 = MSB Channel 10= LSB Value 0-16383 = Position ACLK Value 16384-49151 = Positioning Value 49152-65535 = Position CLK



- Channel 11 & 12: 16 bit 'Rotation X'. Default = 32768; Fade Channel 11 = MSB Channel 12 = LSB Value 0-16383 = Rotate ACLK Value 16384-49151 = Positioning Value 49152-65535 = Rotate CLK
- Channel 13 & 14: 16 bit 'Rotation Y'. Default = 32768; Fade Channel 13 = MSB Channel 14 = LSB Value 0-16383 = Rotate ACLK Value 16384-49151 = Positioning Value 49152-65535 = Rotate CLK
- Channel 15 & 16: 16 bit 'Rotation Z'. Default = 32768; Fade Channel 15 = MSB Channel 16 = LSB Value 0-16383 = Rotate CLK Value 16384-49151 = Positioning Value 49152-65535 = Rotate ACLK
- Channel 17: Function (Reserved). Default = 0, Snap
- Channel 18: Script Amplitude. Default = 0; Fade
- Channel 19: Script Speed. Default = 128, Fade
- Channel 20: Speed Plug-in. Default = 128, Fade Value 0-120 = Speed 0 to Normal Speed Value 121-139 = Normal Speed Value 140-255 = Normal Speed to Fast
- Channel 21: Mode All /A /B. Default = 0; Snap Value 0-63 = Normal (Layer A & B) Value 64-127 = A Layer Only Value 128-191 = B Layer only Value 192-255 = Preview Layer only
- Channel 22: DMX override OFF/ON. Default = 0, **Snap** 
  - Value 0 = OFF
  - Value 1 = Layer 1 Override
  - Value 2 = Layer 2 Override
  - Value 3 = Layer 3 Override
  - Value 4 = Layer 4 Override
  - Value 5 = Layer 5 Override
  - Value 6 = Layer 6 Override
  - Value 7 = Layer 7 Override
  - Value 8 = Layer 8 Override



Value 9	= Layer 9 Override
Value 10	= Layer 10 Override
Value 11	= Layer 11 Override
Value 12	= Layer 12 Override
Value 13	= Layer 13 Override
Value 14	= Layer 14 Override
Value 15	= Layer 15 Override
Value 16	= Layer 16 Override
Value 17	= Layer 17 Override
Value 18	= Layer 18 Override
Value 19	= Layer 19 Override
Value 20-255	= Layer 20 Override



### Maxedia DMX Output Adjustment 48 channels

- 1. KeyStone Left Move
- 2. KeyStone Left Move Fine
- 3. KeyStone Left Rotate
- 4. KeyStone Left Rotate Fine
- 5. KeyStone Right Move
- 6. KeyStone Right Move Fine
- 7. KeyStone Right Rotate
- 8. KeyStone Right Rotate Fine
- 9. KeyStone Top Move
- 10. KeyStone Top Move Fine
- 11. KeyStone Top Rotate
- 12. KeyStone Top Rotate Fine
- 13. KeyStone Bottom Move
- 14. KeyStone Bottom Move Fine
- 15. KeyStone Bottom Rotate
- 16. KeyStone Bottom Rotate Fine
- 17. KeyStone ALL Rotate
- 18. KeyStone ALL Rotate Fine
- 19. Framing Left Move
- 20. Framing Left Move Fine
- 21. Framing Left Rotate
- 22. Framing Left Rotate Fine
- 23. Framing Right Move
- 24. Framing Right Move Fine
- 25. Framing Right Rotate
- 26. Framing Right Rotate Fine
- 27. Framing Top Move
- 28. Framing Top Move Fine
- 29. Framing Top Rotate
- 30. Framing Top Rotate Fine
- 31. Framing Bottom Move
- 32. Framing Bottom Move Fine
- 33. Framing Bottom Rotate
- 34. Framing Bottom Rotate Fine
- 35. Framing All Rotate
- 36. Framing All Rotate Fine
- 37. Not used
- 38. Mask Selection
- 39. Mask Selection Fine
- 40. Mask X Position
- 41. Mask X Position Fine
- 42. Mask Y Position
- 43. Mask Y position Fine
- 44. Mask Scale
- 45. Mask Scale Fine
- 46. Mask Rotate
- 47. Mask Rotate Fine
- 48. Framing/Mask Blur



#### Key to channels:

- Channel 1 & 2: 16 bit 'Keystone Left Move'. Default = 0; Fade Channel 1 = MSB Channel 2= LSB
- Channel 3 & 4: 16 bit 'Keystone Left Rotate'. Default = 32768; Fade Channel 3 = MSB Channel 4= LSB
- Channel 5 & 6: 16 bit 'Keystone Right Move'. Default = 0; Fade Channel 5 = MSB Channel 6= LSB
- Channel 7 & 8: 16 bit 'Keystone Right Rotate'. Default = 32768; Fade Channel 7 = MSB Channel 8= LSB
- Channel 9 & 10: 16 bit 'Keystone Top Move'. Default = 0; Fade Channel 9 = MSB Channel 10= LSB
- Channel 11 & 12: 16 bit 'Keystone Top Rotate'. Default = 32768; Fade Channel 11 = MSB Channel 12= LSB
- Channel 13 & 14: 16 bit 'Keystone Bottom Move'. Default = 0; Fade Channel 13 = MSB Channel 14= LSB
- Channel 15 & 16: 16 bit 'Keystone Bottom Rotate'. Default = 32768; Fade Channel 15 = MSB Channel 16= LSB
- Channel 17 & 18: 16 bit 'KeyStone All Rotate'. Default = 32768; Fade Channel 17 = MSB Channel 18= LSB
- Channel 19 & 20: 16 bit 'Framing Left Move'. Default = 0; Fade Channel 19 = MSB Channel 20= LSB
- Channel 21 & 22: 16 bit 'Framing Left Rotate'. Default = 32768; Fade Channel 21 = MSB Channel 22= LSB

- Channel 23 & 24: 16 bit 'Framing Right Move'. Default = 0; Fade Channel 23 = MSB Channel 24 = LSB
- Channel 25 & 26: 16 bit 'Framing Right Rotate'. Default = 32768; Fade Channel 25 = MSB Channel 26= LSB
- Channel 27 & 28: 16 bit 'Framing Top Move'. Default = 0; Fade Channel 27 = MSB Channel 28= LSB
- Channel 29 & 30: 16 bit 'Framing Top Rotate'. Default = 32768; Fade Channel 29 = MSB Channel 30= LSB
- Channel 31 & 32: 16 bit 'Framing Bottom Move'. Default = 0; Fade Channel 31 = MSB Channel 32= LSB
- Channel 33 & 34: 16 bit 'Framing Bottom Rotate'. Default = 32768; Fade Channel 33 = MSB Channel 34= LSB
- Channel 35 & 36: 16 bit 'Framing Rotation'. Default = 32768; Fade Channel 35 = MSB Channel 36= LSB
- Channel 37 'Not Used'. Default 0; Snap
- Channel 38 Mask selection. Default =0; Snap Value 0 = No Mask Value 1 = Mask 1 ... Value 255= Mask 255
- Channel 39 Mask Bank selection. Default =0; Snap Value 0-1 = Bank 1 Value 2 = Bank 2 ...
   Value 255 = Bank 255
- Channel 40 & 41 Mask X Position. Default = 32768; Fade Channel 40= MSB Channel 41= LSB

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- Channel 42 & 43 Mask Y Position. Default = 32768; Fade Channel 42 = MSB Channel 43 = LSB
- Channel 44 & 45 Mask Scale. Default =32768; Fade Channel 44 = MSB Channel 45 = LSB
- Channel 46 & 47 Mask Rotation. Default = 32768; Fade Channel 46 = MSB Channel 47 = LSB
- Channel 48 Mask Blur. Default= 32; fade Value 0-255 = No blur to Full Blur

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